DORFROMANTIK

SOUTH SEAS

Rulebook

A cooperative tile placement game for 1 to 6 village romantics
ages 10+ by Michael Palm and Lukas Zach

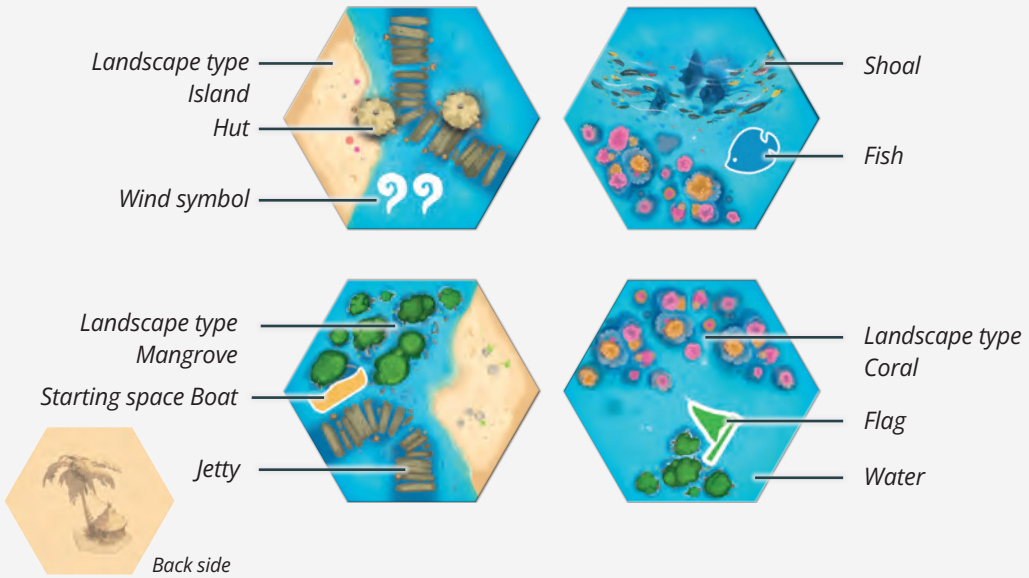
TOUKANA INTERACTIVE

Pegasus Spiele

CONTENTS

78 tiles, including:

48 Landscape tiles



30 Task tiles

(with the following 5 Task types)



6× Mangrove with Mangrove Task | *6× Coral with Coral Task* | *6× Island with Island Task*

6× Shoal with Shoal Task | *6× Jetty with Jetty Tas* | *Back side*

30 Task markers



Mangrove Task marker | *Coral Task marker* | *Island Task marker* | *Shoal Task marker* | *Jetty Task marker*

Front side of Task markers show 2× value 4, 5 and 6 for each type

2 pads



1 Campaign pad (20 sheets, printed on one side)



1 Score pad (50 sheets, printed on both sides)

Unlocked components discovered during play

Don't open the 5 boxes until instructed to do so!

36 Cards | 48 Tiles | 1 Board
14 Wooden components | 2 Stands



FAQ and examples of the unlocked components can be downloaded from: ***www.pegasus.de***

CONTENTS

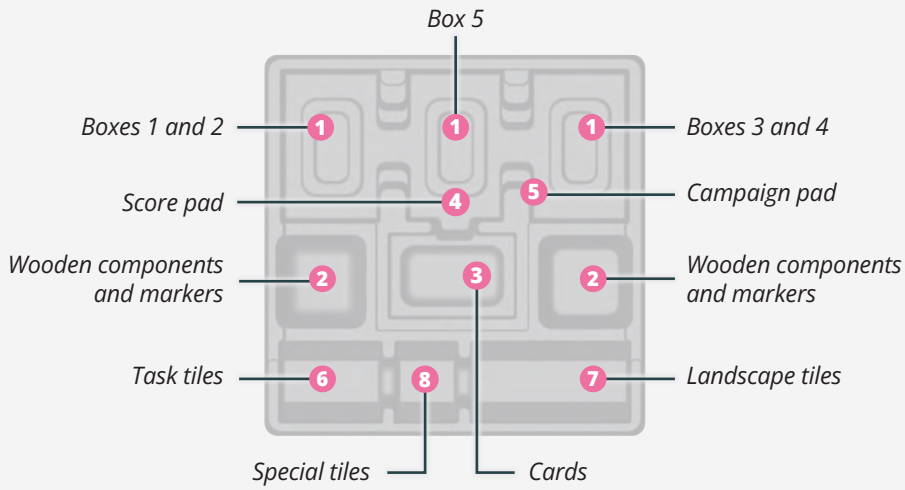
1 Insert

In the upper compartments of the Insert there are 5 boxes (1). These contain new, additional game content. Don't open these boxes until instructed to do so.

