DORF
ROMANTIK
LIGHT LUGGAGE

Rulebook

A cooperative tile placement game game for 1 to 4 village romantics ages 8+ by Lukas Zach and Michael Palm
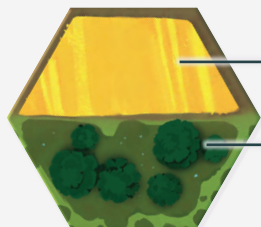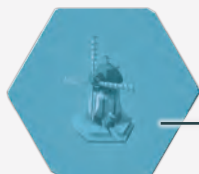
Pegasus Spiele

GAME COMPONENTS

57 tiles, including:

31 Landscape tiles
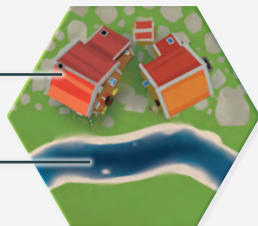
Landscape type
Grain

Landscape type
Forest

Landscape type
Village

River

Back side

Task markers (each type numbered 4, 5, and 6)

Forest Task
markers

Grain Task
markers
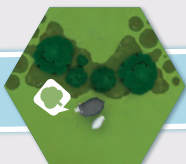
Village Task
markers

River Task
markers

Wraparound Task
markers

15 Task tiles

(with the following 5 Task types)

Forest with Forest Task

Grain with Grain Task

Village with Village Task
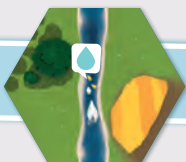
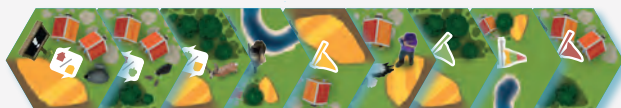*River with River Task*

Wraparound Task

Back side

11 Special tiles (further details from page 17)

2 Red Hearts

1 Magnetic Arrow

5 Goal cards

3

GAME COMPONENTS

1 Scoring pad

(20 double-sided sheets)

1 Envelope with 9 cards and 4 tiles

*If you achieve a **high score of 180 points or more**, you can open the envelope.*

GAME SETUP

At the start of each game, **shuffle all Landscape tiles face-down** (those with the mill on the back). **Then draw exactly 3 tiles** at random and **place them back in the box** (in the compartment with the Mill illustration) **without** looking at them. These tiles will not be used in this game. Form 2 face-down stacks with the remaining Landscape tiles and place them at the edge of your play area.

Then **shuffle all Task tiles face-down** (those with the speech bubble on the back). Create a single face-down stack andplace it at the edge of your play area near, but separate from the Landscape tiles.

Now **shuffle all Task markers face-down**, keeping them separated by type (by color or symbol). Place them face-down next to the Task tile stack at the edge of your play area.

Note:

Set the scoring pad aside as you will only need it at the end of the game.

For your first game, and until you reach a score of 60 or more, leave the Special tiles in the box in their compartment (the ones with the signpost 🪧).

Leave the three double Task markers with a value of 7 in the box. These are only used with certain Special tiles.

Also, for your first game and until you reach 70 points or more, leave all the cards in the box.
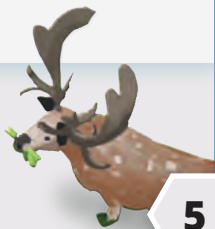
GAME OBJECTIVE

Together, you'll place tiles to build a beautiful Landscape while trying to complete tasks and create the longest possible River. The better you succeed, the more points you'll score at the end of the game.

From game to game, the points you earn can unlock new tiles and cards. These present you with new challenges and help you push your high score even further.
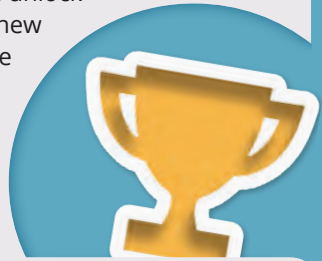
GAMEPLAY

First, decide who will start the game of *Dorfromantik – Light Luggage*. Take turns in clockwise order until the end of the game (see page 12).

On your turn, reveal either 1 Landscape tile or 1 Task tile. Place it into your play area according to the placement rules (see page 8). Discuss the best position for the tile together. If you can't agree, the current player makes the final decision.

