

## DorfRomantik Rules Summary (v1)

### Setup:

- If playing a **campaign game**, check-off on the Score Sheet all the components you have unlocked (to remind you that these will be scored at the game's end).
- Shuffle and place the Landscape Tiles, Task Tiles and Task Markers (separated by color) in facedown stacks on the table in easy reach of players.
- Put 3 Landscape Tiles back into the box (they won't be used)
  - In a **campaign**, do not mix in Special Tiles till removing 3.
- Do NOT open any of the boxes until told to do so.

### Game Play:

- Choose a starting player. Then take turns clockwise.
- One at a time, take 3 Task Tiles with a matching Task Marker and place them adjacent to each other on the table however seems best to your group. (Players take turns doing this)
- On their turn a player checks to see if there still are 3 tasks on the playing board.
  - If not they take a Task Tile and a matching Task Marker and decide where to place it on the board.
  - Otherwise take a Landscape Tile and place it on the board.

### General Placement Rules:

- Tiles must be placed adjacent to at least one tile on the board.
- Train tracks and Streams must match on the adjacent tile.
- Other terrain types need not match (but there are advantages to matching areas of the same terrain type).

### Task Tile Placement Rules:

- You may place a new Task Tile adjacent to a terrain area that already has a Task Tile (with or without it's Task Marker).
- You may NOT place a Task Tile if it causes its Task area to be greater than the Task Marker number.
- You may NOT place a Task Tile if it closes off its Task area type with less than the Task Marker number. Closed off means that there no longer would be an open area of that terrain type available to expand with another tile.
- If you run out of Task Tiles, continue playing placing only Landscape Tiles until the end of the game (no tiles left).

### Completing Tasks (or causing them to be incomplete):

- The Task Marker on a Task Tile indicates how many of that specific terrain type need be connected to complete the task.
  - If you complete the task with the specified number of adjacent tiles of that specific terrain type you remove the Task Marker into your "completed tasks" area.
  - If you place a tile that causes the number of adjacent tiles of that terrain type to be more than the Task Marker, you remove the Task Marker from the game. You do NOT gain the points! You must match the number exactly.
  - If you place a tile that closes off a terrain type with less than a Task Marker in it, remove that marker from the game.
  - It is possible to place a Tile that completes more than one Task Marker.

### Flags on a Tile:

- Some Landscape Tiles have a flag on them.
  - You will gain points during end game scoring if the terrain type that is flagged is closed off.

### Game End:

- The game ends immediately when there are no further Landscape Tiles left to place.
  - If you place the last Landscape Tile so that it completes a task(s), you may place a new Task Tile(s) until there are again 3 available tasks on the board (at which point the game ends).

### Game End Scoring:

- Use your Score Sheet to tally your score. If the game was part of a **campaign**, write the game number inside the crown in the top left.
- First row (labeled "Tasks")
  - Calculate the score for each type of terrain by adding its completed Task Markers.
    - Put the total of all 5 at the end of the row in the Totals column.
  - Calculate the score for Flags (green, yellow, red) that are in a closed off area. Count how many tiles are in the closed off area for each flag. Get 0 points if an area is not closed off.
  - Count how many tiles contain the longest train tracks.
  - Count how many tiles contain the longest stream.
    - Put the total for all 5 at the end of the row (Totals column)
- Unlocked area (for **campaign games**)
  - Record the score for each unlocked component.
    - Put the total score for this area in the Totals column.
- Write the date and player names at the bottom.
- Write the total score at the bottom of the Totals column.

### Campaign Sheet:

- Round your score down to the tens (except for 375 near **campaign** end) and find that score in the rightmost column.
- Write your game number in the box at the end of that row.
  - More than one game may achieve a row's reward.
- The number to the left of your score specifies how many circles to fill in on your advancement track, starting at the bottom. Hexes you pass through are not counted. Circles filled must be adjacent to other filled circles.
  - As you reach (or pass through) a green hex, you unlock something. Follow its instructions.
  - As you pass through some green hexes there may be more than one path to follow.
    - You choose which path of circles to follow.
    - In future games you can follow another path if you wish.
    - Just be sure each circle filled in is adjacent to another filled in circle. You may fill in circles on more than one path limited by the number of circles you can fill in.
- Unlocked components are added to future games.
  - Check them off in the leftmost column.
- You may play more than one **campaign** at a time.