

# Kingdoms of the Deep Solo

## Setup

Follow the rule book for two player setup, you and the Solo Robot.

The Robot will use two player colors worth of units, 11 actions cards (6 each from 2 player colors, minus 1 Reset), and 1 player board.

After choosing your terrain focus, the Robot will start with the terrain focus that is the next terrain in clockwise order on the player boards. Place 1 robot unit onto each terrain tile matching the robot's terrain focus.

The Robot starts the game with all of its actions upgraded to the second level, including the left two Reset action upgrades. Place 1 Bait Tracker Cube at the start of the Robot's Bait Pile.

Create a Robot Action deck by shuffling together the action cards from two player colors to create a 12 card deck.

## Turns

You are the first player every round. Turns are taken in the following manner:

- You select your action.
- Draw two cards from the Robot's deck, noting which card is drawn second.
- You perform your action and receive the solo bonus if neither of the Robot's drawn cards match your action.
- The Robot performs action(s), gains a solo bonus, or triggers a reset per Robot Actions.



## **Robot Actions**

If ONE card is a RESET:

First perform the other drawn card action card without the solo bonus, then perform the Robot Reset action.

If BOTH cards are the same action:

The Robot gains 1 point and performs the action without the solo bonus.

If NEITHER card is a RESET and BOTH cards are different actions:

Perform only the action from the second drawn card. The Robot gets the Solo bonus if the action it takes is not the one you played.

## **Tile Priority**

Follow the priorities in order below for each action that requires the Robot to choose a hex tile (Shark, Move):

1. The Robot will choose tiles with a terrain matching the current round goal over tiles of other terrain types.
2. The Robot will choose empty capitals to take the majority with a single unit.
3. The Robot will choose capitals with your units until it has a majority by 2 more units than you.
4. The Robot will choose other tiles with your units until it has a majority by 2 more units than you.
5. The Robot will choose to equally spread actions to tiles without your units.

## **Ties Between Tiles**

If there are two or more tiles that the Robot could choose between, it will prioritize tying for the majority first, then taking the majority.

When evaluating any further ties between tiles, start with the tile furthest from your seated position in the outer layer, moving clockwise around the board, then evaluate the inner layer in the same manner moving clockwise.

## Robot Tile Choice Example

If Coral Reef Capital has 4 player units and 5 robot units and Mangrove Capital has 5 player units and 4 robot units, the Robot will choose to add one unit to the Mangrove Capital so that the player and robot are now tied on that capital.

If Tundra Capital has 3 player units and 1 robot unit and Open Ocean Capital has one player unit, the Robot will choose to add a unit to the Open Ocean Capital as the difference on Tundra Capital is two and the difference on the Open Ocean Capital is one.

## Robot Card Actions

When the Robot takes an action, it follows the descriptions below.

### SHARK

The Robot moves the shark to eat as many of the player's units as possible with the fewest shark movements.

If the shark is on a tile without enough actions to move and eat your player units, the shark will eat Robot unit(s) that are already on the tile the shark is on until the shark runs out of actions or units are depleted from the tile.

Move the Robot's Bait pile tracker for each unit eaten (player or robot), but do not perform any of the bait pile actions.

### MOVE

For each move action, the Robot moves units in this priority:

- Any of your player units on inner tiles into Atlantis.
- Any of the Robot's units on inner tiles into Atlantis.
- Any of your units on outer tiles to the closest inner tile per the tile priority guidelines.
- Any of the Robot's units on outer tiles directly into Atlantis, skipping inner inner tiles.

## **BOLSTER**

The Robot adds units per its bolster value onto tiles matching its current terrain focus.

After 1 robot unit has been added to each terrain focus tile, any extra units are placed on the capital.

The Robot shifts its terrain focus clockwise 1 space.

## **DEPLOY**

Perform the Robot Bolster action using the Robot's Deploy value.

Instead of shifting the Robot's terrain focus clockwise 1 space, shift its terrain focus to the one directly across from its current focus. (ie: 3 spaces forward)

## **UPGRADE**

Starting with Shark and then moving clockwise in order to Reset, Move, Deploy, and Bolster; the Robot will upgrade each action equally. (ie: each action space will get upgraded once before it can be upgraded again) The Robot will take the leftmost open upgrade slot when upgrading the reset action, all other actions upgrade by shifting the disc 1 space right.

If the Robot is already fully upgraded, it gains 1 point for each upgrade action it cannot use. This includes the free upgrade actions that occur when rounds progress.

## **RESET**

Perform the following steps in order:

- If you did not also play the Reset card, give the Robot one point. (Solo bonus for the Reset card) .
- Set aside the other Action card drawn.
- Return all the other Robot's played cards to its deck, including the reset card, and reshuffle.
- DO NOT have the Robot perform any of the Reset Bonus Actions that have been upgraded.
- Perform the end of round cleanup as if the Robot was another player, moving the round tracker and activating any symbols for the new round. If the new round has an upgrade symbol, follow the Robot's upgrade card action steps.

## Player Reset

If you play your reset action card and the Robot does not play a reset card, perform the following:

- You perform your reset action as normal, gaining the solo bonus
- Perform the Robot's Action
- Follow End of Round rules as normal. If the round tracker moves onto an upgrade symbol, follow the Robot Upgrade card action steps to pick an upgrade for the Robot.

## Robot Specifics

These are differences for the Robot player.

- If the Robot would gain an immediate bonus action, it gains 1 point instead.
- The Robot does gain the immediate Move bonus from upgrading Move.
- The Robot does not gain a second terrain focus after upgrading Bolster.
- Follow End of Round rules as normal. If the round tracker moves onto an upgrade symbol, follow the Robot Upgrade card action steps to pick an upgrade for the Robot.

## Difficulty Levels

|            |                                                                                                                       |
|------------|-----------------------------------------------------------------------------------------------------------------------|
| Easy       | The Robot does not gain additional points from upgrading.                                                             |
| Medium     | Play as normal                                                                                                        |
| Hard       | The Robot gains two additional points when resetting alone and starts with Reset fully upgraded.                      |
| Extra Hard | In addition to the Hard changes, the Robot gains two points instead of one when it has upgrade actions it cannot use. |

## Terrain Types

|                                                                                   |             |                                                                                   |            |
|-----------------------------------------------------------------------------------|-------------|-----------------------------------------------------------------------------------|------------|
|  | Coral Reef  |  | Tundra     |
|  | Sea Floor   |  | Mangrove   |
|  | Kelp Forest |  | Open Ocean |

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