



*A cooperative tile placement game
for 1 to 6 village romantics ages 8+
by Lukas Zach and Michael Palm.*

COMPONENTS

73 Tiles, including:

48 Landscape tiles



- ① Woods
- ② Grain
- ③ Village
- ④ Stream
- ⑤ Track
- ⑥ Grade Crossing
- ⑦ Sheep (2 each)
- ⑧ Flag

R Back side

25 Task tiles (with the following 5 Task types)



25 Task markers



Forest
Task marker



Grain
Task marker



Village
Task marker



Track
Task marker



Stream
Task marker



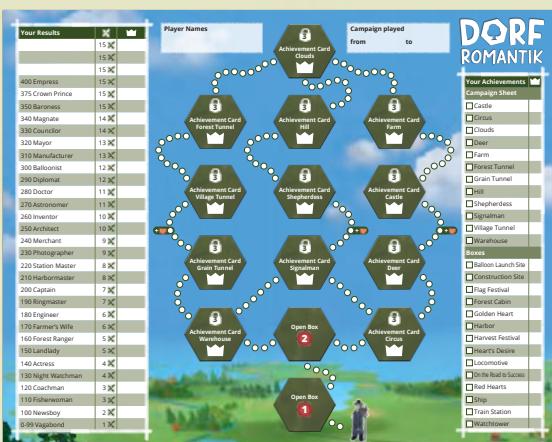
Back side of Task markers
(1x4, 2x5, 2x6 per color/Task type)



Back side of Task markers
(1x4, 2x5, 2x6 per color/Task type)



Back side of Task markers
(1x4, 2x5, 2x6 per color/Task type)



1 Campaign pad (20 sheets, printed on one side)



1 Score Pad (50 sheets, printed on both sides)

**Unlocked components discovered
during play (divided into 5 boxes):**

32 tiles | 31 cards | 8 markers |
5 wooden Hearts | 1 plastic stand



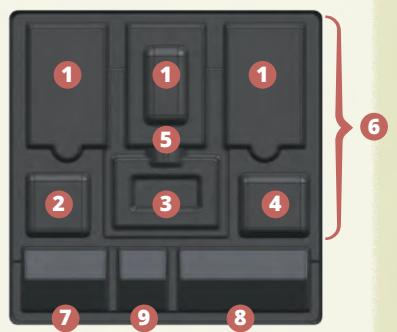
Using the Insert:

In the upper 3 compartments of the insert there are 5 boxes ①. These contain new, additional game material. Don't open these boxes until instructed to do so.

Next to the boxes, you will be able to store the wooden hearts you will unlock from the boxes ②, and to the right of that, there is a compartment for cards unlocked during the course of the campaign ③. Then on the far right, there is room for all the Task markers ④.

You can place the Score pad over the middle compartment of the boxes and cards ⑤, and the Campaign pad over the entire upper area of the insert ⑥.

In the lower area of the insert, there is space for all the hexagonal tiles. All Task tiles fit into the left compartment ⑦, all Landscape tiles fit into the right compartment ⑧, and all Special tiles you unlock can be kept in the middle compartment ⑨.



SETUP

Mix all the Task tiles facedown. Create any number of facedown stacks and place them at the edge of your playing area.

Now mix all the Landscape tiles facedown. Then draw 3 and return them to the box without looking at them. These will not be used in this game. Then create any number of facedown stacks with the remaining tiles and place them at the edge of your play area—separate from the Task tiles.

Now mix the 25 Task markers facedown and separate them by color (or icons). Then place them facedown at the edge of your play area next to the stacks of Task tiles. Place the Score and Campaign pads aside as you won't need them until the end of the game.

Important: Don't open any of the 5 boxes until you are instructed to do so!

GOAL OF THE GAME

You all cooperate to create a beautiful map by placing tiles while also completing the residents' tasks. You are also trying to create both the longest continuous Track and the longest continuous Stream possible, all while taking the Flags into consideration as well! The better you succeed in each of these goals, the more points you'll score at the end of the game.

Based on your scores from game to game, you will unlock new components hidden in the 5 boxes. These will give you additional tasks that will enable you to increase your high score in subsequent games.

COURSE OF THE GAME

Determine a start player. Then, beginning with the start player, you will take turns in clockwise order until the end of the game (see page 5).

On your turn, you will reveal either 1 Landscape tile or 1 Task tile, which you will then place into the play area according to the placement rules (see page 3). Before placing, discuss where this tile might be best used with the other players. Once it's been discussed, you make the final decision as to where to place it.

