

DARK IS THE NIGHT



A Hunter has set up camp in a dark forest. In the middle of the night she is awakened by a sound in the darkness, just outside the light of her small fire. Again! A guttural growl informs the Hunter that she is not alone. To survive this night, she will need keen wits and sharp aim with her crossbow.

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In *Dark is the Night*, one player is the Hunter and the other is the Monster. The goal for each is to eliminate the other.

The Hunter is represented by a figure that may only move in the 8 spaces immediately surrounding the campfire. The Monster moves only in the 12 spaces of darkness outside the range of the fire. Since the Monster's movement is hidden in the darkness, the Monster player uses the dial to track movement, keeping the value hidden from the Hunter.

SETUP

Open the board and place it in the middle of the table within reach of both players.

Decide which player will be the Hunter and which will be the Monster. Give the Monster player the dial and the feint token. Give the Hunter player the Hunter figure and the rest of the tokens.

GAME START

First, the Monster secretly chooses which numbered space it will start on. It can select any of the twelve numbered outer spaces in the darkness. The Monster sets the dial to that number and **keeps it hidden from the Hunter.**



Next, the Hunter chooses which space she will start on. She can select any of the eight inner spaces around the campfire. She places the Hunter figure on the chosen space.

Finally, the Monster reveals which cardinal direction it is in, based on the space it starts on. **Do NOT reveal the exact location.** For instance, if the Monster starts in space 9, it would announce to the Hunter that it is in section C.

The game then begins with the Hunter going first.

GENERAL RULES

These rules apply to both the Hunter and the Monster.

- One successful hit by the Monster eliminates the Hunter, and vice versa.
- A turn for both the Hunter and the Monster involves **first moving** and then taking an action. **Movement is required**, but taking an action is optional.
- When moving, both the Hunter and the Monster must move to one adjacent space and cannot jump or skip spaces.
- Neither the Hunter nor the Monster can attack or use tokens on their first turn; they can only move.
- Tokens have just one use. Remove each token from the game after it is used. Exception: the flaming bolt remains in the space it was shot into.
- Adjacent means orthogonally adjacent, not diagonal.

RULES FOR THE HUNTER:

These rules apply only to the Hunter.

- The Hunter has tokens representing items that she can use to track down and eliminate the Monster. While there is no token for it, the Hunter also has a knife that she can use to stab into the darkness at the monster.
- The Hunter cannot ever move into the darkness.
- The Hunter can use at most one token per turn.
- The Hunter cannot pass through the campfire space.
- The Hunter cannot move diagonally.
- Two items can be used on the same space (for example, the Hunter can place the Mutton on a space that was previously lit up by a fire bolt).



HUNTER'S ARSENAL:

BASIC ATTACK

On her turn, the Hunter may attack directly into the adjacent space in the darkness. In the case of a corner, when the Hunter is adjacent to two different darkness spaces, the Hunter may choose which space to attack.

The Hunter can attack into the darkness **instead of** using an item.



CROSSBOW

The Hunter can use the crossbow bolts to shoot in a straight line into the darkness. The crossbow has 2 bolts, represented by the tokens. Each bolt can be used in one of two different ways:

If the Hunter chooses to shoot a regular bolt, the bolt will travel in a straight, orthogonal line to a darkness space selected by the Hunter. If the Monster is on this space, it is eliminated and the game is over.

If the Hunter is on a space adjacent to the campfire, she can choose to shoot a bolt through the fire and onto the darkness space directly across the board. This bolt does no damage to the Monster, but will light up that space for the rest of the game. If the Monster steps onto a space that is illuminated by a lit bolt, it must inform the Hunter it is in that space.

