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Game: **DARK WORLD**
Pub: **Waddingtons Games**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

DARKWORLD

Setup

Setup the board.

One player is the **Korak the Cobran** and the others are the **Heroes** (playing 1-4 heroes each, depending on the number of Hero players).

Each Hero player takes a **Hero**, a **basic weapon**, a **Base Camp**, and 3 **Hit/Miss cards** dealt from the shuffled Hit/Miss deck (placed the deck facedown near the board).

Hero figures start on the Castle Entrance space in any order. Set their bases to 8 **Hit Points** (HP).

The Korak figure is placed on the Castle throne.

Korak hides one **Golden Weapon** in each **chest** and places the chests in 4 different rooms (not in front or behind a door or secret door).

The monsters and magic items are placed behind the Castle.

The **Gold Coins** (numbers facedown) are placed in the Castle Pit behind the Fortress.

The **Haunter** is placed near the board, near the Castle rooms.

Playing the Game

The heroes go first.

The **Mace of Chaos** is shaken by Korak at the start of each round: the order of the colored balls, from bottom to top, is the hero turn order.

Hero Turn

A hero's turn consists of **3 actions**.

An action is a move of 1 square to an adjacent square (diagonals are not allowed), or 1 bout of combat (in any order).

Korak's Turn

After all the heroes have had a turn, Korak may take **3 actions** (any combination of moves and combat) with each of his visible monsters (one that has been placed in a room after the door has been opened by a hero).

He *may* also summon the Haunter once, if he wishes.

Movement

Movement in Rooms

When a hero reaches a closed door, he must open it (this does not count as an action). After Korak has placed monsters in the room, the hero may continue if he has movement remaining.

Open doors (not secret doors) remain open for the rest of the game.

A hero may walk through squares containing other heroes, but may not stop on the same square. A hero may never walk through a monster's square.

A monster may walk through squares containing other monsters, but may not stop on the same square. A monster may never walk through a hero's square.

Placing Monsters

When a room door is opened by a hero, Korak must immediately decide which monsters to put in the room. There is a maximum limit of monster HP for each of the rooms:

Rooms 1-2: up to 3 HP per room.

Rooms 3-5: up to 4 HP per room.

Rooms 6-8: up to 5 HP per room.

At least 1 monster, but no more than 2, must be in each room. Every monster placed must have a magic item on their base.

Monsters may not be placed on the square in front of the open door (but may move onto it on their turn).

Combat

Opponents must be on adjacent (non-diagonal) squares.

A hero or monster may attack more than one opponent in a turn (one at a time) if he has actions to do so.

A **bout of combat** is an attempted blow by the attacker, followed by a return blow from his opponent if it survives.

At the end of the bout, the hero may continue with another bout, or move away if he has actions left.

Hero's Attack

A hero rolls **2 dice** (3 dice if he has a Golden Weapon). A die result may be 0, 1, or 2 HP damage.

He may then decide whether or not to use a **Hit card**.

Finally he checks the base of the monster to find its **Hit Strength**.

If the dice roll (and cards used) are the same or greater than the Hit Strength, the monster is dead.

The hero takes the monster, its magic item (or leave it on the dead monster's square if you don't need it), a gold coin (draw randomly without looking at the value) and a new Hit/Miss card, and places them all in his base camp.

If the dice roll (and cards used) are less than the Hit Strength, the monster is unaffected.

Korak's Attack

Korak rolls 2 dice for the monster.

The hero records his hits on his base. If he has 0 or less HP left he is knocked unconscious and goes back to the Castle Entrance.

Hit/Miss Cards

When a hero takes a hit from the Warlord's dice roll, he may reduce the damage by 1 for every **Miss card** played; to a maximum of 2 per bout.

Miss cards are only used to reduce the monster's blows.

After rolling dice and before looking at the monster's base, a player may use **Hit cards** to increase the damage and kill it; to a maximum of 3 per bout.

Used cards are returned to the bottom of the deck.

The Haunter

Korak rolls the 10 sided die: the number rolled indicates the row that the **Haunter** flies across, killing or knocking unconscious all in its path.

If a 0 is rolled, the Haunter does not appear.