The following rules determine whether you will reveal a Landscape tile or a Task tile:

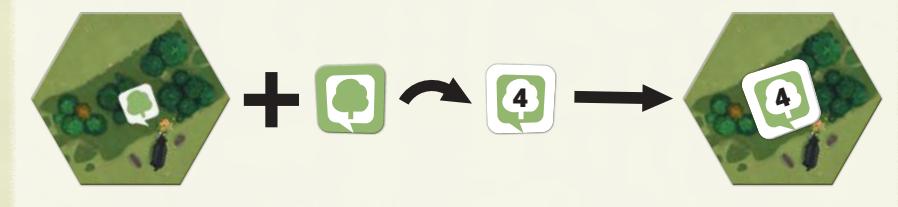
In the first 3 turns of the game, you must reveal 1 Task tile.

Whenever you reveal a Task tile, you must **immediately take 1 matching Task marker** to add to the **Task tile**. Flip the Task marker so the number is visible and place both tiles together in the play area.

There are 5 different Task types.

Forest Task	Grain Task	Village Task	Track Task	Stream Task

Example: If you reveal a Task tile with a Forest Task, reveal 1 Forest Task marker and put it on the Task tile. Then place them both together in the play area.



For each subsequent turn after the first 3 mandatory selections, you must first check how many Task tiles with Task markers are in your play area:

- A) If there are **fewer than 3 Task tiles with Task markers** on them, you must reveal **1 Task tile** and place it in the game area with the matching Task marker on it according to the placement rules.
- B) If there are **3 Task tiles with Task markers** on them, turn over **1 Landscape tile** and place it in the play area according to the placement rules.

Now for the **placement rules** – where and how do you place a tile?

The fundamental rule: All tiles must **always** be placed so they maintain a single connected group of tiles. This means you must place each tile with **at least** 1 of its 6 edges against an edge of a tile already in the play area.

In addition, you must also adhere to the following 2 placement rules:

- **Tracks and Streams must always match edges with their type.** For example, you are not allowed to connect edges with a Stream to edges without a Stream. (Obviously, it is possible for you to add tiles with non-connecting track and river edges in your play area in hopes of connecting them later.)
- On the other hand, you are allowed to place the Landscape types **Forest**, **Grain**, and **Village** (as well as the neutral **Meadows**), **however you wish** as they are not required to match.



These examples are all allowed.



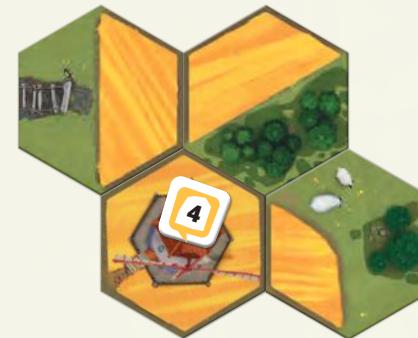
These examples are not allowed.

Completing Tasks

Each Task marker shows a number (4, 5, or 6) that specifies **exactly** how many tiles must be in the corresponding territory, Track, or Stream in order to complete the Task marker.

A **territory** consists of 1 or more tiles of 1 type connected with matching edges (Forest, Grain, or Village). Task markers can be fulfilled immediately after being placed.

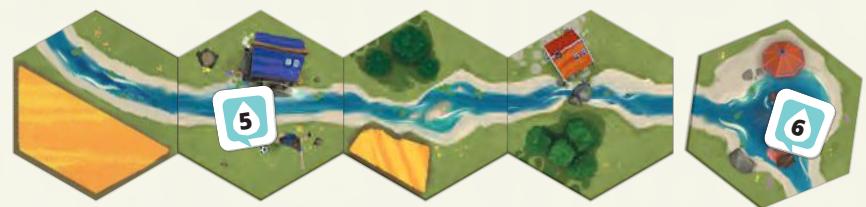
Example: The Grain Task marker is completed because the Grain territory consists of exactly 4 tiles.



Example: The Stream Task marker with the value 5 is not yet completed because the Stream only consists of 4 tiles so far.



On a subsequent turn, you place a Stream Task tile with a value 6 Task marker. This completes the value 5 Stream Task marker, which you now move to your Completed Task area separate from the unused Task markers at the edge of the play area. Now you will only need to place 1 more Stream tile to complete the value 6 Stream Task marker.



Whenever you complete a Task marker, move it to your Completed Task Marker area. To provide an overview during the game, sort your completed Task markers individually by type next to each other. At the end of the game, completed Task markers are an important source of points.

Don't forget: The next tile that is placed must be a Task tile because there will now be fewer than 3 Task tiles with Task markers in the play area.

