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The wiki game solo

I love playing this game. It combines fun with a bit of education. However, I have one suggestion that can help its users learn even more. I noticed that when you find a Wikipedia page early, I feel like waiting to read wikipedia articles I came across while playing. However, I'm stuck on the screen and can't leave the app (otherwise I'll be kicked out). If a developer can figure out some way to allow early race finishers to read articles while in the app and waiting for other competitors to find a site, this app can be even more fun and feed my love of learning. (I will become in my mind a 5-star app) Do. I'm addicted to Boss Monster. I love both the card game and the app version, but since the app doesn't have all the extensions in it, I wanted to develop a way to play the card version myself. Mainly because I could just play over and over again while everyone else gets bored :p So this is the single-player version I developed that has minimal changes to the original game. In this mode, you can play with as few or as tyt extensions as you like, both item extensions will work in this mode. I don't own an emergency landing extension, so I haven't been able to test with this, but seeing that the main purpose of this extension is to extend the game to 5 -6 players there's no reason why you couldn't include this add-on, it just made the game last a lot longer. Add-ons I play with: Boss Monster, Boss Monster 2, Paper and Pixels, Tools of Hero Kind, Implements of Mass Destruction and The Portable Pack. You can play this mode as a 2,3,4,5 or 6 player game, but the more NPC players there are, the more there is to follow and the longer the game will last. I recommend playing this mode as a 2 player version several times to get used to it, but you can then increase the number of players later if you want. (I prefer 3 player games in person) Change Summary: - Each player can cast only one spell per round - You need 12 souls to win instead of 10, you still die after 5 wounds. - NPC needs 8 souls to win, and can take 8 wounds before dying. DetailsEdit ' 'You will need: Your copy of Boss Monster A coin (for flipping for heads or tails) A dice A number generator, (I recommend Random UX) stack counters to be added to rooms for +1, +2 damage and so on. (I made a large pile of my own by drawing round 10p pieces on the card, coloring them in different colors for the damage amount and then cutting them out) Setup: - Shuffle all cards played and stack them - If you're playing classic mode, take 5 room cards and 2 spells, and npc 4 room cards and 1 spell. Then you will reject all 2 cards you don't want. - If you play in variety mode take care of yourself and NPC players 5 room cards and 2 spells each. - Keep your NPC hands face down! - Assign bosses, however, you prefer. - For the game for 2 players: 3 heroes, 9 epic heroes - For the game 3 players: 17 heroes, 13 epic heroes - For 4 players the game: 25 heroes, 17 epic heroes Start: The game starts as usual. You choose to play which room you ever want. Then you will select a random room card from the layout of each NPC and play it. If it is an advanced room, return it to your hand and choose another one. After each player has built their room, they will draw 1 more room card for each player, reverse the appropriate number of heroes, and assign hero items if they play with them. Taking into account: I will provide a detailed description of how the turns should play out, followed by a point checklist that can be directed to each turn. Building Phase: Each player plays a peace card. You have the ability to play cards strategically. NPCs will play random room cards. You will play a random room card on behalf of each NPC. If this card is advanced and cannot be played, it will return it to your hand and play another one. If applicable, attach the markers to the premises. At the beginning of the game (pre level up) just assume that each NPC wants to expand their dungeons to 5 rooms. If it is a late game (post level above) and draw low damage or otherwise useless to their current dungeon-card layout you can throw a coin to decide if it will be placed. When it comes to placing a room on behalf of an NPC it can either make it completely random and use a number generator to be placed in the room, or you can make a reasonable combination of judgment on their behalf. (How not to intentionally place dragon hatcheries or other 0 -1dlupotkania cards, on a powerful advanced room.) There should be no deliberate sabotage of NPCs on their behalf. This kind of beats the goal of this single player mode if you're just going to make yourself always win. Spell and Ability Phase: There is now a spell and ability phase between the build phase and the adventure phase. - Each player, including you, can only play one spell per turn. - Turn the coin over for each NPC player to determine if they will play a spell or not. (if it has spells in your hands) - Place all face-to-face spells next to the casting boss. This is where as a player you must temporarily become impartial to make a summons to judgment to decide how these spells will interact with each other and in what order you play. I will not list all the possible results here, but I will give some examples. - If the spell is pointless or not return it