

HALLOWEEN


SOLO SCENARIO









On this evening, once a year, we halt work in the mine. Everyone says it's safer to not be underground after nightfall—if we want to ever return back to the surface. But while parents remain home, the kids run free! The Japanese give them mochi, the Egyptians serve baklava, and the Barbarians offer nuts in honey. On this day, even the Scots lighten up a bit and give the kids tiny marzipan hearts.

SETUP CHANGES:






Setup the game as usual with the following changes:

1. Do not use any Progress boards. Instead, place this board with its circular Progress track in the center of your play area. Place your Progress marker on .
2. Take a cloth bag or any kind of opaque container. Place all Victory Point tokens in it.

RULE CHANGES:

1. Whenever an effect makes you advance, move your Progress marker clockwise on this board. You may complete full circles multiple times during a single game.
2. Ignore any effects that refer to the Progress boards, since they are not physically present in the game. When you draw a card with such an effect, replace it with another card (**Note: This also applies to Event cards!**).
3. Whenever you gain , draw the indicated number of Victory Point tokens randomly from the bag, one at a time.  are mints and  are fudge candies that you must collect during the game.  are licorice candies that must be returned to the bag immediately after they are drawn.
4. There is a new effect on the Progress board: Remove X . When you resolve this effect, remove the indicated number of  from the game.
5. To the right you will find a special effect. It is considered to be printed on the Surface board and may be resolved instead of any of the three basic effects.

VICTORY CONDITION:

You are not collecting  in this Scenario. The completed  do not provide any . At the end of the game you must calculate the numbers of  and . Whatever you have fewest of is your final result. Compare it to the table below.

	Achievement
≤4	Vomiteer
5-6	Cotton Candy Adept
7-8	Chocolate Engineer
9-10	Donut Veteran
11+	Master Confectioner



Draw 3 tokens from the bag. Remove any number of them from the game and return the rest back into the bag.





The progress board consists of 20 pumpkin icons arranged in a circle. Each pumpkin has a yellow pickaxe icon on it. The effects are as follows:

- Gain 2 .
- Gain 1 .
- Remove 1 .
- Draw 1 .
- Gain 3 .
- Remove 2 .
- Gain 1 .
- Gain 3 .
- Gain 1 .
- Remove 2 .
- Draw 1 .
- Gain 3 .
- Remove 2 .
- Gain 2 .
- Gain 2 .
- Gain 2 .
- Gain 1 .