Additional Details:

- You may place Task tiles in a territory, Track, or Stream that already contains 1 or more Task tiles with or without a Task marker.
- You **may not place a Task tile** that would cause a territory, Track, or Stream to consist of **more tiles at the moment you place it** than the current Task marker requires. You are also not allowed to complete a territory, Track, or Stream with a Task tile with a Task marker if this closes off the Territory, Track, or Stream resulting in a territory, Track, or Stream with fewer tiles than the new Task marker requires. (Closed off means there is no longer an open edge to add a tile to fulfill the new Task marker for that territory.)

Example: You are not allowed to place the Task tile with the value 5 Task marker ④ in this orientation because the Village territory would be closed off while having only 4 Village tiles but a Task marker that requires 5 Village tiles. To place this Task tile now, you would have to rotate it 1 edge clockwise, maintaining an open edge that will allow you to place another Village tile to complete the value 5 Village task.

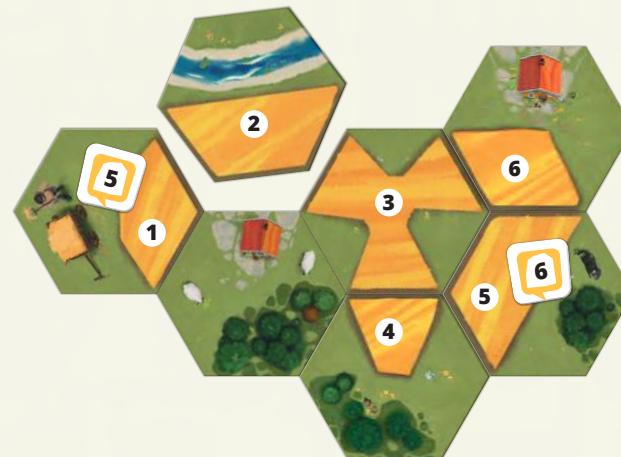


- You are allowed to place a tile in a territory, Track, or Stream that now **contains more tiles** than any Task marker that is already in place requires. In this case, you must remove the Task marker and return it to the box. Similarly, you must remove a Task marker if you close off a territory, Track, or Stream with a **Landscape** tile **in such a way that there are fewer tiles** than the Task marker requires.

- By placing a tile, you may complete more than 1 Task marker at the same time. Remember you must continue playing Task tiles for the next few turns until there are 3 Task tiles with Task markers on them in the play area.

Example: You could place this tile with Grain as shown below ②. Then you would complete the 6 Grain Task, but now you would have to remove the 5 Grain Task.

If the 5 Grain Task was a 6 Grain Task, you would now complete both Tasks by placing this tile.



- If you run out of Task tiles, you can't play any more Task tiles. Continue playing by placing only Landscape tiles until the end of the game.

Flags

At the beginning of the Campaign there are 3 Landscape tiles in the game with a Flag:



A green Flag is always associated with the Landscape type Forest, a yellow Flag with Grain, and a red Flag with Village tiles.

Follow the usual placement rules when adding a Flag to the play area just like any other tile.

But be careful: At the end of the game, you only gain points for Flag territories if they have been closed off, which means the territory doesn't have any open edges. (See the example on page 6.)

END OF GAME

The game ends immediately when you are required to reveal a Landscape tile and there are none left. Any remaining Task tiles that have not been revealed and placed yet won't come into play this game. (Tip: You should try to keep the number of unrevealed Task tiles as low as possible.)

If you complete a Task with the last Landscape tile (or cancel one), the game continues with revealing and placing new Task tiles until you can't complete (or cancel) any more Tasks.

Now calculate your points.

You will need 1 Scoresheet per game. After scoring, transfer your results to the Campaign sheet, which will track and show when and how you can unlock new components from game to game.

A	B1	B2	B3	B4	B5	S1	Totals
Tasks	B1	B2	B3	B4	B5	S1	
Flags	C1	C2	C3	D1	D2	S2	
Unlocked	E						
<input type="checkbox"/> Red Hearts (1/matching edge):	<input type="checkbox"/> Forest Cabin (Q-Tasks):						
<input type="checkbox"/> Circus (completely surrounded = 10):	<input type="checkbox"/> Harvest Festival (Orange-Tasks):						
<input type="checkbox"/> Signalman (2/Grade Crossing):	<input type="checkbox"/> Watchtower (Red-Tasks):						
<input type="checkbox"/> Shepherdess (1/Sheep):	<input type="checkbox"/> Locomotive (Train-Tasks):						
<input type="checkbox"/> Hill (at distance 2 = 2/Task tile):	<input type="checkbox"/> Ship (Blue-Tasks):						
<input type="checkbox"/> Construction Site (per territory 7+ = 7):	<input type="checkbox"/> Train Station (closed off = 1/tile):						
<input type="checkbox"/> Balloon Launch Site (2/distance):	<input type="checkbox"/> Harbor (closed off = 1/tile):						
<input type="checkbox"/> Golden Heart (2/matching edge):							
Player Names:	F	Date:	G	Result:			H