Whether you reveal a Landscape or Task tile depends on the following rules:

In each of the first 3 turns of a game, reveal 1 Task tile.

Whenever you reveal a Task tile, you must **immediately reveal 1 matching Task marker** and **place it on the tile**. Only then do you place both into your play area.

GAMEPLAY

There are 5 types of Tasks:

Forest Task marker

Grain Task marker

Village Task marker

River Task marker

Wraparound Task marker

Example

If you reveal a Task tile with a Forest Task, reveal 1 Forest Task marker and place it on the tile. Then place both into the play area together.

On each following turn, always begin by checking how many Task tiles with markers are currently in your play area:

A) If there are fewer than 3 Task tiles with Task markers on them, reveal a new Task tile and place it, along with a matching Task marker, into your play area following the placement rules.

B) If there are 3 Task tiles with Task markers on them, reveal a Landscape tile instead and place it into your play area according to the placement rules.

GAMEPLAY

Placement rules

As a general rule, all tiles **must** form a continuous play area. This means that each new tile must be placed so that at least one of its 6 edges touches the edge of a tile already in the play area.

There are only two additional placement rules:

River edges must match: You may not connect a River edge to an edge without a River. (However, you may start multiple separate Rivers in your play area.)

Other Landscapes are flexible: **Forest, Grain, Village,** and neutral **Meadow** edges may be placed next to any other type. They do not have to match.

Examples of valid placements:
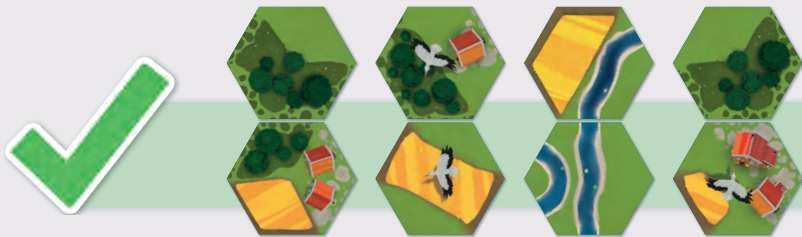
Examples of invalid placements:

GAMEPLAY

Fulfilling Tasks

Each Task marker shows a number (4, 5, or 6). This number tells you **exactly** how many tiles (Landscape tiles, Task tiles, or Special tiles unlocked during play) the corresponding area or River must contain for the Task to be considered complete.

(An area consists of connected tiles of the same Landscape type, joined by matching edges.)

There's a small exception for Wraparound Tasks:

A Wraparound Task is completed when exactly as many tiles are placed adjacent to the Task tile as the number shown on the Wraparound Task marker.

Important: The Task tile itself does not count!

You may fulfill Task markers **immediately** upon placing them.

Example

*The Grain Task marker is fulfilled because the Grain area consists of exactly 4 tiles.*

When you complete a Task marker, place it at the edge of your play area. For clarity, group completed Task markers by type. At the end of the game, completed Tasks are one of your sources of points.

GAMEPLAY

The River Task marker with the number 4 has not been fulfilled yet, as the River currently only consists of 3 tiles.
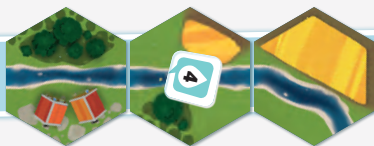
Later, you place a River Task tile with a Task marker showing the number 5. This completes the River Task for the number 4. Move it to your group of completed Task markers at the edge of the play area. To fulfill the Task marker with the number 5, you'll still need to place one more tile featuring a River.

Don't forget:

The next tile to be drawn must be a Task tile as there will now be fewer than 3 Task tiles with Task markers.

Further details:

• You may place a Task tile in an area that already contains one or more Task tiles, with or without Task markers.

10

GAMEPLAY

- You may not place a Task tile in such a way that the area (or River) already exceeds the number on the Task marker at the moment of placement. It is also not allowed to place a Task tile so that the area (or River) becomes fully closed-off with fewer tiles than the Task marker requires. In this case, there would be no open edges left to expand the area, and the Task would no longer be achievable at the moment it is placed.

Example

You are not allowed to place a Task tile with a Task marker showing 5 if it would complete a Village area that currently only consists of 4 tiles. The marker requires 5.

To place the tile in that spot, you would need to rotate it one edge clockwise. Then you would still need to add one more Village tile to fulfill the 5-point Village Task.

