



DUNGEONOLGY SOLO PLAY



Dungeonology

the expedition


SOLO PLAY

Rules

In Solo games of Dungeonology: the Expedition, one Scholar will find himself alone exploring a dungeon by facing the constant threat of Omega and his Omega Students.

The machinations of the Brotherhood are represented by a deck of cards called the Omega deck; the cards that describe the actions carried out by the Omega during the game. Omega will collect or subtract Information Cubes from the Zones and Scholars by placing them on his Tome of Secrets; the more this card is filled with Cubes, the more powerful he becomes!

To play a solo game, complete the standard setup of Dungeonology except for the following:

- Place the Omega standee in the Starting Zone together with the Scholar (alternatively, you may use the model of another Scholar as his disguise).
- Omega counts as a Scholar, so always consider 2 Scholars when you must to fill the University Bag.
- Shuffle all the cards to create the Omega deck.
- Keep the Tome of Secrets (A) close at hand.
- Remove from the game the Trick cards that do not have the Omega symbol .
- The Player starts the game by Drawing Trick cards to fill his hand (instead of only one card).

Game Sequence

Game Turn: The Scholar plays a normal game turn, with the only exception of the new Omega Phase to be played after the End of Turn Phase.

Submit the Thesis: To Submit your Thesis you must have achieved at least two Stars on your Note Board, and have at least one more Star than Black Stars (B) that Omega has on the Tome of the Secrets.

End the Game: The game continues normally, following the Maximum Alert rules as in a standard game, as long as Omega does not occupy **all** the spaces of the Tome of Secrets with Information Cubes (see below). The player wins only if he succeeds to Submit the Thesis, and loses if:

- **At an End of Turn Phase the spaces of the Tome of Secrets are occupied by Information Cubes up to the OMEGA symbol (C).**
- **The game ends but the Scholar has not Submitted the Thesis.**



Omega

Nobody knows who the boss of the evil Omega Brotherhood is, but everyone knows that there is someone commanding the red Students to get in the way of the poor Scholars in their studies! It is this opponent that is doing it!

Omega does this through the following rules:

Boss: Omega has no effect on the Boss or vice versa. Ignore all effects of the Boss on page 27 of the standard rules pertaining to Omega. This means that Sightings, Activations and Encounters are never triggered by Omega. The Boss only responds to the solo Scholar.

Omega is a Scholar in disguise: Omega is considered a Scholar; He follows the same rules (except for the Boss), and can be targeted by the effects that target one Scholar. Nonetheless, he activate only the "Stairs" Zone Effect (also see Omega Phase, further below), ignoring all the other Zone Effects.

Trick Cards: Omega will only suffer the effect of Trick Cards containing the Omega icon in the lower right corner.

Zones: If an Omega Card effect pushes Omega to exit a Zone through an unconnected passage, it reveals new Zones just like a Scholar; but the player will decide how to place the new Zone (and the Level discovered by the Stair effect).

Information Cubes: When Omega **Gains** Information Cubes, place them on the Tome of Secrets in order from the first space at the top left, to the last space on the bottom right. Omega can **Lose** Information Cubes due to Trick Cards or Scholar Skills.

If Omega is to **Give** or **Drop** an Information Cube of your choice, always **Give** or **Drop** the one with the lower value in his possession.

When a space on the Tome of Secrets opens, optimize the remaining Information Cubes on the track by shifting all remaining cubes to the left.

Espionage: When performing an Espionage action against Omega, proceed as follows:

- Calculate the Omega Alert value:
The point value of the Target Information Cube + the Alert Modifier on the Alert Card
- The Scholar declares his **Stealth Value** by playing Trick Cards.
- Reveal an Omega Card and perform **Sabotage** (if any).
- The Scholar plays **additional Trick Cards** and determines if he obtains a **Success** or a **Failure**.



Authors

Diego Fonseca, Danilo Guidi

Development

Ludus Magnus Studio

Art

Simone de Paolis, Giovanni Pirrotta



LUDUS MAGNUS
STUDIO

Omega Phase

The Omega Phase is played in addition to the player's turn after the End of Turn Phase. In the Omega Phase, the player reveals a card from the Omega Action Deck and applies its effects from top to bottom. If the deck runs out, shuffle all discarded cards to reform it:

