

Ragnarocks Solo AI

Setup:

Set up the game as normal.

The human player should play white.

After setup move any 1 of your Vikings 1 space.

Gameplay:

Alternate between the Human player taking a single standard turn and the AI taking the appropriate number of turns based on your selected difficulty.

Difficulty Settings:

Hel (easy) – AI takes 3 turns

Thor (normal) – AI takes 4 turns

Freya (hard) – AI takes 5 turns**

Odin – (RAGNAROK) – AI takes 6 Turns

**use the included cards to track how many turns the AI has taken*

***The human player can use a Mythology Card at any difficulty setting. When playing on Freya or Odin difficulty levels it will be extremely difficult to win without one.*

AI Turn:*

Selection: Randomly select which of their Vikings moves

(The included die will show a symbol matching the figure to move)

Standard Move: If possible, move the selected Viking to a position that allows them to Summon in the last contested space adjacent to a Human Viking.

If this is not possible (most of the time it is not), move the selected Viking to a contested space that allows it to summon adjacent to a Human Viking. *(If this is not possible, Skip ahead to **Special Move.**)*

If there are multiple spaces that meet this criteria, select the one with the most adjacent, unoccupied, contested spaces.

In the case of a tie, select the space that is further from the AI Viking's starting space.

In the case of a tie, select the first tied space beginning from a Northeast direction and proceeding clockwise.

Summon: If possible, Summon in the last contested space adjacent to a Human Viking.

If this is not possible, Summon adjacent to a Human Viking.

In the case of a tie, select the tied space furthest from the selected AI Viking.

In the case of a tie, select the first tied space beginning from a Northeast direction and proceeding clockwise.

Special Move: *Only execute a special move if the AI's selected Viking was unable to move and summon adjacent to a Human Viking. If the AI's selected Viking was able to move and summon, skip this step.*

Execute this step exactly twice: Move the selected AI Viking 1 step closer to the nearest Human Viking (count only contested spaces when determining closest Viking.)

If this movement would cause the selected AI Viking to enter a space with any other Viking, it does so, switching places with the other Viking.

If multiple spaces would move the AI's selected Viking 1 step closer to the Human Viking select the first contested space beginning from a Northeast direction and proceeding clockwise.