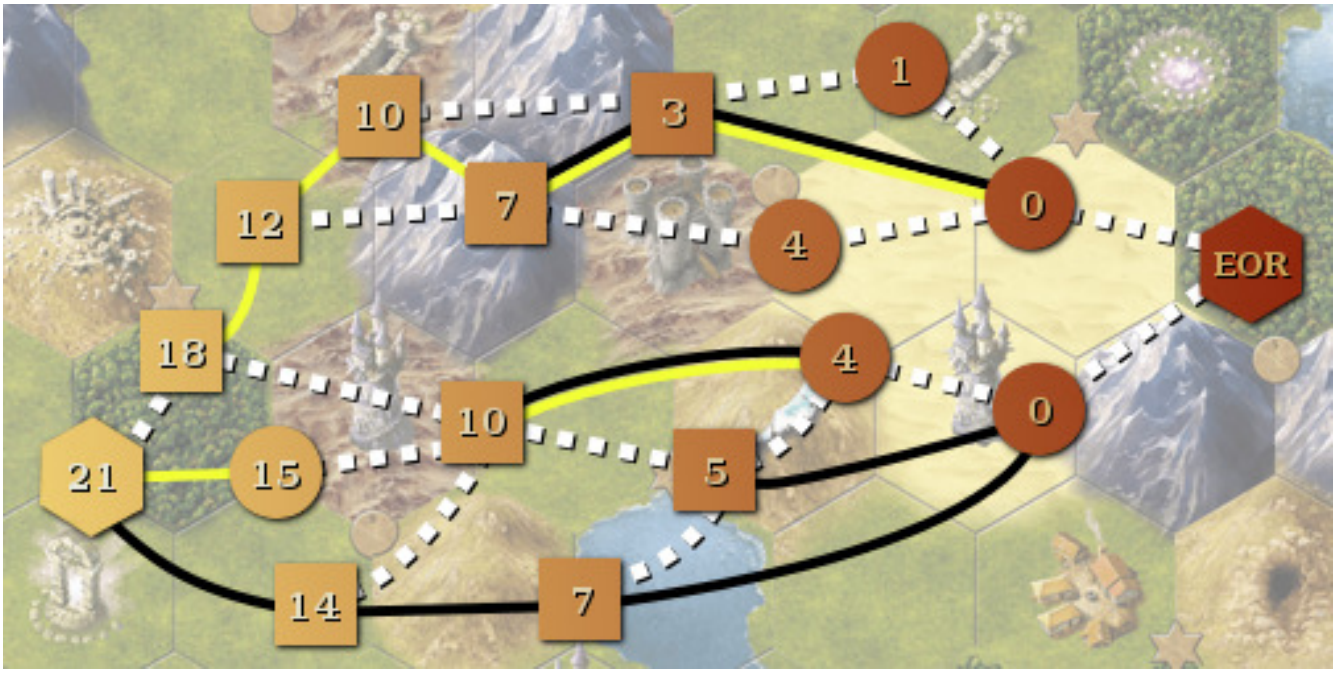

Dummy Player Track Summary

This track is meant to replace the dummy player deck mechanism in solo and coop conquests. It uses the above track (printed out), one mana die, and some kind of token such as a shield token or mana crystal to move along the track. The token starts on the hex 21 hex tile on the far left and progresses to the right. Each time it is the dummy player's turn, the mana die is rolled to determine which path the dummy token takes and the token is moved to the next spot on the track. Once the token reaches the **EOR** hex, end of round is declared and the human player has one more turn.

Initial Setup

Print this page, preferably on good quality card stock, and cut out the colored track above. It should be roughly the same size as the night/day mana pool from the base game. I'd suggest you laminate it or glue it to some sturdy cardboard so it will last longer.

How to use

Start of game: Set aside one mana die to be used with the track. Choose something to be a Dummy Player Token (DMT). This could be a shield token, mana crystal, or one of the player figures not being used.

Beginning of round: Place the DMT on the 21 hex on the far left.

Dummy Player's turn:
If the DMT is on the **start hex**, or a **square -** Roll the mana die. If the die matches one of the paths leading to the right (gold and black results are the only results that matter), move the DMT along that path to the next spot. If there is no matching path (or DMT is on a circle), use the white dotted path.

If the DMT is on a **circle -** there is no need to roll the die because there is only the default dotted path to the right.

If the DMT lands on the **EOR** hex - end of round is declared.

End of game:
The numbers on each spot in the track are used for scoring in the solo/coop game. Use them in place of the normal process of counting how many cards are left in the dummy player deck.