Below the boxes to the left and right are spaces to store all unlocked wooden components and markers (2). The center of the Insert has a compartment for cards unlocked during the course of the campaign (3).

You can place the Score pad (4) over the middle compartment of boxes and cards, and the Campaign pad (5) over the entire upper area of the Insert.

In the lower area of the insert, there is space for all the hexagonal tiles. All Task tiles fit into the left compartment (6), all Landscape tiles fit into the right compartment (7), and all unlocked Special tiles can be kept in the middle compartment (8).



GOAL OF THE GAME

You all cooperate to create a beautiful map by placing tiles. Along the way, you'll complete residents' Tasks, try to have many huts along the longest Jetty, lay the longest Shoal you can, and keep considering your Flags. The better you succeed in each of these goals, the more points you'll score at the end of the game.

From game to game and based on your score, you will unlock new components hidden within the locked boxes. These will give you additional Tasks that will enable you to increase your high score in subsequent games.

Important:
If you already know *Dorfromantik – The Board Game* or *Dorfromantik – Sakura*, you can start playing straight away, just note the **following 2 changes**:

Jetty – works like a Track/Road, however: at the end of the game you count the Huts along the longest Jetty, and record that number as points instead.

Shoal – works like a River, however: edges featuring a Shoal may be joined to any other edge, just like the other 3 Landscape types.

For the Campaign sheet, read the details from page 10 onward after your first game.

SETUP

At the start of each game, **shuffle all the Landscape tiles face down**. Then, in every game, **draw exactly 3** and **return them to the box unseen**. These will not be used in this game. From the remaining tiles, form as many face-down stacks as you like and place them at the edge of your play area.

Now **shuffle all the Task tiles face down**. Form as many face-down stacks as you like and place them at the edge of your play area, separate from the Landscape tiles.

Now **mix all the Task markers face down**, keeping the 5 colors/symbols separate. Place these face down at the edge of your play area, next to the stacks of Task tiles.

Set the Score and Campaign pad aside as you won't need them until the end of the game.

Important:
Do NOT open any of the 5 boxes until instructed to do so!



HOW TO PLAY (1/4)

First, decide who will start the game. Beginning with that person, take turns one after another in clockwise order until the game ends (see page 8).

On your turn, reveal either 1 Landscape tile or 1 Task tile. Place the tile in the play area according to the placement rules (see right-hand column). Before placing, discuss where the tile should be placed with the other players. If the group can't agree on the best position, you make the final decision.

The following rules determine whether you will reveal a Landscape tile or a Task tile:

In 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**, place it number facing up **on the Task tile**, and then place both together in the play area.



Example: *If you reveal a Task tile with a Mangrove Task, reveal 1 Mangrove Task marker and place it on the tile. Then place both together in your play area.*

There are 5 different Task types:



Mangrove Task | *Coral Task* | *Island Task* | *Shoal Task* | *Jetty Task*

On every subsequent turn, first check how many Task tiles with a Task marker on them are currently in your play area:

A) If there are **fewer than 3 Task tiles with a Task marker** on them in play, you must reveal **1 new Task tile** and place it in the play area with the matching Task marker on it, following the placement rules.

B) If there are **3 Task tiles with a Task marker** on them, reveal **1 new Landscape tile** and place it in the play area, following the placement rules.

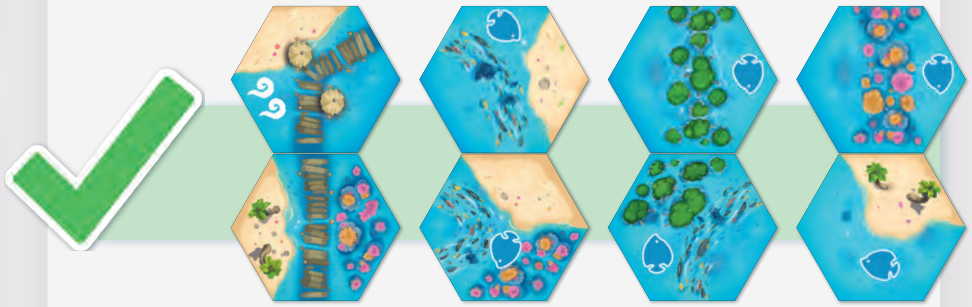
Placement rules

All tiles must **always** form a connected play area. This means that you must place each tile with **at least** 1 of its 6 edges against an edge of a tile already in the play area.