Any monster hit is removed from play and placed back in the Castle Pit.

The magic item it was guarding is left on the square where it died.

Once the first hero reaches the Doomstep, the Haunter can no longer be activated.

Castle Entrance & Knocked Unconscious

The Haunter may not harm anyone in the Castle Entrance. No monster may enter the Entrance.

When a hero is knocked unconscious, on his next turn he is restored to 1 HP and may now take a normal turn.

If he has a Magic Potion he may use it and then step onto, and stop, on the **Teleport Platform**. Or he may go to the **Healing Fountain**. His turn now ends.

Using the **Healing Fountain** costs 1 turn and restores all of a hero's HP. More than one hero may use the Fountain at the same time.

Stepping onto the **Teleport Platform** costs 1 turn and does not count as an action.

The hero may immediately teleport to any square up to the front of the last open door, following the order of the rooms and not skipping any which have been bypassed due to the use of secret doors.

You cannot teleport to an occupied square; land on the nearest free square behind it.

Secret Doors

To use a **secret door**, a hero must stop on the secret door square and roll the 10 sided die.

To find the door, you must roll one of the numbers printed on the secret door square:

In room 1: you must roll a 1, 2, 3, 4 or 5.

In room 4: you must roll a 1, 2 or 3.

If you fail, any more normal movement you had that turn is lost and you must move one adjacent square away.

If the door is found, revolve it and move the hero into the new room. Rolling the dice and moving into the room does not count as an action.

When a secret door is turned, and a monster, hero, or magic item is on the square on the other side, the door opener and the monster, hero, or magic item swap places.

Monsters cannot activate secret doors, nor stand on the numbered secret door squares.

Treasure and Magic Items

Monsters and heroes may never stand on treasure chest squares.

Once all monsters in a room are dead, a hero may open a chest by standing in the square directly in front of it. He may take the Golden Weapon and replace it with his basic weapon.

Magic Items

A hero may have up to 2 magic items at a time.

Using a magic item does not count as an action. All magic items are used once, anytime in a hero's turn (never the Korak's turn), and then discarded into the Castle Pit.

Any magic item left in a square may be picked up by any hero moving onto that square, if the square is unoccupied.

Healing Potion: Restores a hero's HP to full strength. It may not be used if a hero is already at 8 HP.

Speed Boots: The hero takes one extra turn of 3 actions (added to any part of the current turn he might still have left).

Fireball Grenade: The grenade can be thrown at a monster 2 squares away in a straight line. It does 3 HP damage to the target square, and 2 HP damage to each adjacent square (not through walls). Hit cards can be used to increase the effect.

It cannot be thrown at a hero, but heroes suffer 2 damage if adjacent to the hit monster.

Any monster slain leaves its magic item on the square where it died.

The Arch and Doomstep

Once a hero passes through the **Arch** and into the **Battle Arena**, there is no going back.

Monsters from the castle rooms may not pass through the Arch, not may arena monsters enter rooms. Arena monsters may not step on the **Doomstep** (the space beyond the Arch), not fight any hero standing on it.

A hero may not fight a monster while standing on the Doomstep.

The first hero to reach the Doomstep takes 4 Hit/Miss cards; the second hero takes 3 cards, and the third and fourth each take 2 cards.

The Castle Arena

Korak never leaves his throne. The remaining monsters (up to a maximum of 6) are brought into play in the first Korak turn after the first hero arrives on the Doomstep. They are placed on squares at the lower level in front of Korak, or under the Castle (one monster per door). Each, other than Korak, gets a magic item in its base.

In combat, the next stair, up or down, is an adjacent square.

Any hero knocked unconscious by any monsters (other than Korak) goes back to the Doomstep and must lose from his base camp one of the following: a magic item, a Hit/Miss card, a gold coin, or a slain monster figure. If you have none of these you lose nothing.

Next round you recover 1 HP and continue play.

Korak always rolls 3 dice when he fights a hero.

Korak is fought from the area in front of his throne, which can accommodate all the heroes at the same time. Monsters may not enter this area.

Korak has 7 HP. If he is killed, the game ends; his figure is taken by the victorious hero and that hero is placed on Korak's throne.