- It is allowed, however, to later place a tile in such a way that an area or River with an existing Task marker grows beyond the required number of tiles. In this case, the Task is considered failed, and the marker must be returned to the box. The same applies if you complete the area or River with fewer tiles than required.

- If the Task tile stack runs out, no more Task tiles may be placed. Continue the game using only Landscape tiles until the end of the game.

END OF GAME

As soon as you need to reveal and place a Landscape tile but none are left, the game ends immediately. Any Task tiles that have not yet been revealed or placed will not be used. (Try to keep the number of unrevealed Task tiles as low as possible.)

If you complete (or fail) a Task with the final Landscape tile, the game continues with the drawing and placement of a new Task tile until no more Tasks are completed or failed. Then proceed to calculate your score.

Scoring sheet

1	👑						7	Total
2 Tasks 🚩								
3 Flags / Colorful	●	●	●	Longest F	▢		
4 🏆	● Hearts ___		● Hiker ___		● Birdwatcher ___		
5 Players:		Date:		**Result:**			**6**

---

1 **Campaign progress**

In the crown at the top, enter how many games you've played so far during your current high score run.

2 **Tasks 1/2**

Add up the numbers from all completed Task markers of each type and enter the totals in the corresponding fields: points from all completed Forest Tasks, points from all completed Grain Tasks 🟡, points from all completed Village Tasks 🏠, points from all completed River Tasks 🔵, points from all completed Wraparound Tasks ⬡.

12

2 Tasks 2/2

At the far right of this row, write the total of all completed Tasks.
Note: To enter points in the last column, the Double Task Special tiles must have been in play.

3 Flags, Longest River & Cards

Count how many tiles make up your longest River. (A River consists of all directly connected River tiles without any interruptions.) Record this number in the box marked **F**.

Ignore the spaces for Flags and the card symbol unless those elements were in play (see page 18 onward).

At the far right of the row, record the total points earned in this section.

4 Hearts & Special Tiles: Hiker and Birdwatcher

Ignore these fields unless these specific elements were used in the game (see from page 19 onward).

At the far right of this row, record the total points earned in this section.

5 Who & When

Record the names of all players and the date of the game.

6 Result

Add up the totals from the three main rows and enter your final score here.

Did you set a new high score?

END OF GAME

Example

(Excerpt of a score at the end of the game)

Tasks:
During the game, you completed 1 Forest Task, 1 Village Task, 2 River Tasks, and 1 Wraparound Task. Together, these completed Tasks earn you 22 points.

Longest River:
There is 1 River in your Landscape which is 5 tiles long, so you earn 5 points for the longest River.

In total, this scoring example gives you
22 + 5 = 27 points.

Now use the Magnetic Arrow on the inside of the box lid to set your score. First, round your score down to the nearest multiple of 10 (e.g. 117 becomes 110). After your first game, set the Magnetic Arrow so that its tip points to this rounded score. In later games, only move the Magnetic Arrow if your new score is higher than any previous score.

What you now also need to consider during game setup:

On the left side of the row indicated by the Magnetic Arrow, you'll see how many Special tiles and how many Goal cards you'll receive for your next game.

3 ⬡ 1 ▯	**+1** Special tile	**80**	
2 ⬡ 1 ▯	**+1** Goal card	**70**	

What are Special tiles?

Special tiles can be either Landscape or Task tiles (you can recognize which by their back side). Two of the Special tiles serve a different function.

On the front of every Special tile, you'll see a Signpost icon. On two of them, this Signpost includes a symbol as a reminder of how you can score points at the end of the game. All other Special tiles feature an exclamation mark. (For details, see the "Special Tiles" section on page 17).

Special tiles:
After drawing and removing 3 face-down Landscape tiles without looking at them as usual, shuffle all of the Special tiles and randomly draw the number shown by the Magnetic Arrow. Turn the drawn tiles face-up and mark them on the scoring pad as a reminder for this game. (At the end of the game, record your points for them there.) Then shuffle the drawn tiles face-down into the appropriate Landscape or Task tile stack. Each of the Special tiles help you earn points for the end of the game. Return any unused Special tiles to their compartment in the box.

15

HIGHSCORE TRACK

Goal cards:
Shuffle all Goal cards and draw the indicated number at random. Place them face-up at the edge of your play area. At the end of the game, you'll receive 10 points for each Goal you've fulfilled.