Here is how you use your **Scoresheet** (See the Scoresheet illustration top right and the example on the next page):

- A** Enter the game number for your completed game in the crown for the Campaign.
- B1 - B5** Calculate the total for all completed Task markers for each Landscape type and enter the sums in the corresponding spaces. You score points for: all completed Forest Tasks **B1**, all completed Grain Tasks **B2**, all completed Village Tasks **B3**, all completed Track Tasks **B4**, all completed Stream Tasks **B5**. On the far right, enter the grand total of all completed Tasks **S1**.
- C1 - C3** Now determine which Flags are in completed territories, as they are the only ones that will score: For each Flag in a completed Territory, gain points equal to the number of tiles in that Territory. Enter the total in the appropriate space: points for green Flags **C1**, points for yellow Flags **C2**, points for red Flags **C3**.
- D1 - D2** Count how many tiles are in your longest Track and your longest Stream in the play area. (All tiles of the same type that are adjacent to one another without a break in the connection count for Tracks or Streams.) Enter the number of tiles in the spaces for the longest Track **D1** and the longest Stream **D2**. On the far right,

enter the grand total of points for Flags, the longest Track, and longest Stream **S2**.

- E** At the beginning of the Campaign, ignore this area. You can only enter points here once you have unlocked new components. At the start of each subsequent game for your campaign, we recommend checking off all the boxes on the Scoresheet for components you have already unlocked (so you know which ones you will score at the end). Record the total points gained for this section in the rightmost space. **S3**

- F** Enter the player names for this game here.
- G** Enter the date for the game here.
- H** Enter the grand total of points for your game here. (Sum of the grand totals from **S1 + S2 + S3**)

Example Score (for the top section of the Scoresheet):

Tasks:

During the game you completed 1 Forest Task, 2 Grain Tasks, 1 Village Task, 4 Track Tasks, and 1 Stream Task, which score a grand total of 42 points for your completed Tasks.

Flags:

You have placed 2 Flags: 1 yellow and 1 green.

Since the Forest territory with the green Flag hasn't been closed off (it has 3 open edges), you don't gain any points for that Flag.

The Grain territory with the yellow Flag has been closed off. Since it consists of 5 tiles, you score 5 points in the corresponding space on the Scoresheet.

Longest Track and Longest Stream:

You have 2 Track segments: the first consists of 8 tiles, and the second only has 4 tiles. Therefore, your longest segment is 8 tiles, so you score 8 points for your Longest Track.

The lengths of your 2 Stream segments are 5 tiles and 1 tile, so you score 5 points for your Longest Stream.

For your final total, you've scored $42+5+8+5=60$ points for this section.



	Tasks	Flags	Longest Track	Longest Stream	Totals
	4	5	8	5	42

Now that you've scored the game, turn to your **Campaign sheet**.

First, enter your result in the High Score List by finding the row that corresponds to your result. (Round your result down to the closest lower value in the column ①. For example, 128 points rounds to 120.) Then, in the right column marked with a crown ②, enter the game number in which you achieved this result. (You can achieve a result multiple times.)

The middle space for this row ③ shows you how many of the small white circles you may cross off on the Advancement track in the middle of the Campaign sheet. Cross these off now, beginning at the very bottom left of the hiker.

Always cross out one white circle after the other. Don't count the green hexes when crossing out, just skip those. After the second green hex, the Advancement track forks. You can always freely choose the adjacent white circle you want to cross out next—depending on what you want to unlock next. Remember, all crossed off circles must be adjacent to each other (including via the green hexes).