Beyond this, there are only 2 further requirements:

- **Jetty edges must always connect to other Jetty edges.** You may not place a Jetty edge against an edge without Jetty. (You're free to start several separate, unconnected Jetties in your play area.)
- For **Shoal**, as well as the Landscape types **Mangrove**, **Coral** and **Island** (and the neutral Water), edges may be placed freely, meaning they don't need to match.

Permitted examples:



Forbidden examples:

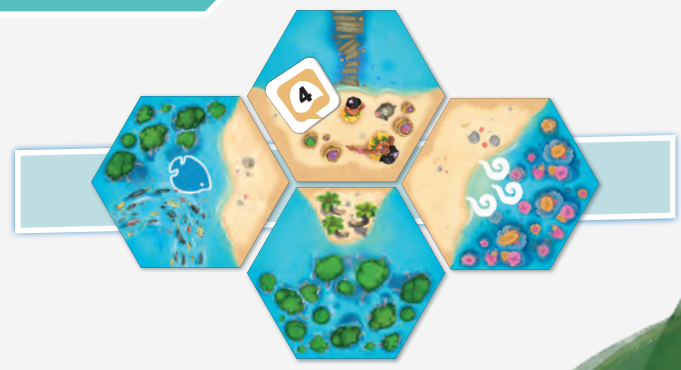


HOW TO PLAY (2/4)

Completing Tasks

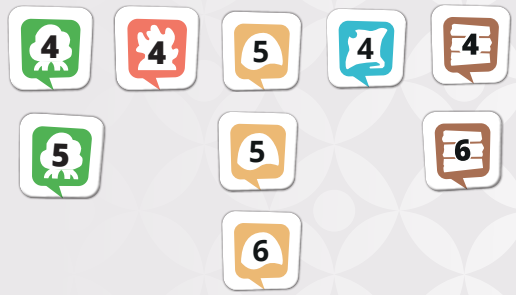
Each Task marker shows a number (4, 5 or 6). This number specifies **exactly** how many tiles (Landscape, Task, or unlocked Special tiles) the corresponding Territory, Jetty, or Shoal must consist of for that Task marker to count as completed. (A Territory is formed by tiles of a single Landscape type connected via matching edges.)

Task markers can be completed the moment they are placed.

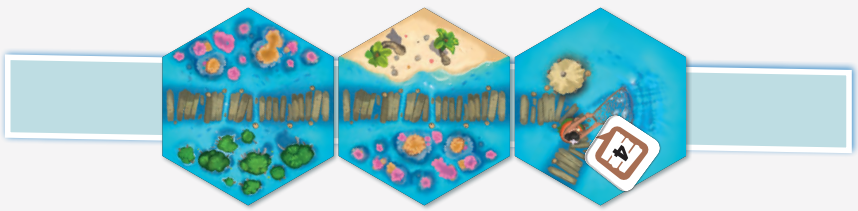


Example:
The Island Task marker is completed, because the Island Territory consists of exactly 4 tiles.

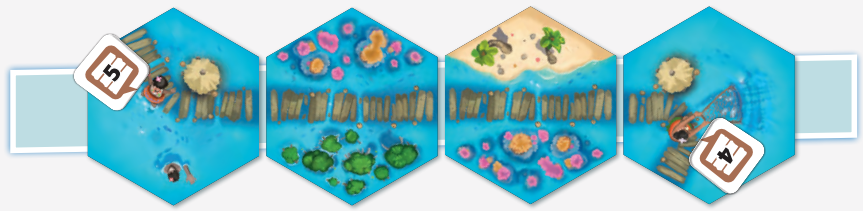
Whenever you complete a Task marker, move it to your Completed Task Marker area at the edge of your play area. For a better overview, sort completed Task tokens individually by type next to each other. At the end of the game, completed Task tokens are one source of points.



Don't forget:
The next tile that is placed must be a Task tile because there are now fewer than 3 Task tiles with a Task marker in play.