- A. Students:** Draw the indicated number of Students from the University; if an Omega Student is drawn, follow the standard rules, but it will be the Scholar who will get the Jinx card (revealing it, as usual, in the next End of Turn Phase).
- B. Movement through Exits:** Omega moves through the Exits following the diagrams indicated (using the Randomizer Deck rules in the game), but respecting the following rules:
 - **The Exit is not connected:** Omega reveals Zones from the Stack until the player manages to place one, then Omega enters it. If he cannot place a Zone from the Stack (none possible), Omega chooses the next clockwise Passage.
 - **The Exit is connected to a Zone containing Information Cubes or Scholars:** Omega enters that Zone.
 - **The Exit is connected to a Zone that does not contain Information Cubes or Scholars:** Omega chooses the next clockwise passage.
 - **If any new Zones cannot be connected and all the Zones Omega can enter do not contain Information Cubes or Scholars:** Omega uses Teleportation (see below).
- C. Teleportation:** Omega is placed in the Zone with the Scholar. If the Scholar is located in the Starting Zone, Omega moves to a Zone containing the Information Cube of greatest value among those in play (player's choice if tied).
- D. Effect:** After movement, Omega does what it says in this section, typically by collecting, dropping, or stealing Information Cubes.
- E. Encounter:** Resolve this effect on the Scholar if Omega does meet him during or at the end of its movement.
- F. ★Black Star:** Black Stars are present on the Tome of Secrets, which Omega reaches every time he places an Information Cube on the space indicated. If the Scholar owns fewer stars than Omega, the Scholar becomes Exalted. If the Scholar is Exalted, Omega does what is written in this section in addition to the previous effect.
- G. ☆Star:** If the Scholar has at least one more Star than Omega has Black Stars, Omega also performs the action written in this section.
- H. ☆☆☆Double Star:** If the Scholar has at least two more Stars than Omega has Black Stars, Omega also performs the action written in this section (this effect is cumulative with the One Star effect).
- I. Sabotage:** Whenever the Scholar declares a Value of Stealth (for a Study or Espionage action), reveal one Omega card and apply the Sabotage effect, if present. This effect consists of one or more Divinations aimed at increasing the Alert value that the Scholar has to beat with his Stealth Value.
- J. Reaction:** If Omega is targeted by a Trick Card, before applying its effects, a card must be revealed from the Omega Action Deck, and, apply the effect indicated under Reaction, if any.
- K. Alert Bonus:** The Alert of the Zone in which Omega is located increases by the value indicated in the Omega Card last revealed.



NEW BOSS

New Boss: Omega

Omega, the evil Solo Mode antagonist, can also be used as the Boss during your Standard games, replacing the ferocious Laetus.

As with all Bosses in Dungeonology, Omega shows up with two profiles:

- **Omega Boss** will try to ruin the Scholar expedition moving unpredictably in the Dungeon, removing information and calling more Students from the University; more Omega Students will be drawn from the University, plus the Scholars will be hindered!
- **Omega Mind** will start the game in the Starting Zone, to enter the Dungeon with the intent to conceal Information Cubes and even remove them from the Scholars Note Boards; more Omega Students will be present on the Alert Card, the Omega machinations will be more dangerous!



3

+3

Vile Complacency

...

ENCOUNTER: Discard Trick Cards and Give Information Cubes to Omega for a total of 3.

★: Draw a Jinx Card.
...

★: Omega Steals an Information Cube of your choice from you.
...

★★: Reveal and apply the effects of the next Omega Card.

.....

SABOTAGE: 2 2

.....

REACTION
Cancel the Trick Card's effects.

1

+4

Shadow of the North

Omega Collects an Information Cube in each Zone it enters.
...

ENCOUNTER: Omega Steals a **Civilization** Information Cube from you; if he can't, you get a Stun token.
...

★: Discard two random Trick Cards
...

★: Omega Collects an Information Cube in the Zone where he stops.
...

★★: Omega Collects all the Information Cubes in the Zone where he stops.

.....

SABOTAGE: 1

1

+4

Shadow of the South

Omega Collects an Information Cube in each Zone it enters.
...

ENCOUNTER: Omega Steals a **Worship** Information Cube from you; if he can't, you get a Stun token.
...

★: Discard two random Trick Cards
...

★: Omega Collects an Information Cube in the Zone where he stops.
...

★★: Omega Collects all the Information Cubes in the Zone where he stops.

.....

SABOTAGE: 1

1

+4

Shadow of the West

Omega Collects an Information Cube in each Zone it enters.
...

ENCOUNTER: Omega Steals a **Militia** Information Cube from you; if he can't, you get a Stun token.
...

★: Discard two random Trick Cards
...

★: Omega Collects an Information Cube in the Zone where he stops.
...

★★: Omega Collects all the Information Cubes in the Zone where he stops.

.....

SABOTAGE: 1

1

+4

Shadow of the East

Omega Collects an Information Cube in each Zone it enters.
...

