A Hunter has set up camp in a dark and dangerous 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, the Hunter will need keen wits and sharp aim with her crossbow.

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» Mutton
» Monster Feint

In Dark is the Night, one player is the Hunter and one player 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 is moves only in the 12 spaces of darkness outside the range of the campfire. 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 the dial and the monster 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 the number on that space and **keeps it hidden from the Hunter**.

Next, the Hunter chooses which space she will start on. She can select any of the eight numbered 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 the South.

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 consists of either the Hunter or the Monster **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; she can only move.
- Tokens have just one use. Remove each token from the game after it's used.
- Adjacent means orthogonally adjacent, not diagonal.

RULES FOR THE HUNTER:

These rules apply only to the Hunter.

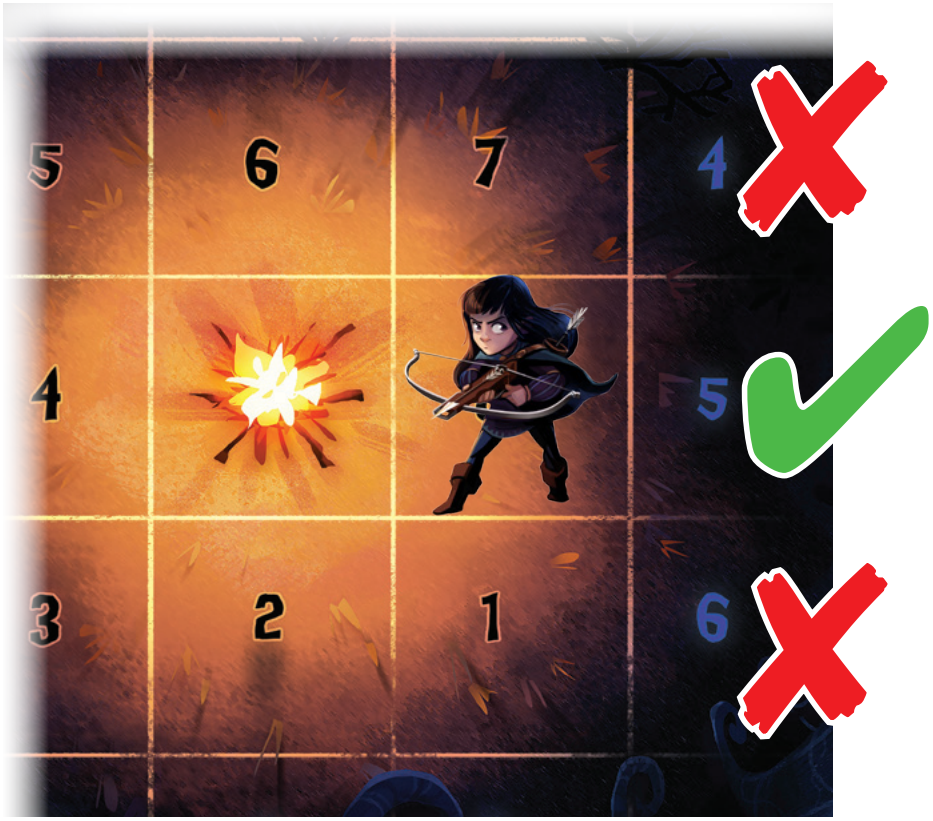
- The Hunter has tokens representing items that she can use to track down and eliminate the Monster. While there is no token for it, the Hunter also has a sword that she can use to stab into the darkness at the monster.
- The Hunter cannot ever move into the darkness.
- The Hunter can use at most one 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 arrow).

