

SINGLE PLAYER VARIANT

OBJECTIVE:

Your objective is to obtain a Mystic Gem from each Environment Board and make your way to the FINISH spot on the Finish Board before the Simulated Explorer(s) beat you there.

SETUP:

1. Remove Shield (S), Quicksand (Q) and Board Rearrange (BR) Action Tokens from the Action Tokens. Place the remaining ones upside down on the table so that they are well mixed.
2. Set up Environment Boards (choose 3 - 4) in the same way as the standard gameplay. Align the Start Board along one of the two outermost Environment Boards, connecting the single-arrow edges. Align the Finish Board along the opposite outermost Environment Board, connecting the double-arrow edges.
3. Place an Action Token on allowable spaces, per standard gameplay rules, where three paths meet on all of the Environment Boards (4 or 5 Action Tokens per board depending on the Environment Boards selected).
4. Place your Explorer on the START spot with the number of Simulated Explorers you would like to play against.

GAMEPLAY:

Your Explorer will move first. On your turn you will roll the dice, move the number of spaces you roll, activating any Actions Tokens you pass over, or land on, just like in the standard gameplay.

For Simulated Explorers, roll the dice at the start of their turn. Move the designated number of spaces from one board to the next, switching which direction they move on each board.

- *Example: On the Start Board, Simulated Explorer always turns right at an intersection (when viewed from the moving direction of the Simulated Explorer). Then, on the first Environment Board, Simulated Explorer will always turn left until they reach a bridge taking Simulated Explorer to next Environment Board.*
- *A Simulated Explorer may reach a dead end. At this point, turn around Simulated Explorer and continue following that board's left or right movement rule.*
- *When a Bridge Space is landed on, the Simulated Explorer must move to the Bridge Space on the adjacent board, even if it is contrary to that board's required turning direction.*

Simulated Explorers do not activate Action Tokens, nor do they cross a bridge if it should lead them away from the Finish Board.

WINNING THE GAME:

You win if you obtain a Mystic Gem from each of the Environment Boards and beat the Simulated Explorer(s) to the FINISH spot. If not, try again!