ENCOUNTER: Omega Steals a **Riches** Information Cube from you; if he can't, you get a Stun token.
...

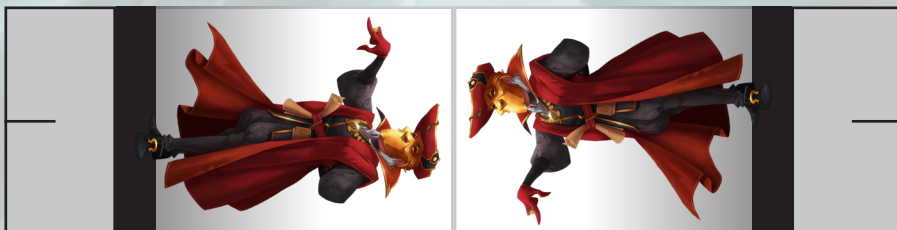
★: Discard two random Trick Cards
...

★: Omega Collects an Information Cube in the Zone where he stops.
...

★★: Omega Collects all the Information Cubes in the Zone where he stops.

.....

SABOTAGE: 1





+2

No Sign



Omega Collects an Information Cube.

...

ENCOUNTER: Omega Steals an Information Cube of your choice for each Student that you don't sacrifice immediately. If you have no Students to sacrifice, draw a Jinx Card.

★: Draw a Jinx Card.

...

★: Omega Steals an Information Cube of your choice from you.

...

★★: Omega Steals the Information Cube with the greatest point value from you.

.....

SABOTAGE:



.....

REACTION

Sacrifice a Student or Cancel the Trick Card's effects.



+1

Create Secrets



Omega Collects an Information Cube from the Zone where he stops, then puts an Information Cube from the Zone in Reserve.

...

ENCOUNTER: Omega puts a random Information Cube of yours in Reserve.

★: Put one of your Information Cubes in Reserve.

...

★: Omega Collects all the Information Cubes placed in Reserve due to this card.

...

★★: Reveal and apply the effects of the next Omega Card.

.....

SABOTAGE:



+4

Troubling the Uprising



Omega puts one of your **Caste** Information Cubes in Reserve; if he cannot, he puts the rightmost Information Cube of all the Zones in which he entered this turn into the Reserve.

...

ENCOUNTER: Discard a Random Trick Card.

★: Repeat ENCOUNTER.

...

★: Omega Collects all Information Cubes placed in Reserve due to this card.

...

★★: Reveal and apply the effects of the next Omega Card.

.....

SABOTAGE:



+2

Shadow Jump



Omega Collects the rightmost Information Cube in the Zone; if he can't, get a Stun token.

...

ENCOUNTER: Give an Information Cube to Omega.

★: Discard two random Trick Cards.

...

★: Give the Information Cube with the greatest point value you have to Omega.

...

★★: Connect as many Zones as possible to the one where Omega is located. Omega Collects an Information Cube from the Zone in which he is located, and one from all adjacent and connected Zones.

.....

REACTION

Sacrifice a Student or Cancel the Trick Card's effects.



+1

Spy Racing



Draw and connect as many Zones as possible to the one where Omega stops; Omega collects an Information Cube from the Zone where he stops.

★: Omega puts in Reserve an Information Cube from every Zone placed by this card.

...

ENCOUNTER: Sacrifice two Students.

...

★: Omega Collects an Information Cube from the Zone in which he is located, or from Zone adjacent and connected.

...

★★: Omega Collects an Information Cube from the Zone in which he is located, or from a Zone adjacent and connected (player choice).

.....

REACTION

Cancel the Trick Card's effects.



+5

Poisoning



Put in Reserve all Students in the Bonfire.

...

ENCOUNTER: Sacrifice a Student, then take a Stun token.

★: Repeat ENCOUNTER.

...

★: Sacrifice Students and/or discard Trick Cards and/or Give Information Cubes to Omega in any combination of 4 of these.

...

★★: Draw a Jinx Card.

.....

SABOTAGE:



.....

REACTION

Sacrifice a Student or Cancel the Trick Card's effects.





+1

Crime



Omega puts in Reserve all the **Civilization** Information Cubes from all the Zones it enters.

ENCOUNTER: Omega Steals a **Civilization** Information Cube from you; if he can't, discard two Trick cards.

★: Sacrifice a Student.

★: Omega Steals a random Information Cube from you.

★★: Omega Steals a random Information Cube from you.

REACTION

Sacrifice a Student
or Cancel the Trick Card's effects.



+1

Punishment



Omega puts in Reserve all the **Militia** Information Cubes from all the Zones it enters.