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.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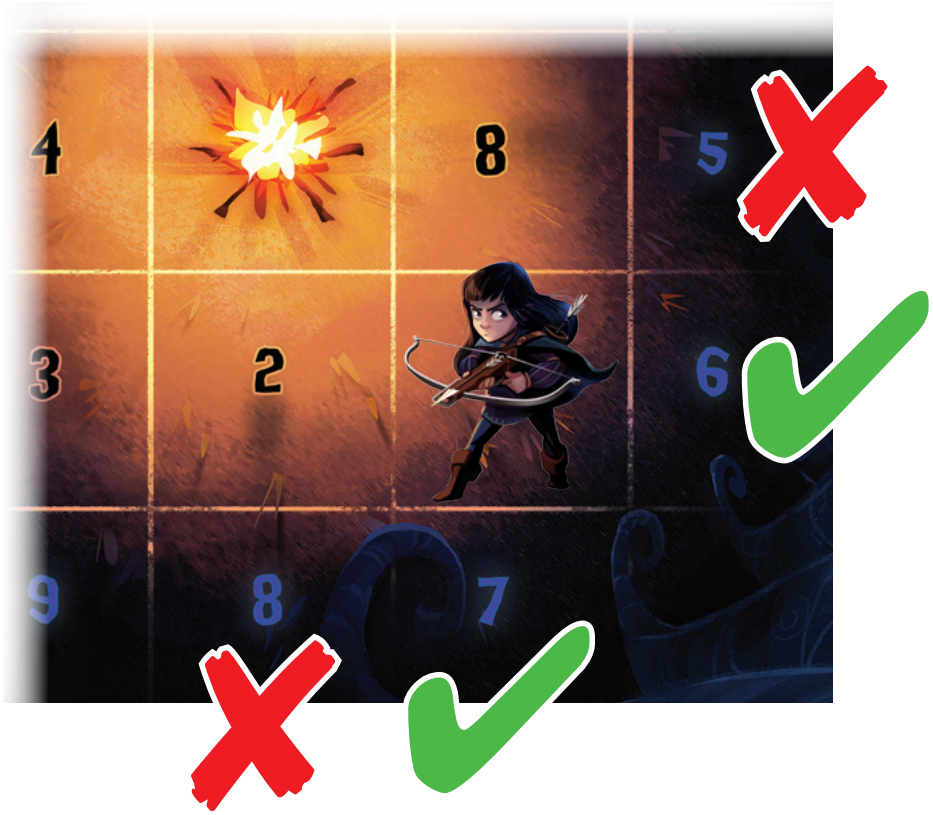
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Crossbow

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

If the Hunter chooses to shoot a regular arrow, the arrow will travel in a straight line to the darkness space directly across the board. If the Monster is on this space, it is eliminated and the game is over.

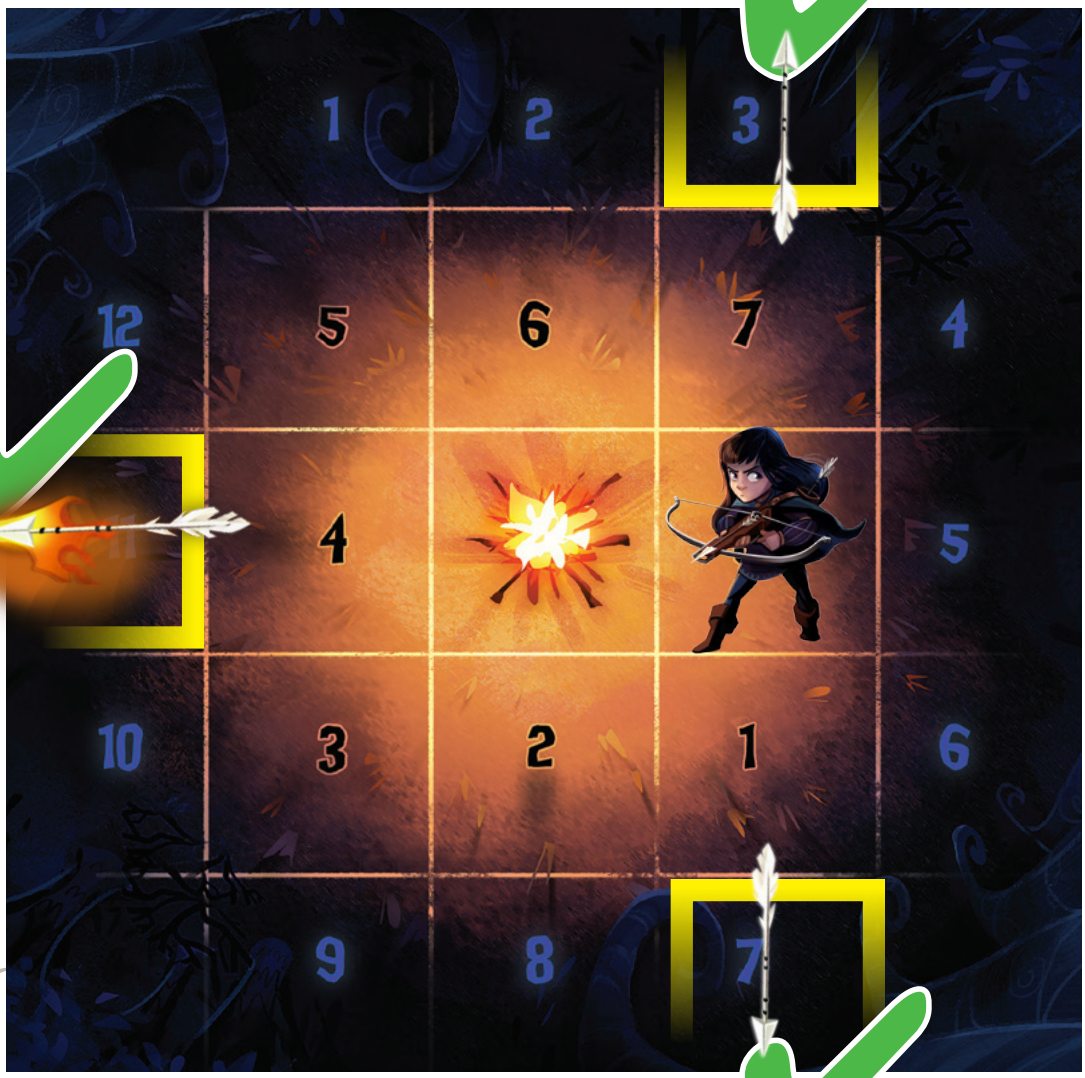
If the Hunter is on a space adjacent to the campfire, she can choose to shoot an arrow through the fire and onto the darkness space directly across the board. This arrow does no damage to the Monster, but will light up that space for the rest of the game.

