



DRAGON FARKLE

Hydra Horde Solo Mode – v0.09

BACKGROUND

Shortly following the defeat of the dragon, most of the heroes of Yon were kept busy on their victory book tour. It did not take long however for the peace to be disturbed by a faint cloud of despair and sulfur rising from the West Isles. For fear of its return, from tavern to field, you arrive a lone wannabe upon the sleeping dragon's keep. With army and arms at the ready, you enter within, but the creature is not what you think it is.

SETUP

You will need at least one copy of Dragon Farkle to play Hydra Horde Solo Mode (multiple copies will not help you in your quest, but make nice accent pieces throughout your home). Select 6 dice, the special die, 5,000 soldiers, and a player mat. The remaining Soldier tokens go into the stockpile. Place the Dragon and 3 Damage tiles face down next to it. Select your Companion from one of the following: **Eyleron** or **Sidia**. Select the following Magic Items, shuffle, and place them face down in a draw pile: **Potion of Telekinesis**, **Sword of Dragon Slaying**, **Doppelganger Token**, **Lucky Dragon's Tooth**, and the **Wand of Attraction**. Draw **one** item as your starting equipment.

GAMEPLAY

You soon discover that the dragon is not a dragon after all, but the legendary three-headed hydra (each head more formidable than the next, as how these stories go). With no escape, it is up to you and your soldiers to last 3 rounds and vanquish the ancient beast. Gameplay is similar to the multiplayer Final Battle where scoring dice work against you, but the dragon and rally sides of the Event die damage the creature. To begin, for luck or valor, roll all the dice...



Dragon side - **One** hit to the hydra (flip a Damage tile to indicate); check the Soldier table and set aside **ALL** scoring dice (if any), removing that number of soldiers from your army back to the stockpile due to an unfortunate case of death, and continue your turn.



Rally side - **Two** hits to the hydra (flip two Damage tiles to indicate); check the Soldier table and set aside **ALL** scoring dice (if any), removing that number of soldiers from your army back to the stockpile due to lost limbs, and continue your turn.



Blank side with Scoring Dice - Check the Soldier table and set aside **ALL** scoring dice, removing that number of soldiers from your army back to the stockpile due to fruitless sacrifice, and continue your turn. Afterward, if over 1,000 soldiers remain in your army, you may **opt to sacrifice 1,000 additional soldiers** to distract the basilisk and add one hit. Though effective, this option may not make you popular with your army if used too often.

On a farkle (i.e. no scoring dice) do not regenerate the hydra's current damage. Instead return **100** additional soldiers to the stockpile in retreat, pick up all the dice, and get back into the fight. If you score on all your Soldier dice after any roll, **draw a Magic Item** from those that remain in the draw pile and continue your roll with all six dice and the Event die. There is no hand limit to the Magic Items held and they can be played at any time, but each can only be used once per game (discard after use).

You may use your **Companion's ability** once per round, rotate the card upside down once used to indicate.

Once the hydra has received 3 or more hits, remove any soldiers lost from the roll, reset your Companion's ability, and begin the next round. Place 4 Damage tiles facedown, pick up all 6 dice and the special die and begin head chopping again. Once the hydra has received 4 or more hits in the second round, proceed to the final round and place 5 Damage tiles facedown. Gameplay continues until either the hydra has received 5 hits in the final round and / or you are defeated with no soldiers remaining.

VICTORY

For those who defeat the hydra and are brave enough to share their claim publicly with the land, the Yon School of Accounting has provided this handy Bard Chart of Grandeur:

- 0 soldiers remain – A Song Never Sung and the Hydra Never Was
- 50-1000 soldiers remain – Sons and Daughters of the Slaughter
- 1050-2000 soldiers remain – Three Heads are Not Better than One
- 2050-3000 soldiers remain – Heroes with Skills Pay the Bills
- 3050-4000 soldiers remain – Smugglers and Jugglers Don't Have Your Luck
- 4050+ soldiers remain – Cheater

FREQUENTLY ASKED QUESTIONS

I can end my turn anytime and roll all the dice again? – No, the only times you can pick up all dice after the first roll is either: (a) all dice score on a roll (and acquire a Magic Item if able), (b) farkle with no scoring dice and lose 100 additional soldiers, or (c) complete a round by flipping all the hydra's current Damage tiles. You always have the option to run away and reset the game, bringing shame to the game table, but you are playing solo so who would know.

If I have not used my Companion's ability yet, can I store it up as I move to the next round? – No, if you have not expended the ability before moving to the next round you cannot store its uses. This follows the old Yonish proverb, "Hoarding is never rewarding unless it's healing potions."

If I roll a dragon or rally on the Event die can I also sacrifice 1,000 soldiers for another hit to the hydra? – No, you only have the option to sacrifice soldiers when you roll a blank side with scoring dice (you may also want to reevaluate your leadership skills).

If the hydra has only one damage left and I roll a rally side for two hits, does the extra point roll over to the next round? – No, the extra point of damage is lost as the new round begins.

Eyleron rolls a 6, does he still get soldiers? – No, as there are no other players, he is out of luck this round.

CREDITS

Design: Robert J. Hudecek
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For official rules or core game information please visit Z-Man Games
<https://www.zmangames.com/en/products/dragon-farkle/>