High Score List
Advancement Track
Unlocked Achievements

Your Results	1	2	3
15			
15			
15			
400 Empress	15		
375 Crown Prince	15		
350 Baroness	15		
340 Magnate	14		
330 Councilor	14		
320 Mayor	13		
310 Manufacturer	13		
300 Balloonist	12		
290 Diplomat	12		
280 Doctor	11		
270 Astronomer	11		
260 Inventor	10		
250 Architect	10		
240 Merc	9		
230 Photographer	9		
220 Station Master	8		
210 Harbormaster	8		
200 Captain	7		
190 Ringmaster	7		
180 Engineer	6		
170 Farmer's Wife	6		
160 Forest Ranger	5		
150 Landlady	5		
140 Actress	4		
130 Night Watchman	4		
120 Coachman	3		
110 Fisherwoman	3		
100 Newsboy	2		
0-99 Vagabond	1		

Player Names: [Redacted]

Achievement Card: Clouds

Achievement Card: Forest Tunnel

Achievement Card: Village Tunnel

Achievement Card: Grain Tunnel

Achievement Card: Warehouse

Achievement Card: Castle

Achievement Card: Hill

Achievement Card: Shepherdess

Achievement Card: Signalman

Achievement Card: Deer

Achievement Card: Circus

Open Box: 1

Open Box: 2

Open Box: 3

Open Box: 4

Open Box: 5

Open Box: 6

Open Box: 7

Open Box: 8

Open Box: 9

Open Box: 10

Open Box: 11

Open Box: 12

Open Box: 13

Open Box: 14

Open Box: 15

Open Box: 16

Open Box: 17

Open Box: 18

Open Box: 19

Open Box: 20

Open Box: 21

Open Box: 22

Open Box: 23

Open Box: 24

Open Box: 25

Open Box: 26

Open Box: 27

Open Box: 28

Open Box: 29

Open Box: 30

Open Box: 31

Open Box: 32

Open Box: 33

Open Box: 34

Open Box: 35

Open Box: 36

Open Box: 37

Open Box: 38

Open Box: 39

Open Box: 40

Open Box: 41

Open Box: 42

Open Box: 43

Open Box: 44

Open Box: 45

Open Box: 46

Open Box: 47

Open Box: 48

Open Box: 49

Open Box: 50

Open Box: 51

Open Box: 52

Open Box: 53

Open Box: 54

Open Box: 55

Open Box: 56

Open Box: 57

Open Box: 58

Open Box: 59

Open Box: 60

Open Box: 61

Open Box: 62

Open Box: 63

Open Box: 64

Open Box: 65

Open Box: 66

Open Box: 67

Open Box: 68

Open Box: 69

Open Box: 70

Open Box: 71

Open Box: 72

Open Box: 73

Open Box: 74

Open Box: 75

Open Box: 76

Open Box: 77

Open Box: 78

Open Box: 79

Open Box: 80

Open Box: 81

Open Box: 82

Open Box: 83

Open Box: 84

Open Box: 85

Open Box: 86

Open Box: 87

Open Box: 88

Open Box: 89

Open Box: 90

Open Box: 91

Open Box: 92

Open Box: 93

Open Box: 94

Open Box: 95

Open Box: 96

Open Box: 97

Open Box: 98

Open Box: 99

Open Box: 100

Open Box: 101

Open Box: 102

Open Box: 103

Open Box: 104

Open Box: 105

Open Box: 106

Open Box: 107

Open Box: 108

Open Box: 109

Open Box: 110

Open Box: 111

Open Box: 112

Open Box: 113

Open Box: 114

Open Box: 115

Open Box: 116

Open Box: 117

Open Box: 118

Open Box: 119

Open Box: 120

Open Box: 121

Open Box: 122

Open Box: 123

Open Box: 124

Open Box: 125

Open Box: 126

Open Box: 127

Open Box: 128

Open Box: 129

Open Box: 130

Open Box: 131

Open Box: 132

Open Box: 133

Open Box: 134

Open Box: 135

Open Box: 136

Open Box: 137

Open Box: 138

Open Box: 139

Open Box: 140

Open Box: 141

Open Box: 142

Open Box: 143

Open Box: 144

Open Box: 145

Open Box: 146

Open Box: 147

Open Box: 148

Open Box: 149

Open Box: 150

Open Box: 151

Open Box: 152

Open Box: 153

Open Box: 154

Open Box: 155

Open Box: 156

Open Box: 157

Open Box: 158

Open Box: 159

Open Box: 160

Open Box: 161

Open Box: 162

Open Box: 163

Open Box: 164

Open Box: 165

Open Box: 166

Open Box: 167

Open Box: 168

Open Box: 169

Open Box: 170

Open Box: 171

Open Box: 172

Open Box: 173

Open Box: 174

Open Box: 175

Open Box: 176

Open Box: 177

Open Box: 178

Open Box: 179

Open Box: 180

Open Box: 181

Open Box: 182

Open Box: 183

Open Box: 184

Open Box: 185

Open Box: 186

Open Box: 187

Open Box: 188

Open Box: 189

Open Box: 190

Open Box: 191

Open Box: 192

Open Box: 193

Open Box: 194

Open Box: 195

Open Box: 196

Open Box: 197

Open Box: 198

Open Box: 199

Open Box: 200

Open Box: 201

Open Box: 202

Open Box: 203

Open Box: 204

Open Box: 205

Open Box: 206

Open Box: 207

Open Box: 208

Open Box: 209

