

# ABYSS

SOLO VARIANT

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## OBJECT OF THE GAME

Xenacanthus the sea's prince wish to conquer the Abyss kingdom and be crowed king of the Abyss.

Affiliate the allied, kill monsters and take control of locations and lords to gain the highest number of influent points and defeat the Xenacanthus's ambitions.

## MAIN RULES

Generally , the original rules for two players are kept except for the Xenacanthus's actions.

You are the first player.

Print, snip and create the 18 Actions Card Deck face-down for the Xenacanthus's actions.

When all the cards are discard, shuffle the cards to create a new deck.

*If you want, you can re-print and create a deck with more cards.*

## READING A XENACANTHUS CARD



The main symbols at the center of the cards represent the must be carried out as a priority actions (top to bottom) for Xenacanthus.

The pearls and the monster tokens are used for the monsters attacks and the rewards on the Threat Track.

## XENACANTHUS'S ACTIONS

### ➔ RECRUIT A LORD



Xenacanthus always recruit the lords with the highest influent points ( highest to lowest, from left to right for a draw).

The allied which are use to recruit a lord are discard except the one with the highest value (for you the smallest). He join the Xenacanthus side and have been affiliated.

For Xenacanthus, you always have to use a big value's ally and complete with the smallest values to recruit a lord.

The lords powers are not use in this solo variant. *If you want its, then apply them.*

### ➔ REQUEST SUPPORT FROM THE COUNCIL



If the pile include cards who match with the council's symbols, give it to Xenacanthus.

### ➔ EXPLORE THE DEPHTS



At your turn, reveal a card. If the card have a value between 4 or 5, Xenacanthus buy it if he can. If not, reveal a card from his Actions Card Deck; if there is the same council symbol on his card, he buy it. If not, you have to reveal a new card and continue as previously. (Value of the card or reveal a card from his Actions Card Deck).

At his turn, reveal a card. You have to gain it if you can. If you can't, reveal a card from his Actions Card Deck; if there is the same council symbol on his card, he take the card. If not, you have to reveal a new card and then you continue as previously.

At his turn, if the reveal card is a monster; Xenacanthus take a card from his Actions Card Deck. If this card have a monster symbol he fight the monster and win the rewards of the threat track. If not, you continue to reveal new cards from the dephts and move the threat token on the track.

*To define specified rewards on the threat track for Xenacanthus, look at a card from his Actions Card Deck (pearls and/or monster tokens). The key comes in addition.*



## CONTROL LOCATIONS

When Xenacanthus have three keys, he take an available face-up location. In the solo variant, we have to reveal just one location by one. (Including for the solo player).

## DETAILS

This solo variant doesn't work for the moment with the two expansions of Abyss. The Kraken's and the Leviathan's one.

A big thanks to Sylweb who created this solo variant for Abyss. You can find this variant in french on his Board Game Geek's profile, don't hesitate to check it !

Made with love,

9to5.

## XENACANTHUS ACTIONS CARD DECK

The next part of this document are made for the Xenacanthus Actions Card Deck. You will find all his actions needed for his deck creation. You can print the cards on a A4 format.

















