

DUKE RUDE



Adve Runde 

Spielerverlag

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Author, game manual and fundamental design

Lars-Michael Stock

English translation

Fritz Heilmaier, Nicole Merrishaw, Lars-Michael Stock

Illustration

Lara Schilling

Design of the letterings DunkelRunde and AdveRunde

Julika Stock

Design of the Website

Carsten Weber

AdveRunde Spieleverlag

www.adverunde.de

Lars-Michael Stock, Hembecker Weg 37a, D-58675 Hemer

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Advice:

The game board, the components and the case are made of wood and can show irregularities in form, structure and colouring. Therefore, a height offset of a few millimeters can occur between the puzzle pieces. During the processing of the wood smaller flaws are unavoidable. The wood may darken. As the printing takes place on wood, process-related irregularities occur. The puzzle pieces are individually printed so that colour differences can occur. The branding on the wooden case may fade over time.

If exposed to moisture, the wood might deform, hence it should be stored in a dry environment. Changes in colour, form and content are reserved.

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1. Introduction

DunkelRunde is an outstanding game for the whole family. The board you will play on is round therefore equally facing everybody at the table. The rules are simple, so that children get into the game easily. The **short instruction** can be found on the last two pages. More details and specialities are explained in the following:

Fairytale start

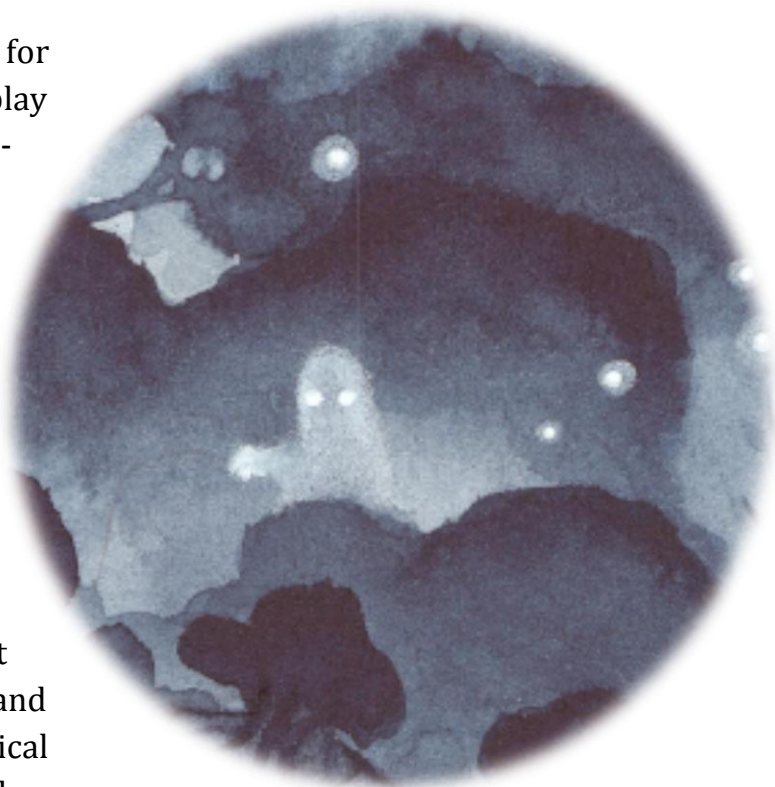
The rules and goal of the game are based on a story. To truly immerse yourself in the game we advise to start by reading the story (chap. 2) together and to explore the paths through this mystical land (chap. 3). The round playboard has been lovingly illustrated by Lara Schilling, inviting players to a voyage of discovery from every perspective.

Solidarity

Each player takes two meeples representing two children, a girl and a boy. Together with the other players children they set out to free the spirits of their land from a dire curse.

The children help each other. Only when not alone can they withstand the terror of the ghosts, only together do they stand a chance of overcoming all the obstacles in their way.

Only if one girl **and** one boy reach the final destination will the curse be broken, often resulting in more than one player winning the game.



