

Solitaire games are equally fun and challenging and are very useful for testing strategies prior to play.

There are some minor changes to the rules to accommodate solitaire play.

1. Player's may not attack a monster from outside its room.
2. The player rolls the dice for the events and the monsters that affect them, including the monster's dodges.
3. The Hall of Brigands Hex: When explored, the Brigand's steal all your tabled cards as described in the hex occurrence. If the brigands managed to steal your key, put it back into your deck and shuffle.
4. **Defeat:** With the exception of the Guardian, if your character is defeated by any other monster, and you have your key tabled or in hand, you may dominate said monster that defeated you, pick up your key and continue. However, you may NOT draw cards for any reason once dominating. If you manage to exit under these conditions, you have achieved the Pharaoh's Reward.

Game set up: We begin with building the Hexpile, once you have added, and subtracted, the hexpoints.

1. **Hex selection:** Not all games of solitaire are equally challenging. You set up the level of difficulty for your solitaire game. Simply add all the hex points together for the value of your game.
In general, anything less than five points is considered easy. You are an apprentice in training.
6 to 9 hex points is considered challenging. You are a master in training.
10 to 14 hex points is considered difficult. You are a seasoned veteran and ready to take on any challenge.
15 or greater is considered near impossible and everyone should bow at your feet. You are considered a crypt expert and should think of becoming a Keymaster.
2. A minimum of five hexes must be in the hexpile.
3. No more than two of any single hex can be in the hexpile.
4. Any character specific benefits such as plus one actions are ignored regardless of the character you are playing. This includes owner specific hexes. All other events affect your character.
5. Not all hexes are used, only those with a positive or negative number in the hex points. This information can be found on the website. The number is termed hex points for the solitaire game specifically. If there is no number for the hex points, then it is not usable in the solitaire game.

6. ONE exit may be in the solitaire hexpile. Shuffle the Hexpile, without the exit and then place the exit at the bottom.
7. The Guardian exit is used in the solitaire version, although beginners may use the Catastrophe Exit. If you do not own these hexes, use a blank exit and play as if it were the desired exit. Guardian Hex stats: Life Points: 20, Dodge: 5, Hit: 2d6.
8. In the case of the Guardian Exit: You cannot use this exit until the guardian is defeated. Once the monster is vanquished, draw 3 cards. The player now has one full turn to attempt to exit.
9. Exiting: Roll once as a free action, and then once in the action phase as normal.
10. You do not get multiple actions during this exit turn. A player only gets two chances to exit. Fail, and the monster arises again at the end of the turn and attacks immediately.

Once you have the Hexpile a player constructs their deck as normal including the key, shuffles and begins as follows.

1. Solitaire Player's start with three cards.
(Optional) Beginners start with seven cards.
Intermediate level players start with five.
Expert level players start with 0.
2. Player's do not have a draw phase. Player's only draw cards when they vanquish a monster, (draw three) or are directed to by a hex event.

The rest of play follow the standard guidelines.

This concludes the basic solitaire rules for, Crypt: The Pharaohs Curse.