

# Bargain Quest Solo Mode

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This pack contains **20 new Competitor Cards** and the rules needed to play *Bargain Quest* as a Solo Game!

**During Setup:** Using all available hero cards, create a deck of 14 hero cards, randomly chosen and shuffled to create the Hero Deck.

Shuffle the Competitor cards to create the Competitor deck and place it nearby. The Competitor Deck represents a new upstart rival shop who is trying to run you out of business. The Competitor gains the Quest Token.

Place 4 hero cards from the top of the hero deck in the middle of the table. Place 🪙 tokens on those heroes equal to their purse value.

**Throughout the game:** When a hero steals gold from another shop, take that gold from the supply instead. Whenever a card effect would cause you to gain coins or item cards from another shop, gain those coins from the supply and gain those item cards from the top of the item deck respectively. When a monster card targets a particular player it always targets you.

**During the Display Step,** you can place the items you wish to place on display faceup. After you have finished preparing your display, reveal a number of cards from the top of the competitor deck equal to the Rank of the current monster. (So 1 card for a Rank I Monster and 2 Cards for a Rank II and so on.)



When revealing more than 1 competitor card, place each card so that it covers the bottom half of the previously revealed card. (In this way, the top half of the cards are visible for all cards except for the final card.)

After you have finished placing all of the revealed competitor cards, resolve the competitor card ability on the top-most card. Some competitor cards have abilities which resolve later or persist during the entire round.



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**During the Shopping Step:** If you have more total hearts in your display than on the competitor card(s), you will choose one available hero to enter your shop, followed by the Competitor. However if the competitor card has more hearts in their display than you do, that store chooses an available hero first and then you will choose an available hero afterwards. Ties are resolved as in a normal game.

When the Competitor chooses a hero it always chooses in order of the class icons displayed on its cards from top to bottom. If multiple heroes have the same class icon, continue down the row, choosing heroes that have a combination of these icons. Ties are then resolved by the hero with the most coins on their card, then by choosing the hero furthest to the left.

After both you and the Competitor have each chosen a hero, repeat the process for the remaining 2 heroes. When the Competitor chooses a hero, discard all tokens from that hero card and set it facedown near the Competitor card.

You can now sell items to both heroes in your shop and both heroes will represent your shop during the Adventure Step.

**During The Adventure Step:** After each of your heroes confronts the monster, place 1 wound token on the monster (this is treated as one of the heroes from the rival shop successfully wounding the monster.) Then, randomly discard 1 of the heroes in the rival shop, and place the remaining hero back in the center of the table as a surviving hero.

**At the end of the Adventure Step:** the monster is defeated if it has suffered a total of 5 or more wounds.

Each time one of your heroes is defeated place 1 wound token on your shop. If you have 5 or more wound tokens on your shop at the end of the Adventure Step and the monster has not been defeated, **you immediately lose the game.**

**During the Upgrade Step** you can purchase both 1 employee card and 1 upgrade card.

**During the Storage Step** Shuffle all revealed competitor cards and place them facedown on the bottom of the competitor deck.

**Victory:** Once the third and final monster is defeated, the game ends. In addition to points gained from ★ and ☺ tokens you gain 2 additional points for each hero remaining in the hero deck.

### **Final Score:**

★ **0-19 points:** Not good. Folks begin to avoid the street where your shop sits.

★★ **20-29 points:** Could be worse but there's better options in town.

★★★ **30-39 points:** Not bad! Heroes recommend your shop to friends.

★★★★ **40-49 points:** You're the new hotness, word spreads like wildfire.

★★★★★ **50+ points:** Amazing! You find heroes camping outside your shop to get the latest deals.