Thrill and strategy

The ghosts wander through the dark land looking for the children. Will they find and scare me away? Will my luck with the dice hold to see me through to my goal? Which path to take? Do I seek shelter in the company of the others? Which ghost do I move?

Persistence

The fairytale-like story, the positive interaction of the players as well as the material carefully chosen for each part all contribute to creating the timelessly beautiful game of DunkelRunde. The game board, all components and the case are made of wood. If treated carefully, DunkelRunde can still be played 100 years from now.

2. *The fairy tale*

Once upon a time there were four evil robber knights, pillaging the land. They lived in a moated castle beyond the river. On the castle grew a linden and in that tree, there lived a tree spirit, a dryad. Every night she spoke to the knights in their sleep, to make them stop and abandon their wicked ways. But when the men awoke from their slumber, they forgot the dryad's words quite soon and continued their evil deeds.

One fateful eve, as the knights returned, the castle already lay in the shadows of the night. And as they reached the linden, they noticed an odd light. The dryad stepped forward and laid a curse upon the knights, that turned the men into nothing more than fog. The clanking sound of their weapons falling to the ground echoed through the castle. Never again they should harm anyone. From now on, they should haunt the land at night as scary but harmless ghosts, frightening everyone so that they would never find friends. It was only then that they felt remorse for their deeds, but now it was too late.

Thenceforth the ghosts dwell at those places, where they committed their worst and most evil deeds. The first one lives beyond the bridge at the dead tree. The second dwells in the old ruins, deep in the forest. The third ghost haunts the graveyard,

down by the river. And lastly, the fourth ghost lives in the old tavern near the castle and nobody dares to go there. Since the curse was spoken, the moated castle lies abandoned and pale fog billows around the old gate.

The ghosts consist only of fog and may be harmless, but they are creepy. If you are alone and come across them, you will run away in terror and with no further thought but to find shelter.

In her wrath, the dryad spoke a curse, that should last forever. Even the remorse of the ghosts changed nothing about their everlasting fate.

Near the castle, however, there lived and still lives a good witch in her hut and a wise wizard in his tower. They knew that nothing should be eternal and thus altered the curse with their magical power. They weakened the spell, so there might still be hope for the four evil knights. To break the curse some day, children have to face the long way to the castle at night. Only a girl can wake the sleeping dryad and only a boy can beg for forgiveness for the knights. Then, and only then, shall the ghosts find rest and the curse be lifted.

3. *A journey through the land*

The village is where the children live, safe and secure. It is early autumn. The corn begins to ripen and the first apples are falling from the trees. The setting sun spreads its golden light, suffusing all



colours with the warmest glow. A horse is standing in its paddock and the fox patiently awaits true dusk. This is where the childrens journey to the castle begins.

There is so much to discover in this mysterious land:

In the blue river, somewhere between castle and village, an old water dragon lives, making the shortest path across the water far too perilous for the children. So the children follow the road and cross the bridge into nights shadows. In

the growing darkness something old and wicked stirs, the slothful troll awakes.

Beyond the bridge, looming out of the dark, the dead tree stands where the first ghost dwells. Cold blue light seems to ooze from a gash in the old gnarled bark. Tiptoeing past the sinister place the children let the road lead them to the forest of will-o`-the-wisp, haunted by the ghost who's wandering the grounds to find and scare those who travel at night. There, in his slumber of thousands of years, lies a giant whose blanket is made out of big living trees that grow upon him just as on all the hills.

The children reach the river, finding a boat on the bank. Rapids and swirls bar any attempt to row upriver, crossing the stream is their only way on. No child alone can manage this feat. One needs to steer the

boat while another is needed to light the way.