Any hero knocked unconscious by Korak is out of the game.

Winning

If all 4 heroes are eliminated by Korak, the Korak player wins.

If Korak is killed, the game ends immediately and heroes count up their points as follows:

- each monster in your base camp is worth its number of HP.
- each gold coin is worth its value.
- each unused Hit/Miss card is worth 1 point.
- standing on the throne is worth 5 points.

The winner is the hero with the most points (not necessarily the hero who killed Korak).

For a more challenging game:

1. Heroes may never keep more than 6 Hit/Miss cards at a time.
2. To kill a monster in combat, heroes must get at least 1 HP more than the monster's strength.

DARK WORLD

VILLAGE OF FEAR

Setup

Setup the board. One player is the **Warlord** and the others are the **Heroes** (playing 1-4 heroes each, depending on the number of Hero players).

Each Hero player takes a **Hero**, a **basic weapon**, a **Base Camp**, and a **Hit/Miss card** dealt from the shuffled Hit/Miss deck (placed the deck facedown behind the Fortress). Hero figures start on the Village Entrance space in any order. Set their bases to **8 Hit Points** (HP).

The Warlord figure starts on top of the Fortress. The wheel behind him is set to 5 HP.

The Warlord player puts one **Key** on the Lurker base, one on the marked space on the first floor of the Great Hall, one on the marked space in the Wererat's Lair, and one **Golden Weapon** or one **Key** on the treasure space in each of the 5 buildings. He then places the **Lurker** on the Fortress step space; the **Wolf** behind the Monument of Chaos on the Village Green; **Karrion** on his perch on the Fortress Arch; and the Wererats in their Lair.

The Halfling **Miller** is placed in the top floor of the Windmill, and the Halfling **Mayor** in the top floor of the Great Hall. A Magic Potion is placed in the base of each of these halfling hostages.

The Warlord player places one monster of his choice in the second floor of the Great Hall, and puts the rest of his monsters and magic items behind the Fortress.

The **Gold Coins** (numbers facedown) are placed near the board. The **Event**, **Sewer** and **Warlord** card decks are shuffled separately; then place the Event cards facedown in the space next to the Fortress, and the Sewer cards facedown off the board near the Wererat's Lair.

The Warlord player draws one Warlord card and keeps it secret. The remaining cards are placed facedown off the board behind the Fortress.

Playing the Game

The heroes go first. The **Monument of Chaos** is shaken by the Warlord at the start of each round: the order of the colored balls, from bottom to top, is the hero turn order.

Hero Turn

A hero's turn consists of **taking either an Event card or a Warlord card**, followed by **3 actions**. An action is a move of 1 square to an adjacent square (diagonals are not allowed), or 1 bout of combat (in any order).

Event card: Draw an Event card, show it to the other players and follow its instructions immediately (see **p13** of the rules), then return it to the bottom of the deck.

Warlord card: If you draw an Event card that allows you to look at a Warlord card, draw the card(s) from that deck. The Hero now knows this is not the Warlord's weakness; he keeps this information secret. Return the card(s) to the bottom of the deck.

Warlord Turn

After all the heroes have had a turn, the Warlord may take **3 actions** (any combination of moves and combat) with each of his visible monsters (one that has been placed in a building after the door has been opened by a hero).

He *may* also move the Wolf and the Lurker around the village, and he *must* attempt to fly Karrion to a building.

Movement

When a hero reaches the numbered square by a door, the building is lifted off the board and its contents revealed. After the Warlord has placed monsters in the building, the hero may continue if he has movement remaining.

A hero may walk through squares containing other heroes, but may not stop on the same square. A hero may never walk through a monster's square.

A monster may walk through squares containing other monsters, but may not stop on the same square. A monster may never walk through a hero's square.

Monsters may not enter buildings still on the board. Heroes and monsters may move across the end of the Drawbridge to the square on the other side.

The Wolf and the Lurker may move up to 3 squares but may not enter buildings. The Wolf enters the village from either of the 2 squares on either side of his track across the Village Green. The Lurker enters the village from either square at the corners of the Drawbridge.