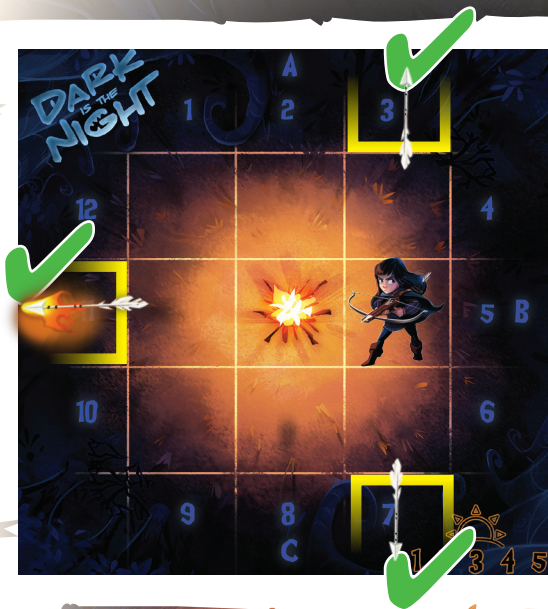
The Hunter may shoot a bolt through the fire to damage the Monster rather than light the space.

BELL TRAP

The bell trap can be placed on any darkness space, regardless where the Hunter is. The trap remains on that space until the Monster steps off it.

If the Monster moves **off** of the space with the bell trap, it must inform the Hunter. The trap then breaks and is removed from play.





MUTTON

Like the bell trap, the mutton token can be placed on any darkness space. The Monster must then immediately (during the Hunter's turn) move one space toward the mutton. If both directions around the board toward the mutton are the same number of spaces, the Monster can choose which direction to move. After the Monster has moved, it must tell the Hunter how many spaces away from the mutton it is. The space with the mutton on it counts as one of these spaces. Do not count the Monster's space.

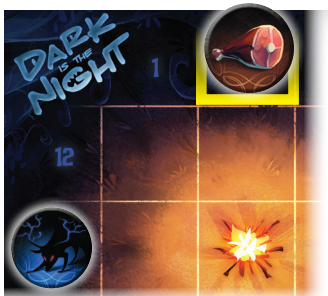
If the mutton is placed on the Monster's space, then the Monster does not move and announces that it is on the mutton space.

Once the Monster announces its distance from the mutton, the mutton token is removed from the game.

The Monster's movement is part of the Hunter's turn. The Monster will be able to move again on its own turn.



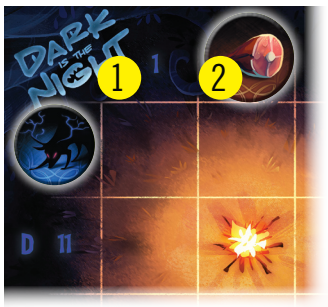
Mutton
is placed
here.



Monster
moves
one space
closer.



Monster is
2 spaces
away from
the mutton.



RULES FOR THE MONSTER:

These rules apply ONLY to the Monster.

The Monster can only move on the twelve dark spaces; the four dark corner areas should be ignored. The destination space is secretly selected on the dial.

The Monster only has one attack, which is the same as the Hunter's basic attack. The Monster can use its action to attack the Hunter in an adjacent lit space.

MONSTER'S FEINT:

Once per game, the Monster can turn in the feint token in an attempt to confuse the Hunter. The feint takes up the Monster's entire turn – it does not get a normal move or action.

First, the Monster tells the Hunter which space it is on. Then the Monster can choose to move **zero, one, or two spaces** further from the Hunter.

After the Monster has moved, its turn ends. This gives the Monster three possible spaces to end its turn on. The selected space is secretly entered on the dial.

The Monster player may select which direction to move if moving either direction would put it equidistant from the Hunter.





The Monster's faint allows it to move to any darkened space marked with a ✓ or it can choose to stay right where it is and not move at all.

GAME END:

After the Hunter uses her last token, a five turn time limit is added to the game. Use the sun token to mark turns on the sun track on the Hunter's next turn. The game ends in a tie five complete turns later (the Monster plays last) if neither player has eliminated the other.



NOTES:

Credits

- » Game Design: Zach Abbott, Arwen Boyer, & Josh Estill
- » Layout: Daniel Solis
- » Production: Kevin Brusky and APE Games