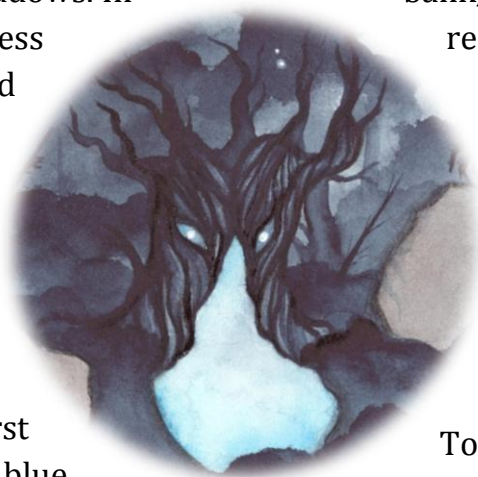
On the far side lives the good witch. She wants to help the children, so that the curse might be lifted. It is her boat that lies on the bank and if someone crosses the river with it, her magic sends it back to the other side again for anyone who might follow.

The children are supposed to combine their strength to handle the boat but if ever a child is stranded on its own on the far bank, the good witch will make sure it reaches the other shore safely.

A pleasant light twinkles out of the witch's hut and smoke curls up out of the chimney, carrying the sweet scent of cake baking. Should any child face the terror of the ghosts and be made to flee, they will always find shelter here.

To the children the witch reveals the secret of two hidden paths unknown to the ghosts but they are hard to find and difficult to follow in the night. The first is a green deer crossing, leading through an open forest. The second a green grassy trail running through the downs.

Leaving the witch behind and following the road, one reaches the old ruin. Cold ghostly light flickers through the cracked walls that are haunted by the second ghost. From here the road

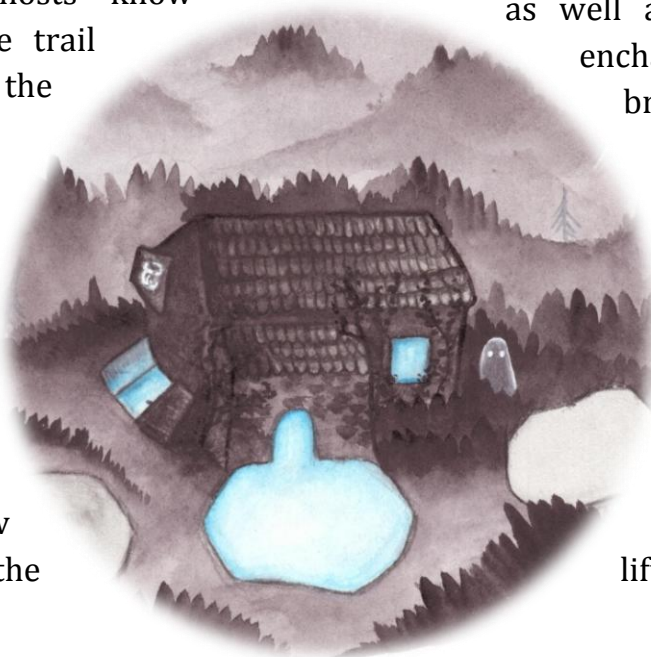


meanders down to the river. Straight towards the old graveyard where the third ghost dwells. Will-o`-the-wisps lure the unwary`s eye as the ghost lurks between the broken stones and hulking tombs of people long dead.

Beyond the hills lies the „Grey Forest“. A mystical, enchanted forest of high conifers throwing the world in even deeper shadows. In the depth of this forest an ancient dragon is sleeping. Close to the edge of the woods a tall tower stands, home to the wise wizard guarding the dragon`s slumber. Here any child will always find a ready welcome, drawn by the cozy glow of light falling out of the windows and onto the road.

The wise wizard too wishes for the ghosts to be freed and find rest. Therefore sharing with the children his knowledge of a green bridle path that skirts the Grey Forest, leading to the castle. Just as the others before it, this secret path is hard to find and the children can move on only slowly and with great caution. Still it is worth the delay as the ghosts know nothing about the trail and cannot harass the children there.

On the grey road leads, reaching at last the deserted inn. No longer a place where shelter can be found, now haunted by the fourth ghost.



