Bonus Stage: Solo Training

"Remember this: the Drones, just like Despair, will do all they can to overwhelm you!"

Players: 1

Requirements: Players will need to have read STAGE 1: BASIC TRAINING and STAGE2: ADVANCED TRAINING of the main rulebook to understand the basic game rules.

Setup: Follow the setup procedure in Solo Lesson 1.

Overview: In solo training, the Hero and two accompanying Mo'kon face off against 4 Prisma Drones, using wits and teamwork to reclaim the Generators. The Drones will not make life easy so you must avoid getting bounced.

Objective: Reclaim 3 Prisma Drone Generators.

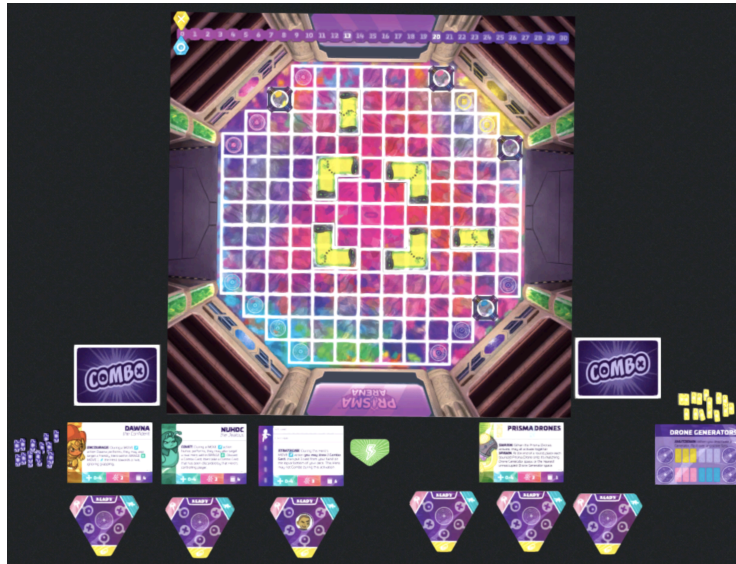**You win _immediately_ if:** you shut down 3 Prisma Drone Generators.

You lose immediately if: none of your team of 3 characters are in the arena as a result of being bounced.

You lose at the end of a round if: the Prisma Drones have scored 20 or more points.

LESSON 1:

"Flavour Text "
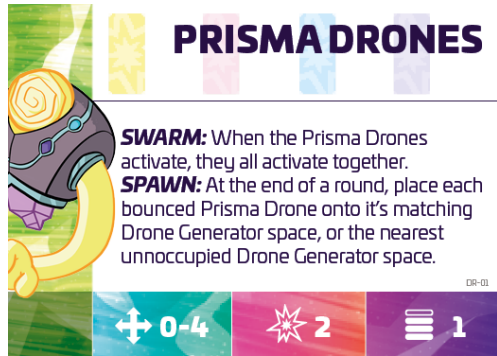
Game Setup

Prepare the Arena

1. Set up the Game board, Obstacles and Advantage tokens as shown.
2. You will start in the Blue Start Zone and use the matching purple Player tokens.
3. The Prisma Drones can use any other set of Player tokens.
4. Place both Score Trackers on the '0' space of the score track.
5. Give the player and Prisma Drones a pre-built deck of Combo Cards (A,B,C or D). See Advanced Rule: Randomised Combo Cards
6. You begin with the Advantage Token.

Prepare Player Squad

In the Prisma Drone solo scenario of Prisma Arena, you control a squad made up of your Hero and 2 Mo'kon.

7. Shuffle all Mo'kon Cards and randomly draw 2.
8. Place your Hero Card, Mo'kon Cards and Action Dials next to the board as shown. Orient each Action Dial so that READY is closest to the board.
9. Place your Hero and Mo'kon standees anywhere in the Blue Start Zone.

PRISMA DRONES

SWARM: When the Prisma Drones activate, they all activate together.

SPAWN: At the end of a round, place each bounced Prisma Drone onto it's matching Drone Generator space, or the nearest unnoccupied Drone Generator space.

