Nightfall

[2-4 players l Age 8+ l 15-20 minutes]

OVERVIEW

At the strike of midnight, two legendary martial artist clans arrange a duel atop towering poles suspended high in the air. With no light to guide them in the pitch darkness, they must rely on their heightened senses and spatial awareness to track and strike their enemies first.

GOAL

Eliminate your opponent's two players by correctly guessing their location, but watch out! You are being hunted too.

SETUP

1. Select **1 red/blue board, the divider, 2 player pieces** (corresponding to your board)**, 2 ladders, and 1 chute**.

2. With each team facing directly in front of each other, place the divider between until your opponent's board is no longer visible.

3. Scatter your player pieces, ladders, and chutes anywhere on your board, but do not show your opponent!

4. Determine the starting team by spinning. Highest number goes first.

TURN STRUCTURE

Teams **share 2 actions on their turn**. You have 3 different choices to choose from:

1. Move **ONE** player piece.
2. Guess the location of your opponent (only **ONCE** per turn).
3. Move one ladder/chute anywhere.
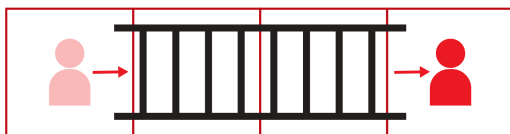
Sample board:
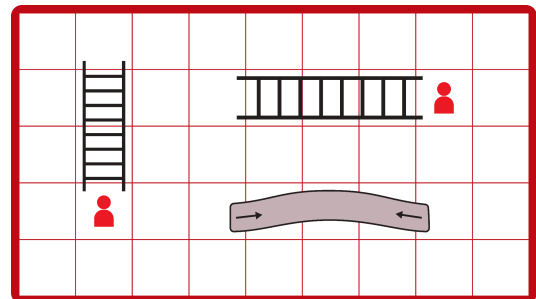
RULES

PIECES

Using Objects

- Objects (chutes and ladders) can be placed anywhere on the board before the game starts. **They can only be placed horizontally or vertically.**

- Using an object allows you to traverse **across the entire object in one move**.

(ex: Red crosses 2-tile gap in 1 move).

- If your opponent guesses a tile with an object on it, that object is hit. A pit is created on that tile and cannot be landed on. Depending on the type of object, it may become unusable.

Ladders and Chutes

Ladders

- There are two ladder sizes: one spans 2 tiles and the other spans 3 tiles.
- Can be entered on all sides. You can choose to cross in one move or stop on it.
- The whole ladder crashes if it is hit ONCE. Players standing on the ladder will instantly be killed if it crashes.


Chutes

- There is one chute spanning 3 tiles.
- Can only be entered from either end, **not from the sides.**
- Must cross chute all the way through and cannot be landed or stopped on.
- Stronger than the ladder, can take up to 2 hits before breaking. Can still be used if only hit once.

01. Shared Board

You and your opponent use a shared board format. When you strike a tile, the destroyed tile should also be applied on your opponent's side.

ex: Both boards have B3, B8, C8, D2, D6, and E4 hit with pits.
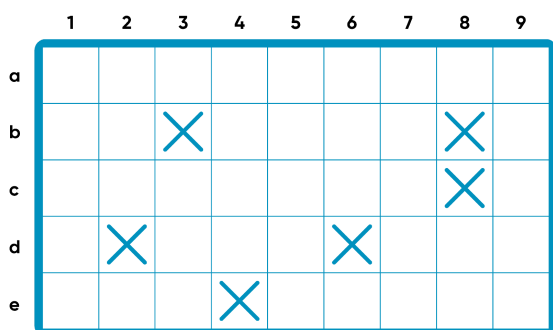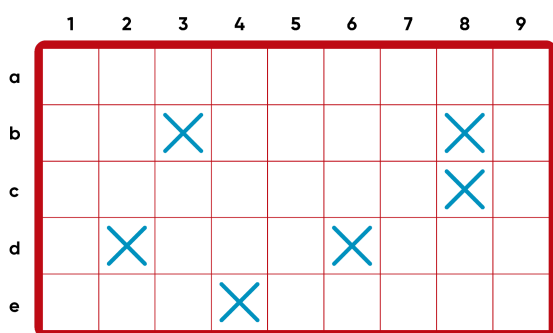

02. Movement

- Players can only move horizontally and vertically, but may change directions mid-movement.
- **Players must end on a different tile than the one they started on.**
- If you spin and cannot move anywhere, then you must announce "I cannot move." If on the following turn you spin and still cannot move, you may continue respinning until you can move again.

03. Pits

- You may walk over pits, but you cannot land on them at the end of your move. Treat them like normal tiles that cost one move when crossing over.
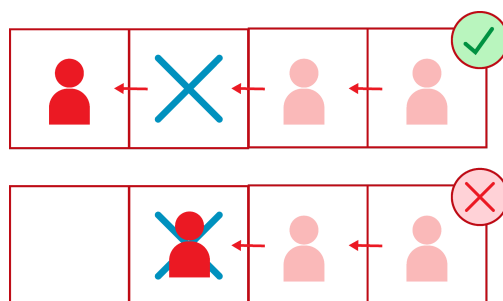
GUESSING

01. How to Guess

- On your team's turn, use one action to guess your opponent's location.

- Guess the location using the letter and number board labels (ex: C4, A8, E5).

- If your opponent is guessing, you must answer "Yes" or "No" if they hit one of your players. You do not need to specify if they hit an object.

03. Guessing Radius

If you have two players you may only guess based on the 8 tiles around your player's location.
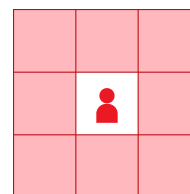
- If you choose to attack a spot with an object, that object becomes hit. You may also sacrifice yourself to attack the spot your player is currently on.

END GAME

Successfully locate both of your opponent's players before they find you first!

Example turns:

Attack then Move	Move Twice	Move then Attack
1. Set board up.	1. Set board up.	1. Set board up.
2. Attack opponent by guessing "D3." - Attack did not hit.	2. Spin to move player.	2. Spin to move player.
3. Spin to move.	3. Spin to move player again.	3. Attack opponent by guessing "E5" - Attack hit!.