Beyond the inn lie the fog-shrouded heights. Abandoned now, only will-o`-the-wisps dance around the broken stones dotting the hills. Mist covers the ground, swirling and billowing this way and that, seemingly searching and reaching towards the lonely wayfarer.

Finally the children reach the moated castle. Icy blue fog eddies around the gate, an evil miasma, striking fear to the very bone of every lonely wanderer. No child will enter this gate on its own. Hands clasped tightly it takes at least two to brave this infernal threshold and enter the castle grounds.

The brown path winds between the rubble and debris of the old castle. Darkness making the difficult path even more treacherous, the children`s progress slows to a crawl. Not so for the ghosts, this is their territory, quick as a breath of wind they float through the ruins long made their own.

At the end of this path the linden awaits. A halo, the purest of lights, warming to heart as well as the soul, surrounds the enchanted tree beneath the branches of which the dryad lies sleeping. No thing of evil will come close to that pool of radiant light. Only a girl may awaken the dryad and only a boy may beg her forgiveness in the name of the cursed knights. This is the one and only way the curse can be lifted.

4. Game components

wooden case

game board (7 puzzle pieces)

12 meeples (6 girls & 6 boys in 6 different colours)

4 white meeples (ghosts)

1 six-sided dice for the children

1 eight-sided dice for the ghosts

game manual

5. Players and playtime

The game is made for 2 to 6 players from the age of about 6 years. The dynamic of the game unfolds best from a number of 3 players.

The playtime is about 10 minutes per player.

6. Aim of the game

Every player plays two children, a girl and a boy. They start in the village and venture into the night to free the ghosts from their bane.

The curse will only be broken when at least one girl and one boy have reached the magic linden on the castle grounds. So it may happen, for example, that three boys from three different players stand at the linden, but still have to wait for a girl in order to lift the curse.

As soon as the curse is lifted, the game ends. All players who have reached the linden with one child have won.

However, if a player has managed to reach the linden with both children of his color, he has won the game alone.

Example (see figure):

There already are three children at the linden. Since they are only boys, the game is not over yet. They still have to wait for a girl to break the curse. The following variants for the end of the game are conceivable in the situation:



If the blue girl reaches the linden next, all four players have won.

If one of the other three girls gets to the dryad, the related player is the only one, who reached the linden with both children. This player has won the game solely. However, if the green and the yellow girl are moved as a group of children with a double of 3 pips (see chapters 10 and 11), these two players are the common winners of the game.

7. Setup of the game

The players place their two children in the village, where the game begins (yellow field). The four ghosts are placed onto the blue fields, one respectively.

8. Relevance of coloured tiles

The way to the castle consists of tiles with different colours.

The meaning of these colours will be explained in the following.

Grey tiles (road)

The children and the ghosts can move on these tiles without any restriction.



Yellow tiles (shelter)

There are **four** places of shelter, where the children are safe from the ghosts: the **village**, the **witch's hut**, the **wizard's tower** and the **dryad's linden**.

If a child is scared by a ghost (kicked out), it fearfully runs **back** to the next place of shelter (yellow tile), that it can reach **backward**.

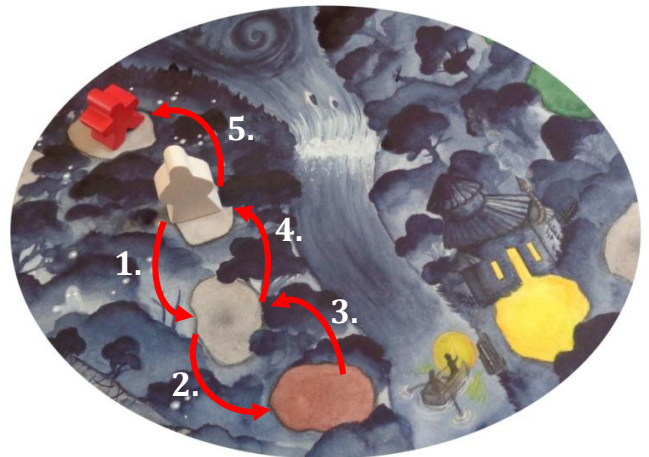
In the beginning, if scared, the children run back to the village. After crossing the river and reaching the witch's hut, however, the children will run no further back than to the hut. After passing the wizard's tower, the tower will become the new place to run back to. If a child reaches the dryad at last, it will remain there until the game is over. From there, it cannot be scared away by a ghost.