(See "Goal Cards" on page 22 for details.)

What to do after a game:

After the game ends, remove all used Special tiles from play. During setup for your next game, draw new Special tiles based on the number shown by the Magnetic Arrow. Return all used Goal cards to the main deck, and draw a new set for the next game according to the Magnetic Arrow.

This means every game will feature a different mix of Special tiles and Goal cards to chase your next high score. As soon as you reach 180 points or more at the end of a game for the first time, you may open the envelope and bring the extra game components into play.

How high can you push your score? Dorfromantik experts should be able to score more than 215 points, and the true masters among you might even reach 230 or more. Good luck and have fun!

SPECIAL TILES

This section provides details about the Special Tiles and Goal cards.

3 Double Task tiles

Treat these like regular Task tiles and shuffle them into the Task tile stack (note the backs of the tiles). Also add the matching Double Task marker to the supply of Task markers.

The difference is that each Double Task gives you a choice: You must complete one of the two Landscape types shown so that exactly 7 tiles of a type are connected in order to fulfill the Task.
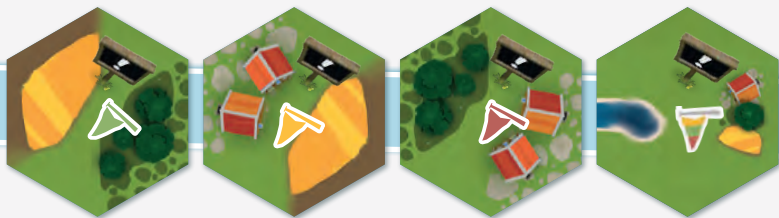
You may only fail a Double Task if the failure rules apply to both Landscape types shown.

Note: There is no checkbox for double Task tiles on the scoring sheet. Since their markers are visible with the rest of the Task markers, you'll always know which ones are in play.

SPECIAL TILES

4 Landscape tiles with Flags

Shuffle these tiles into the Landscape tile stack. Place a tile with a Flag into the play area like any other tile, following normal placement rules.

There are 4 Landscape tiles with a Flag. The green Flag belongs to the Forest Landscape type, the yellow Flag to the Grain Landscape type, and the red Flag to the Village Landscape type. The multicolored Flag can belong to any of the 3 Landscape types, as the edge of that tile shows all 3 Landscape types. The multicolored Flag takes on the type of the area that its edge is adjacent to. This means that 2 Flags can also be in 1 area. (If the edge of the multicolored Flag is adjacent to a Meadow, the Landscape type is arbitrary, and the area with the multicolored Flag is only 1 tile in size.)

To score points for Flags at the end of the game, the area containing the Flag must be completed, meaning it doesn't have any open edges. Then, for each Flag in that area, you score as many points as the number of tiles in that area.

SPECIAL TILES

Example:
In the example, 3 Flags are visible: 1 multicolored Flag, 1 green Flag, and 1 yellow Flag. The multicolored Flag and the green Flag belong to the same completed Forest area. Since this Forest area consists of 6 tiles, you receive 6 points per Flag, for a total of 12 points. Since the Grain area is not completed (it has 2 open edges), you do not receive any points for that Flag.

2 "Red Hearts" Special tiles
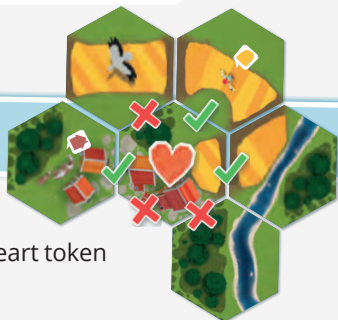
If you draw a Red Heart tile, place 1 Red Heart token at the edge of your play area.

Do not mix the tile into the Landscape stack. Return it to the box as only the red heart token will be used. During the game, you may place the Heart token onto a Landscape tile you have just placed. It **CANNOT** be placed on Special or Task tiles.

The Heart stays there until the game ends. It scores 1 point per matching edge with up to 6 adjacent tiles (e.g., Forest to Forest, River to River, Village to Village, River to River, Meadow to Meadow).

Example:
The tile with the Heart has 3 matching edges so will score 3 points.

SPECIAL TILES

Hiker

Shuffle this tile into the Landscape tile stack.