If the Monster steps onto a space that is illuminated by a lit arrow, it must inform the Hunter which space it is in.

Bell Trap

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

If the Monster steps onto the space with the bell trap or if the trap is placed on the Monster's space, it must inform the Hunter. The trap then breaks and is removed from play.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Mutton

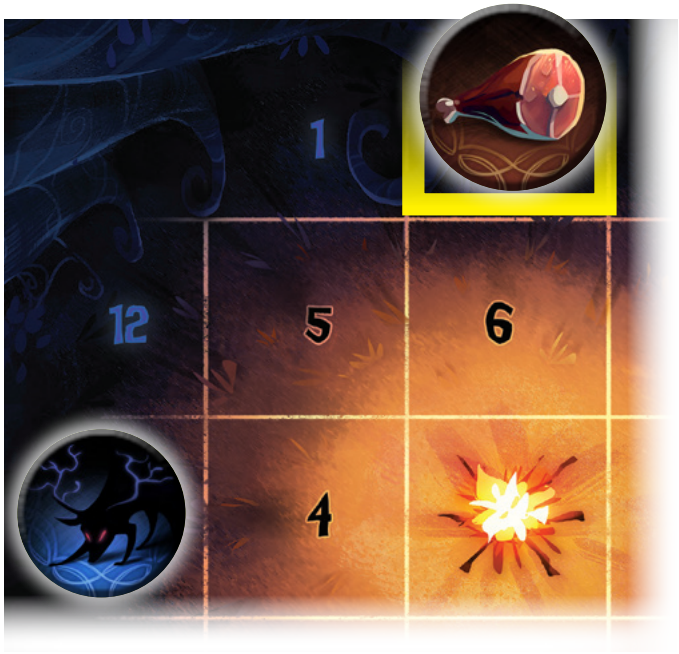
Like the bell trap, the mutton token can be placed on any darkness space. The Monster must then immediately move one space toward the mutton. If both directions are the same number of spaces, the Monster can choose which direction to move. After the Monster has moved, it must tell the Hunter how many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

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, during their own turn, after the Hunter's turn ends.

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

The Monster can only move on the twelve dark spaces. The destination space is secretly selected on the dial.

The Monster moves only on the numbered spaces. The four corner areas in the darkness should be ignored.

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.

First, the Monster must tell the Hunter which space it is on BEFORE it uses the feint.

After telling the Hunter where it is, the Monster can choose to move one OR two spaces in either direction. Alternately it can choose not to move at all.

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

The Monster's feint 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 item, a time limit is added to the game. **This time limit is 5 turns.** This means that once all of the Hunter's items have been used up, only five more turns can pass before the sun rises and the game is over. If the game ends like this, neither player wins. No longer shrouded by the night, the Monster returns to his lair and the Hunter packs up her camp and moves on.

Credits

» Game Design: Zach Abbott, Arwen Boyer, & Josh Estill

» Layout: Daniel Solis

» Production: Kevin Brusky and APE Games