The yellow tiles can neither be entered nor crossed by the ghosts!

Thus the ghosts cannot leave their respective "area". The first ghost that dwells in the dead tree can only move between the village and the witch's hut. The second ghost of the old ruins and the third ghost of the graveyard can only be moved between the witch's hut and the wizard's tower. The fourth ghost of the abandoned inn can only haunt the road between the linden and the tower.

If a ghost is moved towards a yellow tile, he has to turn around before it. The remaining draws are then to be taken in the opposite direction.

An example:

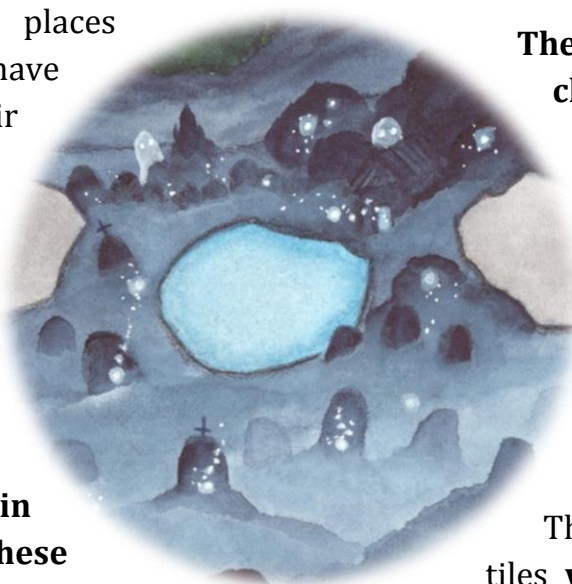


The blue player rolls a five with the eight-sided dice. Now, one of the four ghosts has to move five tiles. The player decides for the ghost on the picture and moves him in the direction of the witch's hut. Before the hut (yellow tile) the ghost has to turn around and take the remaining draws in the opposite direction, reaching the red boy, who stands alone. The boy has to run

back to the next yellow tile (in this case: the village). For more information see chapter 13.

Blue tiles (haunted places)

The ghosts were cursed to dwell, during the day, at the places where they have committed their worst deeds. These places are: the dead tree, the old ruins, the graveyard and the abandoned inn.



The ghosts begin the game on these tiles.

With the beginning of the game (at dusk), the ghosts can leave the blue tiles to frighten the children.

The children can cross but must not remain on these tiles, neither a single child nor a group of children.

The haunted places are too scary. So the children cannot end their turn there. If a child may have a number of steps to end the turn on a blue tile, it has to end its turn at least one tile before the blue one.

Red tiles (obstacles)

The obstacles (the river and the weird gate) cannot be overcome by **one child alone**.

This means, that a single child has to end its turn on a red tile and has to **wait for other children**. Once **at least two children** stand on a red tile, they straightway

traverse the obstacle **together**. They are **immediately** placed onto the next tile and **the remaining draws expire**. If a group of children steps on a red tile with a single child waiting there, they take it with them and together they traverse the obstacle.

The witch does not leave a lonely child behind:

If a single child stays behind between the village and the river, it cannot cross the river without help. The witch helps **this last child**. When this child reaches the river-bank, it immediately moves over to the witch's hut and ends the turn there.