to the NPC's hand. o E.g. cave-in, annihilator or giant-size, but npc does not have any heroes coming through their dungeons in this turn. Or their dungeons would do enough damage without using this spell. o Trepidation is played, but the requirements are not met by opponents. o Cave-in or exhaustion are played, but no heroes enter their dungeon until Freeze is played, but no hero enters any dungeon about teleportation being played, but no heroes enter the NPC dungeon, or their dungeon will do enough damage to kill the hero without him. o Assassin or Zombie Attack is played, but the requirements are not met. - If the counter spell is reversed it always gets played in retaliation for another spell. If 2 players use the counter spell, it makes no sense, so both spells are restored to your hand. - If Freeze is played, it is directed at the opponent with the highest soul value and always freezes the room with the highest value. If there is a draw in any way use a coin rollover or number generator to determine who the recipient of the spell will be. - If kobald strike is played and there is no spell counter back all built rooms to the right hands. - If you are going to play a spell then turn the spell at the same time as the NPC. If - If you do not intend to play a spell, but then one of their spells will be directed to you can play the spell in retaliation. - Once again, one spell per player per turn. There can be no spell wars in this mode because the NPC does not have ai. Example turn with 3 players: NPC1: Cave-In game and has 0 heroes entering their dungeon in this round of NPC2: Freeze game and has 1 hero entering their dungeon in this round you: they were not going to play a spell in this round, and they have 2 heroes entering the dungeon in this round of NPC1 actually there are no heroes entering the dungeon in this round , so cave-in is not played back and is returned to your hand. NPC2 will then play freeze against you because there is no point in using it on NPC1. By default, it will freeze the room with the highest value. You who did not intend to play a spell in this turn, but it happens that both teleportation and fear in hand can play one of these spells. Assuming that with the highest value of the room frozen do not do enough damage to kill any hero you can use fear or teleportation to save you from one wound, but you can not use both. Abilities: This stage is basically the same as the spell phase. You take into account the rooms that have the ability when they are destroyed, rooms that allow you to discard the card to draw a card and skill items (if playing with items). I'm not talking about the abilities of rooms that are activated after the hero's death. -　　　　can only use one room capacity per turn. - You can use the room skills as you like. - Flip the coin to decide whether the NPC will destroy the room or not. - Perform the action using coin toss and number generators if needed. If the items are included in the game and the NPCs have an uncovered surface coin to decide whether they will use it in this turn. (They can only then use it if applicable.) Boss Level Rise: For bosses who have a simple level up, things stay simple forward: cleopatra, Gorgona, Jarin, and Kiraxx, for example. For bosses who have turn based level ups, like adding damage counters to throw away rooms once per turn, you can check the NPC's hand to see if it's possible and then rotate the coin to determine whether they will or not. Explodo level up should be used if necessary by NPCs. For some bosses with complex level-ups; like Hellcow it's easier just not to turn them into a solo game. Adventure Phase: The adventure phase takes place like a regular game with heroes passing through each dungeon in order of XP. Point checklist for each turn: - Invert Heroes (apply items, if applicable) - Draw Room Cards - Playing Cards - See which heroes are going to which dungeon - Spell Check - Room Skill Check - Boss Skill Check - Item Skill Check - Apply Spelling /Room/Boss/Item Effects - Adventure Phase as Usual. Scoring: As mentioned, the score is changed so that you need to collect 12 souls instead of 10 per game, but still die at 5 wounds. NPC players must collect only 8 souls per match and can take 8 wounds before they are killed. The boss is knocked out when the maximum wound threshold is reached. The game ends when the boss has reached the threshold of the number of souls. If at the end of the turn both you and the NPC player have achieved the winning number of souls, make souls minus the wounds, as in the case of regular play. Because the number of winnings is different for the NPC and you, the numbers are not taken in terms of face value and are instead used against the win threshold. (It sounds confusing, but it isn't, here's an example :p) Souls Wounds Threshold Difference Me: 14 3 12　　　　　　　　9 1 8 0 NPC2: 5 5 8 -8 So even though I won, having 2 souls more than needed I also have 3 wounds, which after taking from my score 14 leaves me 1 soul below 12. NPC1 got only 9 souls, but he has only 1 wound, so when his wound is taken from his score he has 8, which is the amount needed to win. Therefore, NPC1 is the winner in this case. I've played this mode many times now and it's just as possible to win completely as it's become completely trampled by npcs. Try it out and let me know how it goes :) goes :)