ENCOUNTER: Omega Steals a **Militia** Information Cube from you; if he can't, discard two Trick cards.

★: Sacrifice a Student.

★: Omega Steals a random Information Cube from you.

★★: Omega Steals a random Information Cube from you.

REACTION

Sacrifice a Student
or Cancel the Trick Card's effects.



+1

Ritual



Omega puts in Reserve all the **Worship** Information Cubes from all the Zones it enters.

ENCOUNTER: Omega Steals a **Worship** Information Cube from you; if he can't, discard two Trick cards.

★: Sacrifice a Student.

★: Omega Steals a random Information Cube from you.

★★: Omega Steals a random Information Cube from you.

REACTION

Discard a Trick Card
or Cancel the Trick Card's effects.



+1

Robbery



Omega puts in Reserve all the **Riches** Information Cubes from all the Zones it enters.

ENCOUNTER: Omega Steals a **Riches** Information Cube from you; if he can't, discard two Trick cards.

★: Sacrifice a Student.

★: Omega Steals a random Information Cube from you.

★★: Omega Steals a random Information Cube from you.

REACTION

Discard a Trick Card
or Cancel the Trick Card's effects.



+3

Inexplicable Plots



Reverse the Order of Information Cubes in each Zone where Omega enters.

ENCOUNTER: Put your Information Cube with the highest value in Reserve.

★: Repeat ENCOUNTER.

★: Omega Collects an Information Cube from the Zone where he stops.

★★: Omega Collects an Information Cube from all Zones where he entered with this card.

SABOTAGE:



+2

Assault



Move the Boss (or place him if he's not in play) in the same Zone with Omega.

ENCOUNTER: Give an Information Cube to Omega.

★: Draw a Jinx Card.

★: Give an Information Cube to Omega.

★★: Reveal and apply the next Omega Card.

SABOTAGE:





+3

Cut the Head



When Omega stops, move the Boss (or place him if he is not in play) in Omega's Zone and activate him as if he had been activated by the Scholar.

...

ENCOUNTER: Get a Stun token.

★: Omega Steals an Information Cube of your choice from you.

...

★: Omega Collects an Information Cube from the Zone in which the Boss is located.

...

★★: Omega Steal a random Information Cube from you.

REACTION

Sacrifice a Student or Cancel the Trick Card's effects.



+1

Intrigue



Omega Steals an Information Cube of your choice from you.

★: Discard three Trick Cards.

...

ENCOUNTER: Sacrifice all your Students, for any Student you don't want to Sacrifice, Give to Omega one Information Cube of your choice.

...

★: Choose one of the Cubes in the Dungeon with the highest value; Omega Collects it.

...

★★: Choose one of the Cubes in the Dungeon with highest value; Omega Collects it.

SABOTAGE: 3

REACTION

Sacrifice a Student or Cancel the Trick Card's effects.



+0

Planning

★: Put one of your Information Cubes in Reserve.

...

Discard Trick cards of your choice until you have a maximum of 2 cards in your hand, then Reveal and apply the effects of the next Omega Card.

SABOTAGE: 3 3

REACTION

Discard your Hand or Cancel the Trick Card's effects.

Tome of Secrets

- Remove cards that do not bear the Ω symbol from the Jinx Cards deck.
- Whenever the University is filled with Students, count Omega as a Student.
- Omega suffers the effects of Trick Cards only if they have the Omega icon (Ω) in the lower right corner.
- Reveal an Omega Card and perform Sabotage after declaring each of your Stealth Values.



OMEGA BOSS

+1+

SIGHTING

Appears in the Zone where the Boss Zone Effect was activated and activates **Activation**.

ACTIVATION

Randomly move Omega into three adjacent Zones. If Omega stops in a Zone containing Information Cubes, he places the rightmost cube in Reserve.

ENCOUNTER

Draw a Student and keep it. If you draw an Omega Student, put it back in the University bag and draw a Jinx Card.

OMEGA MIND

SETUP

Place Omega in the Starting Zone.

ACTIVATION

Perform the actions corresponding to the number of Omega Students on the Alert Card. On Maximum Alert, always perform action 5.

- 0: Move 1, place in Reserve an Information Cube.
- 1: Move 2, place in Reserve an Information Cube after every step.
- 2: Move 3, place in Reserve an Information Cube after every step.
- 3: Draw a Student (place it on the Bonfire, or on the Alert Card if it is an Omega Student), then perform 2.
- 4: Like 3, but each Scholar encountered during the movement puts an Information Cube of his choice in Reserve.
- 5: Like 4, but the Information Cubes placed in Reserve are always the rightmost ones.



Version 1.1