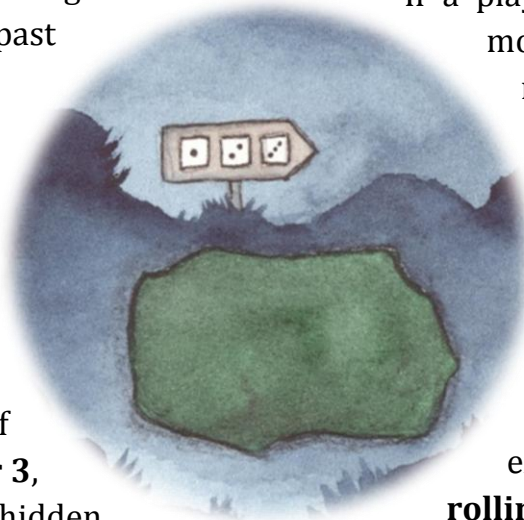
The **ghosts** can move onto the red tiles **without restriction**. The gate is no obstacle for the fourth ghost and he can be drawn through there. However, the ghosts cannot cross the river, because the yellow tile of the witch's hut is forbidden for them.



Green tiles (hidden paths)

The **ghosts** cannot find the hidden paths. They must not step on the green tiles and just move past these trails.

Only the children can use the **green tiles** and are safe from the ghosts while using them. The paths however are hard to find and walk at night. Only if the children roll a **1, 2 or 3**, can they enter the hidden paths, move onto or leave them. This is indicated by the signposts.

Brown tiles (castle path)

The **ghosts** can traverse the brown tiles **without restrictions**. Contrary to the hidden paths, the children are not safe from the ghosts on the brown tiles!

For the children, the castle path is **difficult** to take. They can only enter, move onto and leave the path, if they roll a **1, 2 or 3**. This is indicated by the signpost.

9. Rolling the dice & doubles

The youngest child begins the game. Then the players alternate clockwise with rolling the dice.

The six-sided dice and the eight-sided dice are rolled together. The six-sided dice is for the children and the eight-sided dice is for the ghosts. After rolling, the player decides which child and which ghost he wants to move. The player can also choose whether

he wants to **move the child or the ghost first**.

If a player rolls doubles, no ghost is moved. The player then has to move a **group of children**, even if none of his children is in a group. The number of dots on the six-sided dice counts (the doubles are not counted together). The player decides, which group he wants to move. If no group exists, the double expires. **After rolling doubles and moving a group of children, the player has to roll again with both dice.**

The rules for moving the children, the group of children and the ghosts are to be considered (see the following chapters).

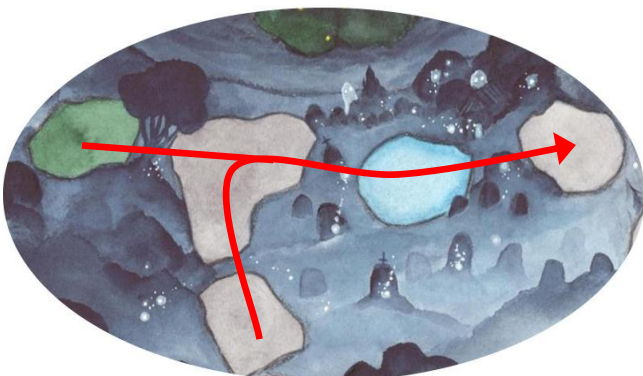
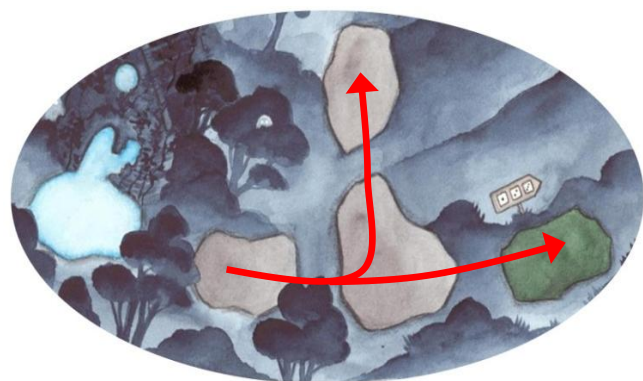
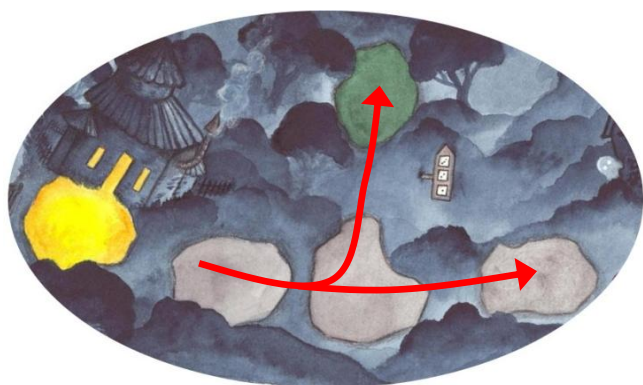
10. Moving a single child