DR-01

✥ 0-4   ✳ 2   ≣ 1

DRONE GENERATORS

SHUTDOWN: When you deactivate a Generator, flip it over and score 5pts.
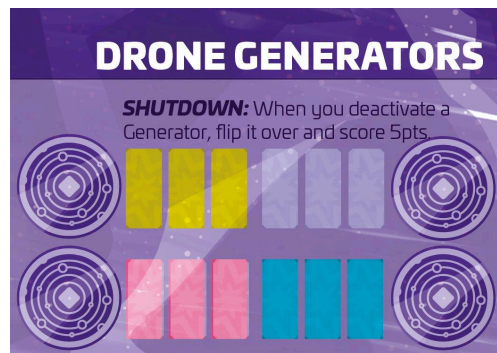
PRISMA DRONES

For the purposes of consistency with Combo Cards, Mo'kon abilities and Prisma Powers, the Prisma Drones are your opponent, a rival character and a rival Hero.

*When a Prisma Drone is bounced, you score 1 Points.

DRONE GENERATORS

Drone Generators do not activate during a round and are considered an Obstacle when using Abilities, Combo Cards and Prisma Powers. Drone Generators block line of sight and you may not move through them. They provide entry points for Prisma Drones to enter the Arena.

When a Drone Generator has taken 3 Hits: you have taken control of the generators. Flip the tile and score 5 points. If the matching Prisma Drone is active in the Arena, bounce it immediately and score +1 point. Prisma Drones may no longer enter the Arena through this space. Instead, your squad may now use this space to re-enter the Arena.

Prepare Prisma Drones

10. Place the Prisma Drone Card, Prisma Generator Card and 3 Action Dials next to the board as shown.
11. Shuffle the 4 Prisma Drone Generator tokens together and place them randomly in the four Prisma Drone Starting spaces (see setup).
12. Place each Prisma Drone on its matching coloured Generator.
13. Deal the Prisma Drones 3 facedown Combo Cards from their deck.

Place Squad

14. Place your Hero and Mo'kon on any empty starting space in the Blue Star Zone.
15. Draw 3 Combo Cards from your deck. You may keep them in hand or face-up in front of you.

You are now ready to play!

Advanced Rule: Randomised Combo Decks

In later games you may choose to create more randomised Combo Decks. To do so, sort the Combo Cards by type (MOVE, BLAST, STRIKE). Randomly deal both the player and Prisma Drones 3 MOVE, 3 BLAST and 3 STRIKE cards each to form their Combo Deck. Shuffle both decks, placing them face down. Return any unused Combo Cards to the box.

Advanced Rules: Place Obstacles

In later games, instead of using the standard obstacle layout, you may choose and place 6 obstacles on the board, customising the layout of the Arena. When placing obstacles, follow the placement rules from p7 of the rulebook.

Lesson 2:

Gameplay Overview

Before [Add Overview]

The Game Round

Check Advantage. Prisma Drones will always use the Advantage, if they have it.
Activate Characters. Take turns activating characters. When the Prisma Drones activate, *all* Prisma Drones in the Arena will activate. See **Activating Prisma Drones**.
End of Round. During the End of Round, check for the win/lose conditions.
When discarding Combo Cards, remember to place them in the opponent's discard pile.

Activating & Moving

You will activate your characters using the standard rules (Activating & Moving, p9). Before you activate a character, if there are no Prisma Drones in the Arena use the Prisma Generator's SPAWN ability to return 1 Drone to the Arena.

Activating & Moving Prisma Drones

When activating a Prisma Drone, use Drone Protocol to decide the best (worst for the player) course of action to take.

Drone Protocol

When you have to make a decision about how the Prisma Drones will act, always choose the option least beneficial to you, the player. It may seem harsh, but you will quickly learn effective strategies for that will help you when sparring in the Arena.

