

# DORF ROMANTIK

## SETUP

1. Separate all Special Tiles.
2. Discard 3 Landscape Tiles unseen to the game box.
3. Add all Special Tiles to the supply of Landscape Tiles.
4. Stack all Landscape Tiles, Task Tiles, and Task Markers into facedown piles.
5. Randomly choose a start player.



## GAME PLAY

The game takes place over a number of Rounds, playing clockwise from the start player.



On the 1st 3 Turns of the game, draw and place a Task Tile. When you place a standard Task Tile draw a random Task Marker matching the Terrain type and place it faceup on the Task Tile. Some special Task Tiles instead have designated, unique Task Markers.



On your Turn if there are less than 3 incomplete Task Tiles on the Map, draw and place a Task Tile. Otherwise, draw and place a Landscape Tile.



You may place an available Gold or Red Heart on a Landscape Tile (not a Special or Task Tile) that you've just placed.



The Track on the Grain, Forest, and Village Tunnels is considered to be continuously connected.



You may place the Great Mill Figure onto a Landscape Tile which contains Grain (not a Special or Task Tile) which you've just drawn. It remains there till the end of the game.



If you place the Balloon Launch Site Tile, place the Balloon Figure on it. Whenever you place a Tile adjacent to a Tile with the Balloon Figure, you may move the Balloon Figure to the newly placed Tile.



If you place the Photographer Tile, place the Photographer Figure on it. Whenever you place a Tile adjacent to a Tile with the Photographer Figure, you may move the Photographer Figure to the newly placed Tile and place 1 Camera Marker on that Tile.



Once you've placed the Forest Cabin, Harvest Festival, Watchtower, Locomotive, and Ship place any newly completed Task Markers in that Territory facedown on them for **END GAME** scoring.



If your Warehouse Card is empty, you may place 1 Landscape Tile (not a Special or Task Tile) you've just drawn onto it instead of placing it in the Map. On a later Turn, any player may decide to place this Landscape Tile instead of revealing a new Landscape or Task Tile.



Each edge of the Cloud Tile can be any Landscape, which means Village, Forest, Grain, and Track/Stream edges can be connected within the Cloud via 2 edges. It doesn't matter that these areas overlap within the Cloud. The decisive factor is that as soon as any edge borders the Cloud, you must decide whether those 2 edges are connected via the Cloud or not. If 3 or more Track/Stream edges border the Cloud, the Track/Stream may branch accordingly.

These decisions may not be changed until the end of the game. Clouds do not provide Sheep or Grade Crossings.

If you complete a Task Tile's requirement, collect its Task Marker for **END GAME** scoring. **The Game ends when you need to draw a Landscape Tile and there are none left.**



For Double Tasks, as soon as either of the 2 Territories consists of 6 Tiles, the Task is complete.



Wraparound Tasks require a specific number of Tiles to be adjacent to them in order to be completed. The Wraparound Task Tile itself does not count towards this amount.

## PLACEMENT RULES

- Each Tile must be placed with at least 1 of its 6 edges against the edge of a Tile already in the Map.
- Tracks and Streams must always match edges with their type.
- Forest, Grain, and Villages are not required to match edges with their type.
- You may place a Tile in such a way that more than 1 Task Tile is completed.
- You may place a new Task Tile adjacent to an area that already has a Task Tile.
- You may **NOT** place a Task Tile if it causes its Territory/Track/Stream to consist of more Tiles at the moment you place it than its Task Marker requires.
- You may **NOT** place a Task Tile if it closes off its Territory/Track/Stream, allowing less Tiles than the Task Marker requires.
- If by placing a Tile you connect more Tiles than an already present Task Marker allows, or close off an area before the goal of the Task Marker is met, remove that Task Marker from the game.

## END GAME



### TASKS

Calculate the total for all completed Task Markers for each Landscape type (including any facedown on the Forest Cabin, Harvest Festival, Watchtower, Locomotive, and Ship).



**FOREST CABIN/HARVEST FESTIVAL/WATCHTOWER/LOCOMOTIVE/SHIP** Score facedown Task Markers on these Tiles a 2nd time.



### FLAGS

Each Flag in a completed Territory scores VP equal to the number of Tiles in that Territory. If a completed Territory contains more than 1 Flag, score each Flag separately.



### LONGEST TRACK & STREAM

Score 1 VP for each Tile in your longest, unbroken Track, and your longest unbroken Stream.



### HEARTS

Each Red Heart on a Landscape Tile scores 1 VP for each edge of the Tile it is on that matches an adjacent edge. The Gold Heart instead scores 2 VP per matching edge.



### CIRCUS

Score 10 VP if the Circus Tile is completely surrounded with Tiles on each edge.



### SIGNALMAN

Score 2 VP for each Grade Crossing on the Track connected to the Signalman's Tile (the Track does not have to be completed).



### SHEPHERDESS

Score 1 VP for each single Sheep on a Tile containing Sheep connected to the Shepherdess' Tile.

**EXAMPLE:** The Shepherdess in the example scores you 10 VP. Since Tile A doesn't have any Sheep, the 2 Sheep on Tile B don't score.



### TRAIN STATION

If the Train Station is on a closed off Track, score 1 VP for each Tile (including the Train Station) in that Track.



### HARBOUR

If the Harbour is on a closed off Stream, score 1 VP for each Tile (including the Harbour) in that Stream.



### CONSTRUCTION SITE

The Construction Site contains 3 different Landscape types (Grain, Forest, Village). Score 7 VP for each of these Landscape types if their Territory consists of at least 7 Tiles (7/14/21 VP).



### HILL

Score 2 VP for each Task Tile (incomplete or not) that is within 2 Tiles of the Hill Tile.



### GRANARY

Score 1 VP for each Landscape Tile which contain Grain (not a Special or Task Tile) that is within 2 Tiles of the Granary Tile (empty spaces count towards distance).



### OLD OAK

Score 1 VP for each Landscape Tile which contains Woods (not a Special or Task Tile) that is within 2 Tiles of the Old Oak Tile (empty spaces count towards distance).



### SCHOOL

Score 1 VP for each Landscape Tile which contain a Village (not a Special or Task Tile) that is within 2 Tiles of the School Tile (empty spaces count towards distance).



### BALLOON

Score 2 VP per Tile the Balloon has travelled to from the Balloon Launch Site (shortest path, empty spaces do not count).



### PHOTOGRAPHER

Score 1 VP per placed Camera Marker.



### GREAT MILL

If the Great Mill is on a closed off Grain Territory, score 2 VP for each Grain Task and each yellow Flag in that Grain Territory.