The number of pips of the **six-sided dice** is used by the player to move **one child** of his colour. These rules apply:

A **turn has** to be executed, if possible.

The player decides whether he moves his **boy or girl**. However, if one child cannot be moved due to the rules, the player must move the other one.

Children can **only move forwards** (from the village to the linden). Look at the following depiction of the movement direction:



The rolled **number of dots** does **not** need to be drawn **completely**. The turn can be completed prematurely. However, at least one move has to be done. This rule can especially be used to join up with other children.

There can be any amount of children on a single tile. Once at least two children stand on the same tile, they are regarded as a **group of children**. A group of children does not get frightened by ghosts (chapter 13)!

While a **ghost is on the same tile as a group**, no child can leave the group. Before moving a single child, the ghost has to be removed from the tile.

A **single** child can not move onto a tile, which is taken by a **ghost**. Even if a group of children stands with the ghost, the single child can not join. It has to stop in front of the tile or to pass the tile, if the number of dots is sufficient.

The effects of the **coloured tiles** are explained in chapter 8.

11. Moving a group of children

After rolling **doubles**, the player has to move a **group of children**, even if none of his children is in a group. The player chooses the group and moves it with the number of dots on the **six-sided dice**. These rules apply:

A group of children can **only move forward** (from the village to the linden).

Contrary to a single child, a **group has to move as far as possible** and must end the turn without a compelling reason. Therefore the number of pips on the six-sided dice has to be drawn completely if possible.

A **group of children** is not frightened by the ghosts and can move up to a ghost, stay on the same tile with a ghost or leave a ghost.

However, a group must not stay at a haunted place (blue tiles).

The effects of the **coloured tiles** are explained in chapter 8.

12. Moving a ghost

One ghost is moved with the number on **the eight-sided dice**.

These rules apply:

The player has a free choice, which of the ghosts he wants to move.

The number of pips rolled must be **drawn entirely**. The turn must not be ended prematurely.

Ghosts can move forwards **or** backwards. During the turn, the ghosts may only change the direction, if a yellow tile forces them to (see chapter 8).

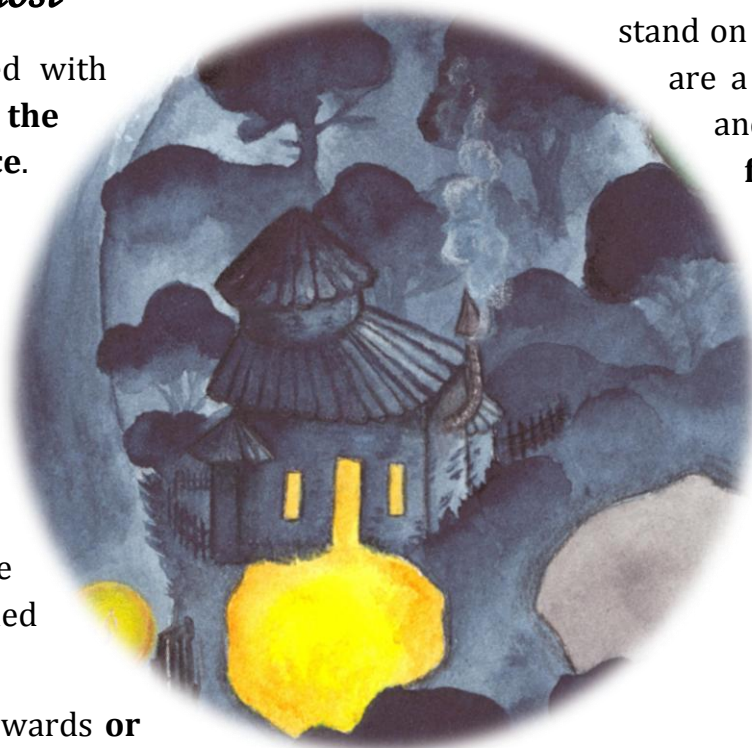
If a ghost ends his turn on a tile occupied by a single child, the child has to run **back** to the next yellow tile, where it can find shelter.