Open Box: 210

Open Box: 211

Open Box: 212

Open Box: 213

Open Box: 214

Open Box: 215

Open Box: 216

Open Box: 217

Open Box: 218

Open Box: 219

Open Box: 220

Open Box: 221

Open Box: 222

Open Box: 223

Open Box: 224

Open Box: 225

Open Box: 226

Open Box: 227

Open Box: 228

Open Box: 229

Open Box: 230

Open Box: 231

Open Box: 232

Open Box: 233

Open Box: 234

Open Box: 235

Open Box: 236

Open Box: 237

Open Box: 238

Open Box: 239

Open Box: 240

Open Box: 241

Open Box: 242

Open Box: 243

Open Box: 244

Open Box: 245

Open Box: 246

Open Box: 247

Open Box: 248

Open Box: 249

Open Box: 250

Open Box: 251

Open Box: 252

Open Box: 253

Open Box: 254

Open Box: 255

Open Box: 256

Open Box: 257

Open Box: 258

Open Box: 259

Open Box: 260

Open Box: 261

Open Box: 262

Open Box: 263

Open Box: 264

Open Box: 265

Open Box: 266

Open Box: 267

Open Box: 268

Open Box: 269

Open Box: 270

Open Box: 271

Open Box: 272

Open Box: 273

Open Box: 274

Open Box: 275

Open Box: 276

Open Box: 277

Open Box: 278

Open Box: 279

Open Box: 280

Open Box: 281

Open Box: 282

Open Box: 283

Open Box: 284

Open Box: 285

Open Box: 286

Open Box: 287

Open Box: 288

Open Box: 289

Open Box: 290

Open Box: 291

Open Box: 292

Open Box: 293

Open Box: 294

Open Box: 295

Open Box: 296

Open Box: 297

Open Box: 298

Open Box: 299

Open Box: 300

Open Box: 301

Open Box: 302

Open Box: 303

Open Box: 304

Open Box: 305

Open Box: 306

Open Box: 307

Open Box: 308

Open Box: 309

Open Box: 310

Open Box: 311

Open Box: 312

Open Box: 313

Open Box: 314

Open Box: 315

Open Box: 316

Open Box: 317

Open Box: 318

Open Box: 319

Open Box: 320

Open Box: 321

Open Box: 322

Open Box: 323

Open Box: 324

Open Box: 325

Open Box: 326

Open Box: 327

Open Box: 328

Open Box: 329

Open Box: 330

Open Box: 331

Open Box: 332

Open Box: 333

Open Box: 334

Open Box: 335

Open Box: 336

Open Box: 337

Open Box: 338

Open Box: 339

Open Box: 340

Open Box: 341

Open Box: 342

Open Box: 343

Open Box: 344

Open Box: 345

Open Box: 346

Open Box: 347

Open Box: 348

Open Box: 349

Open Box: 350

Open Box: 351

Open Box: 352

Open Box: 353

Open Box: 354

Open Box: 355

Open Box: 356

Open Box: 357

Open Box: 358

Open Box: 359

Open Box: 360

Open Box: 361

Open Box: 362

Open Box: 363

Open Box: 364

Open Box: 365

Open Box: 366

Open Box: 367

Open Box: 368

Open Box: 369

Open Box: 370

Open Box: 371

Open Box: 372

Open Box: 373

Open Box: 374

Open Box: 375

Open Box: 376

Open Box: 377

Open Box: 378

Open Box: 379

Open Box: 380

Open Box: 381

Open Box: 382

Open Box: 383

Open Box: 384

Open Box: 385

Open Box: 386

Open Box: 387

Open Box: 388

Open Box: 389

Open Box: 390

Open Box: 391

Open Box: 392

Open Box: 393

Open Box: 394

Open Box: 395

Open Box: 396

Open Box: 397

Open Box: 398

Open Box: 399

Open Box: 400

Open Box: 401

Open Box: 402

Open Box: 403

Open Box: 404

Open Box: 405

Open Box: 406

Open Box: 407

Open Box: 408

Open Box: 409

Open Box: 410

Open Box: 411

Open Box: 412

Open Box: 413

Open Box: 414

Open Box: 415

Open Box: 416

Open Box: 417

Open Box: 418

Open Box: 419

Open Box: 420

Open Box: 421

Open Box: 422

Open Box: 423

Open Box: 424

Open Box: 425

Open Box: 426

Open Box: 427

Open Box: 428

Open Box: 429

Open Box: 430

Open Box: 431

Open Box: 432

Open Box: 433

Open Box: 434

Open Box: 435

Open Box: 436

Open Box: 437

Open Box: 438

Open Box: 439

Open Box: 440

Open Box: 441

Open Box: 442

Open Box: 443

Open Box: 444

Open Box: 445

Open Box: 446

Open Box: 447

Open Box: 448

Open Box: 449

Open Box: 450

Open Box: 451

Open Box: 452

Open Box: 453

Open Box: 454

Open Box: 455

Open Box: 456

Open Box: 457

Open Box: 458

Open Box: 459

Open Box: 460

Open Box: 461

Open Box: 462

Open Box: 463

Open Box: 464

Open Box: 465

Open Box: 466

Open Box: 467

Open Box: 468

Open Box: 469

Open Box: 470

Open Box: 471

Open Box: 472

Open Box: 473

Open Box: 474

Open Box: 475