Placing Monsters

When a building is lifted off the board, the Warlord must immediately decide to put 0, 1 or 2 monsters in the building. He is limited to a **maximum of 5 HP worth of monsters in each building**, and may split this among several monsters. Every monster placed must have a magic item on their base.

Monsters may not be placed on the square in front of the doorway (but may move onto it on their turn).

The treasure space cannot be entered by a monster or hero.

If a building is clear of heroes, the Warlord may take his monsters back, or leave them on the board. If he takes them back or moves them all out of a building, the building is placed back on the board, and new monsters may be placed in it if it is re-entered by a hero.

The Windmill: One extra guard may be placed in the normal building area (so the building may have 3 monsters, with no points limit). The hero who slays the last monster takes the Miller figure and places him in his base camp.

The Great Hall: One extra guard may be placed on the first floor (so the building may have 3 monsters, with no points limit). If the ground floor is cleared of monsters, the hero may move up to the first floor (it takes 1 action to move to and from this floor). The hero who slays this last monster takes the Mayor figure and places him in his base camp; if you do not have a Key already, take the Key.

Combat

Opponents must be on adjacent (non-diagonal) squares.

A hero or monster may attack more than one opponent in a turn (one at a time) if he has actions to do so.

A bout of combat is an attempted blow by the attacker, followed by a return blow from his opponent if it survives.

At the end of the bout, the hero may continue with another bout, or move away if he has actions left.

Hero's Attack

A hero rolls 2 dice (3 dice if he has a Golden Weapon). A die result may be 0, 1, or 2 HP damage.

He may then decide whether or not to use a **Hit card**.

Finally he checks the base of the monster to find its **Hit Strength**.

If the dice roll (and cards used) are the same or greater than the Hit Strength, the monster is dead.

The hero takes the monster, its magic item (or leave it on the dead monster's square if you don't need it), a gold coin (draw randomly without looking at the value) and a new Hit/Miss card, and places them all in his base camp.

If the dice roll (and cards used) are less than the Hit Strength, the monster is unaffected.

Warlord's Attack

The **Warlord rolls 2 dice** for the monster.

The hero records hits on his base. If he has 0 or less HP left he is knocked unconscious and goes back to the Village Entrance.

Hit/Miss Cards

When a hero takes a hit from the Warlord's dice roll, he may reduce the damage by 1 for every **Miss card** played; to a maximum of 2 per bout. Miss cards are only used to reduce the monster's blows.

After rolling dice and before looking at the monster's base, a player may use **Hit cards** to increase the damage and kill the monster; to a maximum of 3 per bout.

Used cards are returned to the bottom of the deck.

Combat with the Wolf, Lurker and Wererat

Instead of normal combat, the Warlord player rolls 2 dice and the hero player rolls 2 dice (3 dice if he has a Golden Weapon).

If the hero rolls more swords, the monster is defeated.

The Wolf goes back to the Village Green, the Lurker goes back to the Drawbridge, and a Wererat is eliminated (temporarily). The combat ends.

If the monster rolls more swords, the hero loses the difference from his HP. The combat continues until the monster is defeated or the hero knocked unconscious. Draws are re-rolled.

Hit/Miss cards cannot be used when fighting these monsters.

Karrion, Giant Bird of Prey

To seal a building with Karrion, the Warlord rolls the 8 sided die: the number rolled indicates the building affected (attach Karrion to the building's roof).

If the building is currently open, Karrion has no effect and returns to the Fortress.

If 6-8 is rolled, Karrion stays on the Fortress or returns to it.

A locked building cannot be entered that turn.

The Village Entrance & Knocked Unconscious

No monster may harm a hero in the Village Entrance, nor enter the Entrance itself.

When a hero is knocked unconscious, the Warlord's HP wheel is turned one segment. He has a minimum of 5 HP and a maximum of 9 HP.

On his next turn, the hero is restored to 1 HP and may now take a normal turn.

He may go to the **Healing Fountain** and end his turn (using it costs 3 actions), which restores all his HP. More than one hero may use the Fountain at the same time.

Treasure and magic items

Monsters and heroes may never stand on treasure squares.

Once all monsters in a building are dead, a hero may take the treasure by standing adjacent to the square. A Golden Weapon replaces a hero's normal weapon.