The effects of the **coloured tiles** are explained in chapter 8.

13. Fear of the ghosts

As the ghosts are made of mist, they cannot harm the children. But they are cold and creepy!

If a single child stands on a tile and a ghost ends his turn on the same tile, the ghost scares it away. The child has to run **back** to the next place of shelter available (the village, the witch's hut or the wizard's tower).



As soon as **at least two children** stand on a tile together, they are a **group of children** and they **no** longer **fear** the ghosts. A group of children can stay on the same tile with a ghost, without running away (see chapter 11).

14. Short instruction

Setup

Place two children of the same colour per player into the village (yellow tile) and one ghost on each of the four blue tiles.

End of the game

As soon as at least one girl and one boy reach the magic linden, the game ends. The children may have different colours, so that several winners are possible. The only way that just one player wins the game is to reach the linden with both children of his or her colour.

Strategy

If two or more children are standing on a tile as a "group of children", they are not frightened by the ghosts. Therefore it is often better to stay with other children than to move the rolled number of pips completely.

Meaning of the tiles

Grey tiles (road):

- No restrictions.

Yellow tiles (places of shelter):

- Children flee from the ghosts **back** to the next yellow tile.
- **Ghosts** must neither cross nor step on yellow tiles.



Blue tiles (haunted places):

- Children (and groups) must not end their turn here.

Red tiles (obstacles):

- Red tiles can be entered by ghosts.
- The gate is no obstacle for ghosts. However, they must not cross the river because of the witch's hut (yellow tile).
- **Children** can enter red tiles. If they are alone, they have to wait here for other children.
- Once at least 2 children stand on a red tile, they traverse the obstacle together and stop their move on the tile beyond.

Green tiles (hidden paths):

- **Ghosts** must not step on green tiles!
- **Children** can step onto, move onto and leave green tiles only by rolling a **1, 2 or 3**.

Brown tiles (castle path):

- **Ghosts** have **no restrictions**.
- **Children** can step onto, move onto and leave brown tiles only by rolling a **1, 2 or 3**.

Rolling the dice and movement

The youngest child begins. Both dice are rolled at once!

Moving a child (wooden dice, 1-6):

- One child **has** to be moved at least one tile, if possible.
- Children must only move forward!
- The turn can be ended prematurely.
- A single child must not end its turn on a tile holding a ghost.
- A single child must not leave a group of children, if a ghost is standing on the same tile.

***Moving a ghost******(blue dice, 1-8):***

- A Ghost has to be moved the whole number of pips forwards or backwards.
- A change of direction during a turn occurs only in front of a yellow tile!

Doubles - moving a group of children:

- No ghost is moved!
- A group of children means at least 2 children on one tile. The player chooses one **whole** group.
- The whole group moves forward the whole number of pips of one dice (as far as possible -note the implications of the coloured tiles).
- A group of children may end its turn on or leave a tile holding a ghost
- If there is no group which can be moved, the double expires.
- You may roll again after every double!

Fear of the ghosts

- If a ghost ends its turn on a tile with a single child, the child fearfully **runs back** to the last yellow tile, that it crossed.
- A group of children (at least two children) does not get frightened by ghosts.

DUNKE RUAD



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ATTENTION! Small pieces may cause choking. The game components are not suited for children below the age of three.

