



# 7 MOONS<sup>®</sup>

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HEROES OF DRAGON REACH

SOLO RULES

## Solo Play

In the solo version of 7 Moons, you play as you would in a multiplayer game, except you choose which city to play and the Moon Phase Chart simulates the activities of the other cities of Dragon Reach.

## Set-up

1. Put the nine gem tokens into a cup or bag.
2. Place a spare dragon meeple on the **STAR6** segment of the Moon Phase Chart.

## Play



**At the end of each turn**, randomly draw a gem token and place it on its matching segment space on the Moon Phase Chart.

### When to move the dragon meeple:

1. If the gem is placed in the next segment **ahead** of the dragon meeple, advance the meeple to the next segment. Complete the action shown there.
2. If you place a **third gem of the same type** on the Moon Phase Chart, advance the dragon meeple to the next segment. Complete the action shown there.
3. Proceed with your next turn.

**Remember:** The Shadow Army also advances as normal when you recruit an ally or place a third stronghold in your city.

## Full circle

Once the dragon meeple returns to the **STAR6** segment, remove all gem tokens from the Moon Phase Chart, ready to draw on the next turn.

The following three events are invoked by the Moon Phase Chart **each complete cycle**:

1. There will be one fewer wilderness campfires.
2. The market dice will have been re-rolled.
3. The Shadow Army will have moved closer to the 7th moon.

## Shadow Phase

The Shadow Phase is played the same as for a multiplayer game, except when conducting **realm defence**, you roll one dice for each other city **in addition to your own dice**, according to the desired difficulty level shown below.

## Difficulty

You can adjust the difficulty level of the solo game as follows:

**Easy:** Play with four cities, giving you three additional dice.

**Medium:** Play with three cities, giving you two additional dice.

**Hard:** Play with two cities, giving you one additional dice.

Try to survive and beat your previous score.

**Card changes from multiplayer:** 'Aid a traveller' wilderness encounter: If the spell backfires, return to your city. 'Dragon Crystals' quest: Place 1 crystal in Kurun, Garndell and Freecloud. Remove Twig faerie token.

# Moon Phase Chart

(Solo Play)



When you have three of the same gem on the Moon Phase Chart, advance the dragon meeple one segment clockwise.



Solo rules designed by Russ Law  
(with huge thanks to Nick Rice)

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