Open Box: 476

Open Box: 477

Open Box: 478

Open Box: 479

Open Box: 480

Open Box: 481

Open Box: 482

Open Box: 483

Open Box: 484

Open Box: 485

Open Box: 486

Open Box: 487

Open Box: 488

Open Box: 489

Open Box: 490

Open Box: 491

Open Box: 492

Open Box: 493

Open Box: 494

Open Box: 495

Open Box: 496

Open Box: 497

Open Box: 498

Open Box: 499

Open Box: 500

Start the Advancement Track here

6

Whenever you reach a green hex, you've unlocked something:

The first green hex unlocks Box 1 **4**. The second green hex unlocks Box 2 **5**. All the other green hexes will unlock a new Achievement card from Box 3. Each time you reach one of these green hexes, open Box 3 and take out the named card and, if necessary, any additional components (as indicated on the card). In addition, there are 3 white circles in the Advancement track that unlock a Red Heart when you cross them off **6**. These can also be found in Box 3.

Example: You've just completed playing two games. In the 1st game you scored 136 points and in the 2nd game 151 points. Accordingly, you entered [1] in the Night Watchman's line and [2] in the Landlady's line.

Based on your result in the 1st game, you were allowed to cross out 4 white circles on the Advancement track, which unlocked Box 1.

After the 2nd game you were allowed to cross out another 5 white circles, which unlocked Box 2. After that, you decided to cross out your last two white circles to advance towards the Warehouse Achievement card to unlock it next. However, you could have made other choices. For Example, you could have chosen to cross out either 1 white circle on both the left and the right of the 2nd green hex, or both white circles in the direction of the Circus Achievement card.

Unlocked components are added to the game according to the directions on the Achievement cards. Basically, the following rules apply:

First, cross off the box for what you have unlocked in the list on the right of the table. (The top section of the Campaign sheet lists everything you've unlocked from Box 3 and the bottom section lists everything you've unlocked from Boxes 1, 2, 4, and 5.) All unlocked components are always used in all further games for the Campaign.

When opening an unlocked box, begin by reading the Components card which describes its contents. In the boxes, you will discover

Achievement cards that you will place faceup next to your play area in future games. If you manage to complete the condition on an Achievement card during a game, turn it over and follow the instructions on the back (*Achievement card unlocked*).

The Achievement Cards

The Achievement cards are composed as follows:

On **top of the front side** next to the heading *Achievement*, you will always see a closed lock icon:



On the bottom of the card, you will discover what you can unlock and how to unlock it. (Cards from Box 3 are turned over immediately.)

The heading on the **back** will be *Achievement Unlocked* with an open lock icon next to it:



On this side you will discover what you have unlocked, something new to do, and, if applicable, new rules. (One Exception: In Box 1 there is 1 card that is unlocked immediately. The heading on the front side will be *Achievement Unlocked* along with all the necessary information. On the back, you'll find 2 examples.)

From now on, keep all the Achievement cards you haven't unlocked separate from those you have already unlocked.



Mix new Landscape tiles in with the other Landscape tiles and new Task tiles in with the Task tiles. Extra space has been accounted for in the insert so that everything will fit in the respective compartments. You will also unlock new **Special tiles**, which become a third type of tile. These have the same back side as Landscape tiles and are distinguished by a Sign Post with icons on the front:



If a Special tile with a Sign Post has a special way to be scored, it will display an icon as a reminder of how you may score these points.