At the end of the game, the Hiker gives you 1 point for each Task tile at a maximum distance of 2 tiles away.

Empty spaces also count when calculating distance. It does not matter whether the Task tile has a Task marker on it or not.

Additionally, this tile has 2 edges that can be any of the 3 Landscape types. Each of these edges takes on the Landscape type (or Meadow) of the edge it is adjacent to.

Example

The Hiker scores 5 points, because there are 5 Task tiles within a distance of 2 tiles. The Forest Task marked with an ✖ does not score any points, as it is 3 tiles away from the Hiker.

SPECIAL TILES

Birdwatcher

Shuffle this tile into the Landscape tile stack.

At the end of the game, the Birdwatcher gives you 1 point for each stork connected to it. Storks are considered connected if they are adjacent to the Birdwatcher tile or connected through one or more other stork tiles to it. The stork on the Birdwatcher tile itself also counts for 1 point.

Example

This Birdwatcher would earn you 5 points:

1 point for the stork on his tile and 1 point each for the 4 storks connected to his tile. Since the stork on the tile marked with $\mathbb{S}$ is not connected with storks to the Birdwatcher, you do not receive a point for that stork.
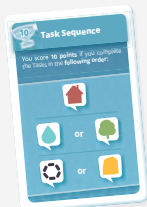
GOAL CARDS

Task sequence

You receive 10 points if you manage to complete the Tasks **one after another** in the specified sequence. To do so, place completed Task markers on the card so it's clearly visible which Task is required next. However, you may also complete multiple Tasks in the same row consecutively. For the Tasks to be completed in the 2nd and 3rd rows, you have a choice between 2 types of Tasks.

When completing these 3 Tasks, you may not complete any other Task in between (also, do not place Task markers on the "Task sequence with River" Goal card if that card is also in play).

If a Task you just completed does not fit into the current or next row, you must move the Task markers on this card to your completed Task markers and start again from the beginning. If the misplaced Task was a Village Task, put its Task marker back into the 1st row of the Goal card.

Double Task markers count for this Goal card as the Task type whose Landscape type you fulfilled the Task with.

Once the Goal card is completed, place all Task markers with your other completed Task markers and turn the card over. If the Goal card is not completed at game end, any Task markers on it still count towards the scoring of completed Task markers.

GOAL CARDS

Task sequence with River
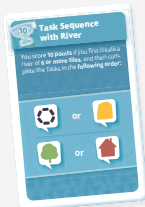
This Goal card works the same as the "Task sequence" Goal card. The only difference is that you must first have placed a River consisting of at least 6 tiles.

River loop

You receive 10 points if you manage to place a River consisting of at least 6 tiles so that it is self-contained. (That means the River may not have a start or end.)

Small areas

You receive 10 points if you manage to have at least one closed area of size 2 of each Landscape type Village, Forest, **AND** Grain in your play area. These 3 areas must have no open edges and must each consist of exactly 2 tiles.

Neighborhood
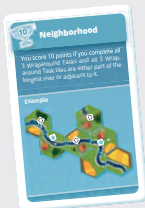
You receive 10 points if you have completed all 3 Wraparound tasks and all 3 Wraparound Task tiles are either part of the longest River or adjacent to the longest River. Adjacent means a Wraparound Task tile is directly next to a tile with River that is part of the longest River.

IMPRINT

Notes on the material unlocked from the envelope:

Congratulations!
You have unlocked additional game material with which you can embark on the final high score hunt!

- Add the 2 new Goal cards to the other Goal cards. From the next game onwards, always place all 7 Goal cards face-up at the edge of your play area.
- From the next game onwards, also use the Special tiles "Red Hearts" (they now have a function) and 1 "Bank" tile. Details can be found on the corresponding rule card.

The other materials are additional elements for the mini-expansion for *Dorfromantik – The Board Game.*

How high can you push your high score now? Dorfromantik experts should be able to reach more than 215 points, the absolute pros even more than 230. Good luck and have fun!

DORF ROMANTIK

Game design: Lukas Zach und Michael Palm | **Illustrations:** Paul Riebe
Graphic design: Lisa Forsch | **Realization:** Klaus Ottmaier

TOUKANA INTERACTIVE

DORF ROMANTIK

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

Pegasus Spiele

Playing is Passion!
www.pegasus.de/en