



RAGNAROCKS SOLO AI



SETUP

Set up the game as normal. The human player should play Ivory. After setup, move any 1 of your Vikings 1 space.

GAMEPLAY

Alternate between the Human player taking a single standard turn and the AI taking the appropriate number of turns based on your selected difficulty. (See **AI Turn.**)

Difficulty Settings:

Midgard (easy) – AI takes 3 turns

Jotunheim (normal) – AI takes 4 turns

Asgard (hard) – AI takes 5 turns

Valhalla (heroic) – AI takes 6 Turns

Use the included cards to track how many turns the AI has taken

The human player can use a Mythology Card at any difficulty setting. When playing on hard or heroic difficulty levels it will be extremely difficult to win without one.

AI TURN*

Selection: Randomly select which AI Viking moves using the included die. The die shows the tool held by the Viking to be moved).

Standard Move: If possible, move the selected Viking to a position that allows them to Summon in the last contested space adjacent to a Human Viking.

❧ If this is not possible (most of the time it is not), move the selected Viking to a contested space that allows it to summon adjacent to a Human Viking. (If this is not possible, Skip ahead to **Special Move.**)

❧ If there are multiple spaces that meet this criteria, select the one with the most adjacent, unoccupied, contested spaces.

❧ In the case of a tie, select the space that is further from the AI Viking's starting space.

❧ In the case of a tie, select the first tied space beginning from a Northeast direction and proceeding clockwise.

Special Move: Only execute a special move if the AI's selected Viking was unable to move and summon adjacent to a Human Viking. If the AI's selected Viking was able to move and summon, skip this step.

❧ Execute this step exactly twice: Move the selected AI Viking 1 step closer to the nearest Human Viking (count only contested spaces when determining closest Viking.)

❧ If this movement would cause the selected AI Viking to enter a space with any other Viking, it does so, switching places with the other Viking.

❧ If multiple spaces would move the AI's selected Viking 1 step closer to the Human Viking select the first contested space beginning from a Northeast direction and proceeding clockwise.

Summon: If possible, Summon in the last contested space adjacent to a Human Viking.

❧ If this is not possible, Summon adjacent to a Human Viking.

❧ If multiple spaces meet this criteria, select the space furthest from the selected AI Viking.

❧ In the case of a tie, select the first tied space beginning from a Northeast direction and proceeding clockwise.



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Randomly select which AI Viking moves using the included die.

If possible, move the selected Viking to an unoccupied contested space that allows you to summon in the last unoccupied contested space adjacent to a Human Viking.

POSSIBLE

POSSIBLE

NOT POSSIBLE

If possible, move the selected Viking to an unoccupied contested space that allows it to summon adjacent to a Human Viking.

NOT POSSIBLE

If multiple spaces meet this criteria, move to the space with the greatest number of contested spaces adjacent to it.

In the case of a tie, move to the space furthest from the selected AI Viking's starting space.

In the case of a tie, select the first tied space beginning from a Northeast direction and proceeding clockwise.

Execute the following action twice:

Move the selected AI Viking 1 step closer to the nearest Human Viking (count only contested spaces when determining closest Viking.)

If this movement would cause the selected AI Viking to enter a space with any other Viking, it does so, switching places with the other Viking.

If multiple spaces would move the AI's selected Viking 1 step closer to the Human Viking, select the first contested space beginning from a Northeast direction and proceeding clockwise.

Summon a Runestone in the last unoccupied contested space adjacent to a Human Viking.

Summon a Runestone adjacent to a Human Viking.

If more than one space fits that criteria, Summon in the space furthest from the Selected AI Viking

In the case of a tie, Summon in the first tied space beginning from a Northeast direction and proceeding clockwise.

Do not Summon.