In the Great Hall, only the ground floor needs to be cleared to take the ground floor treasure.

No hero may have more than 1 Key, 1 Golden Weapon, and 2 magic items. However each Halving hostage the hero player has enables him to carry 1 extra magic item.

Magic Items

All magic items are used once, anytime in a hero's turn (never the warlord's turn), and then discarded.

Any magic item left in a square may be picked up by any hero moving onto that square, if the square is unoccupied.

Healing Potion: Restores a hero's HP to full strength. It may not be used if a hero is already at 8 HP.

Speed Boots: The hero takes one extra turn of 3 actions (added to any part of the current turn he might still have left).

Creature Control Whip: Orders either the Wolf to any unoccupied square in the Village (not inside a building), or Karrion to return to his perch on the Fortress. It may be used by a hero from any square on the board during his turn.

Keys

One key is needed by each hero to enter the Fortress. It does not count as a magic item.

Sewers

As soon as a hero steps onto a **Sewer Entrance** he must draw a **Sewer card**.

The Wererats do not carry a magic item, and they offer no gold coin reward when killed. They do not leave the game when killed, but are used again and again.

Lost: The hero must remain where he is.

Safe Passage: The hero may move to any other Sewer Entrance; his turn is then over.

Wererat Ambush: The hero must fight the number of Wererats indicated. If successful, he may move to any other Sewer Entrance; his turn is then over.

Wererat's Lair: The hero must immediately move to the Wererat's Lair and fight both Wererats. If successful, he may take their Key and then move to any other Sewer Entrance; his turn is then over.

The Drawbridge

A hero who reaches one of the 3 spaces at the Village end of the Drawbridge *must* play the **Trial of Stealth**, and cannot stop move onto it unless he does so.

This is separate from normal turns and is completed before the next hero has his turn.

As soon as the hero moves onto the Drawbridge, the Lurker returns to the space in front of the Fortress.

The Warlord player takes the Drawbridge Plotter and places the Lurker peg in the red hole.

The hero stays on the board in full view, but the Plotter is kept hidden from the hero player. The hero moves first to any adjacent point along the grid lines, in any direction but without leaving the Drawbridge.

Then the Lurker moves in the same way, but secretly using the Plotter. He may not move onto the same space as the hero.

If the hero moves onto the Lurker's position, he is knocked unconscious; the Warlord reveals the Plotter.

If the hero reaches any one of the 3 back points on the Drawbridge, he may take the Key guarded by the Lurker, and places the Lurker in his base camp. He moves to the top of the Fortress and ends his turn.

The way to the Fortress is now open for *all* heroes; the Trial of Stealth does not take place again.

The Fortress

The Warlord never leaves the top of the Fortress. Once there, a hero may not turn back.

The first 2 heroes to enter the Fortress each take 3 Hit/Miss cards; the next two take 2 cards each. The hero places his Key in the top of the Fortress and may look at the Warlord's card.

Warlord Cards

There are 6 Warlord cards, and the Warlord keeps one secretly as his weakness:

4 Golden Weapon cards: If a hero fights the warlord with the same weapon as the one on his secret card, the hero rolls 4 dice.

1 Karrion card: The Warlord rolls 3 dice for Karrion and the hero loses this number of HP. Combat then continues against the Warlord.

1 No Weakness card: Play is not affected.

The Warlord always rolls 3 dice when he fights a hero.

The Warlord is fought from the area in front of him, which can accommodate all the heroes at the same time. If he is killed, the game ends; his figure is taken by the victorious hero and that hero is placed on the Warlord's spot.

Any hero knocked unconscious by the Warlord is out of the game.

Winning

If all 4 heroes are eliminated by the Warlord, the Warlord wins.

If the Warlord is killed, the game ends immediately and heroes count up their points as follows:

- the Warlord is worth 7 points.
- each monster in your base camp is worth its number of HP.
- each gold coin is worth its value.
- each unused Hit/Miss card is worth 1 point.
- standing in the Warlord's spot is worth 5 points.
- each hostage rescued is worth 5 points.

The winner is the hero with the most points (not necessarily the hero who killed the warlord).