In all other cases, the Sign Post will display an exclamation point icon.

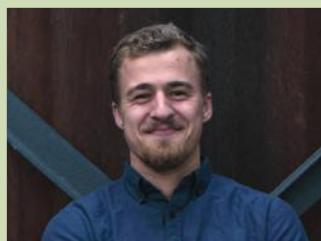
Even though these Special tiles have the same back side as Landscape tiles, there are special rules for them in 3 situations (each highlighted in **bold** on the Achievement card). In addition, there is a separate compartment for the Special tiles in the insert.

Important: Don't mix in your Special tiles (that is, the tiles with a signpost) **with the other Landscape tiles** during game setup until **after you've randomly drawn 3 Landscape tiles** to return to the box without looking at them.



The Dorfromantik Video Game Team: (starting clockwise from top left: Sandro Heuberger, Luca Langenberg, Timo Falcke, Zwi Zausch)

Luca, Sandro, Timo, and Zwi are the developers for the Dorfromantik video game that has been released for PC and Nintendo Switch so far. Together they founded the development studio Toukana Interactive, under whose name they would like to develop many more creative and high-quality indie games. Their first title, Dorfromantik, has enjoyed great international success. In addition, Dorfromantik has been awarded many prizes, including Best Game Design and Best Debut at the German Computer Game Prizes 2021, as well as the Best German Game at the German Developer Prizes 2021. All four are enthusiastic board gamers and had a lot of fun contributing to the implementation of their title.



Illustrator: Paul Riebe, from Berlin, is a visual development artist and works mainly for the entertainment industry. Among other things, he works for the award-winning KARAKTER Design Studio and Envar Entertainment based in Stockholm as well as several renowned AAA video game series, well-known series formats, and blockbusters. Dorfromantik is the first board game he's

illustrated. The big challenge was to preserve the charming style of the video game while also meeting the requirements of a board game. He especially enjoyed adding the numerous little scenes on the tiles.

Licensor: Toukana Interactive

Game Design: Lukas Zach and Michael Palm | **Illustration:** Paul Riebe

Graphic Design: Jens Wiese | **Realization:** Klaus Ottmaier

Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg, Deutschland, under license from Toukana Interactive UG. © 2023 Pegasus Spiele GmbH.



This board game is based on *Dorfromantik*, the award-winning video game from Toukana Interactive in Germany.

You may pause a Campaign at any time to start a new one or to continue another Campaign in a different group. Use the Components cards for each lock box to be sure you store the components in the correct boxes. The overview on the right edge of your Campaign sheets will remind you of what you have already unlocked in the respective Campaigns.

How far can you push your high score?

How many games do you need to unlock all the new game components?

CREDITS



Game Designers: More than 20 years ago, the two designers—Lukas Zach from the north of Germany and Michael Palm from the south of Germany—met by sheer coincidence (or perhaps by good luck?). Lukas wanted to know how games were actually developed and pulled a randomly chosen game from his game shelf to write to the game's designer. Michael received the message in his game and comic shop Seetroll on Lake Constance. The two met, and in addition to some initial game ideas, they developed their first game together, *Die Kutschfahrt zur Teufelsburg* (Adlung Verlag), which was crowned Card Game of the Year in Italy.

Since then, they've developed numerous games together. They work together via video conference every week, trying out their games together online or in their testing groups in the north and south. This has resulted not only in games like *The Dwarfs*, *Magic to the Power of Three* (both for Pegasus Spiele), *Bang! The Dice Game* (Abacusspiele), *Aventuria* (Ulisses Spiele) and the UNDO series (Pegasus Spiele), but also in a friendship between 2 game designers who live more than 800 km apart. Both hope that players will be elated with their latest work, *Dorfromantik*.



SKIP THE RULEBOOK!

DIZED® TEACHES WHILE YOU PLAY.

The Interactive Play-Along Tutorial will guide you through the game step-by-step. Open Dized and start playing now!

iOS • ANDROID • [DIZED.COM](https://dized.com)

The designers would like to thank the following for their many hours of testing: Arne, Babs, Demian, Felix, Florian, Francis, Jakob, Johannes, Katharina, Katja, Lisa, Klaus, Markus, Nathan, Noa, Paul, Philipp, Silas, Sven, Thilini, Thomas, Vanessa and Luca, Sandro, Timo and Zwi from Toukana.

v1.0 All rights reserved. Reproduction or publication of the rules, components, or illustrations and graphic design is only permitted with prior permission of Pegasus Spiele.

Playing is Passion!
www.pegasusna.com



/pegassuspielena