Use the following Priorities to help decide how each Prisma Drone will perform its action:

Priority 1 >> Bounce a character this activation;
Follow a course of action that will result in a character being Bounced this activation;

         a.   Target a Hero first, if possible;

Priority 2 >> Deal Hits to the nearest character;
Follow a course of action that will result in the drone dealing the maximum number of Hits this activation. When performing a Strike, Move into Grappling if possible. When performing a Blast, the Drone will Move the shortest distance to a space from which it can Blast;
         b.   Target a character without moving;
         c.   Target a character with the fewest HITS remaining;
         d.   Target the Hero;

Priority 3 >> Grapple a character;
Follow a course of action that will move the Prisma Drone into Grappling this activation;
         1.   Target the Hero;
         2.   Target an ungrappled character that has already activated this turn;

Priority 4 >> Close-In;
Follow a course of action that will move the Prisma Drone its maximum range as close as possible to a character. Drones will only stop adjacent to characters that have already activated this round. Otherwise, they will stop in a space that cannot be targeted by a character's Blast.
      Target the closest character that has already activated this turn;
      Target a character with the fewest HITS remaining;

When you activate the Prisma Drones, they will each perform one of two actions:
1. **>> Strike a character;**
      Turn the Action Dial to Strike. Any Prisma Drones that can target a character with a STRIKE do so now.
      If a drone is adjacent to more than one character, use *Drone Protocol* to decide who the Prisma Drone will target;
      If there is more than one Prisma Drone adjacent to the same character, use *Drone Protocol* to decide which Drone will activate first;

      If all Drones have now activated, skip step 2.

2. **>> Move + Combo;**
      All remaining Prisma Drones perform a Combo.
         a.   Turn the Action Dial to MOVE then reveal and play single Combo Card from the Prisma Drone Combo deck;

b. If a **BLAST** Combo Card is revealed, each remaining Prisma Drone will perform a Basic MOVE+BLAST Combo following the Drone priorities below.

c. If a **STRIKE** Combo Card is revealed, each remaining Prisma Drone will attempt to perform a Basic MOVE+STRIKE Combo following the priorities below.

d. If a **MOVE** Combo Card is revealed, turn the Action dial to 'O' instead. Each remaining Prisma Drone will attempt to perform the Move action described on the Combo Card using the priorities below.
Note: Drones will use a Barge Combo Card to their advantage, moving each other toward the Hero and Mo'kon, out of range of characters or to aid in targeting the characters;

Each Prisma Drone will attempt to perform as much of the Combo as possible, ending its activation at the point where it is unable to complete any part of the sequence.

Getting Bounced and Scoring Points

When one of your characters is bounced, the Prisma Drones score points equal to the number of Hits they had on the character.

When a Prisma Drone is bounced, you score 1 point.

Returning a Bounced Character to the Arena

The next time a bounced character activates, place it on any empty space in one of the three Starting Zones not occupied by the Drone Generator.

When a bounced Hero returns to the Arena, you may draw a Combo Card if the Prisma Drones have the higher score.

Returning Bounced Prisma Drones to the Arena

At the end of a round use the Drone Generator's SPAWN ability to return bounced Prisma Drones to the Arena. When returning to the Arena, Prisma Drone will try to occupy a space that will allow it to defend the Prisma Generator by grappling a character or blocking Line of Sight. If there are no empty spaces available the remaining Prisma Drones will have to wait until the end of the next round to return to the Arena.

End of the Game

The game ends at the end of a round when your squad or the drones have scored 20 or more points. The side with the highest score wins.

Exercise 15: Play a solo game of Prisma Arena.
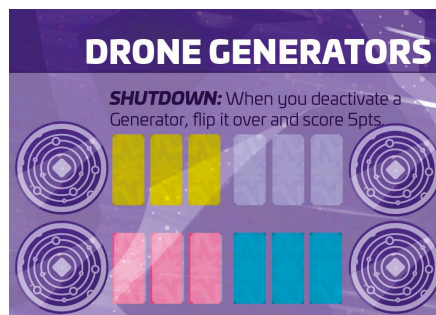
Bonus Stage:
Conclusion

ACHIEVEMENT:

Earn 1 Prisma Point per game

Earn +1 if you successfully shut down 3 Prisma Drone Generators; Guide.

Earn +1 if you successfully shut down all 4 Prisma Drone Generators.

Drone Generators do not activate during a round and are considered an Obstacle when using Abilities, Combo Cards and Prisma Powers. Drone Generators block line of sight and you may not move through them. They provide entry points for Prisma Drones to enter the Arena.

When a Drone Generator has taken 3 Hits: you have taken control of the generators. Flip the tile and score 5 points. If the matching Prisma Drone is active in the Arena, bounce it immediately and score +1 point. Prisma Drones may no longer enter the Arena through this space. Instead, your squad may now use this space to re-enter the Arena.