Example: *The Jetty Task marker showing the number 4 is not yet completed, because the Jetty only consists of 3 tiles so far.*



On a later turn, you place a Jetty Task tile with a Task marker showing the number 5. This completes the Task marker showing 4. Move it to your Completed Task Marker area separate from the unused Task markers at the edge of the play area. To complete the Task marker showing 5, you need to add 1 more tile with Jetty.

HOW TO PLAY (3/4)

Additional details:

- You may place Task tiles into a Territory that already contains 1 or more Task tiles, with or without a Task marker.
- Placing a tile may complete more than 1 Task marker at once. Remember you must continue playing Task tiles for the next few turns until there are 3 Task tiles with Task markers on them in the play area.
- You **may not** place a Task tile in a Territory such that, at the moment of placement, the Territory (or Shoal/Jetty) would consist of more tiles than the Task marker on it requires. It is likewise forbidden to place a Task tile in a way that would close off the Territory (or Shoal/Jetty) with fewer tiles than the Task requires. This would leave no open edge for it to be extended, meaning the Task would no longer be completable at the moment of placement. (Closed off means there is no longer an open edge to add a tile for that Territory.)

Example: *You would not be allowed to place the Task tile with the Task marker showing 5 in this orientation because this would close off the Coral Territory, but it would consist of only 4 tiles, while the Task marker requires 5.*

To place this Task tile here, you would need to rotate it by 1 edge clockwise or counterclockwise, maintaining an open edge. Then 1 more Coral tile would still be needed to complete the 5-Coral Task.



- However, it is permitted for a **later** tile placement to cause a Territory (or Shoal/Jetty) with a Task marker to end up consisting of **more** tiles than the Task marker requires. In that case, **you must abandon that Task** and return the Task marker to the box. The same applies if you **later close off** a Territory (or Shoal/Jetty) with **fewer** tiles than the Task marker requires.
- If you run out of Task tiles, you can't play any more Task tiles. Continue playing by placing only Landscape tiles until the end of the game.



Example: *You would be allowed to place this tile with Mangrove and Jetty here. Doing so would complete the 6-Mangrove Task, but you would have to abandon the 5-Mangrove Task.*

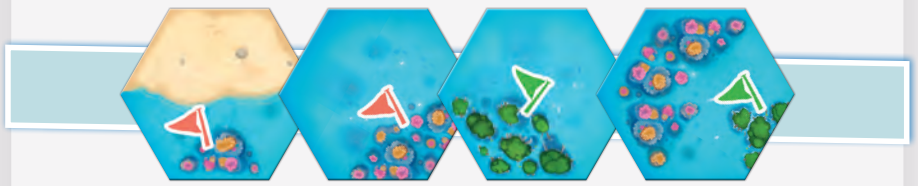
If the 5-Mangrove Task had instead been a 6-Mangrove Task, placing this tile would complete both Tasks.



HOW TO PLAY (4/4)

Flags

At the beginning of the campaign there are 4 Landscape tiles with a Flag:



A green Flag is always linked to the Mangrove landscape type, a red Flag to the Coral landscape type.

Place a tile with a Flag just like any other tile, according to the placement rules. But note:

At the end of the game, you only score points for Flag Territories if they have been closed off, which means the Territory doesn't have any open edges (see the example on page 8).

END OF THE GAME

The game ends immediately when you are required to reveal a Landscape tile and there are none left. Any remaining Task tiles that have not been revealed and placed yet won't come into play this game.

If your last Landscape tile completes a Task (or causes one to be abandoned), the game continues with revealing and placing new Task tiles until no further Task is completed (or abandoned).

Now calculate your points.

You need 1 Scoresheet per game. After scoring, transfer the result to the Campaign sheet, which will track and show when and how you can unlock new components from game to game.

Next, the **Scoresheet**: its layout and how to record your points are explained on the right-hand page. You'll find a scoring example directly below, on this page.

Scoring example



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

Tasks: During the game you completed 3 Mangrove Tasks, 1 Coral Task, 1 Island Task, 1 Shoal Task and 2 Jetty Tasks. Together these completed Tasks are worth 38 points.

Longest Shoal: There are 3 Shoals visible. The longest consists of 4 tiles, so you score 4 points for the longest Shoal.

Huts along the longest Jetty: Your longest Jetty consists of 6 tiles. Along this Jetty there are 4 Huts, so you score 4 points for this.

Colourful Flags: The Mangrove Territory with 2 Flags is complete, so these Flags together score you 14 points (the Territory consists of 7 tiles, so 7 points per Flag).

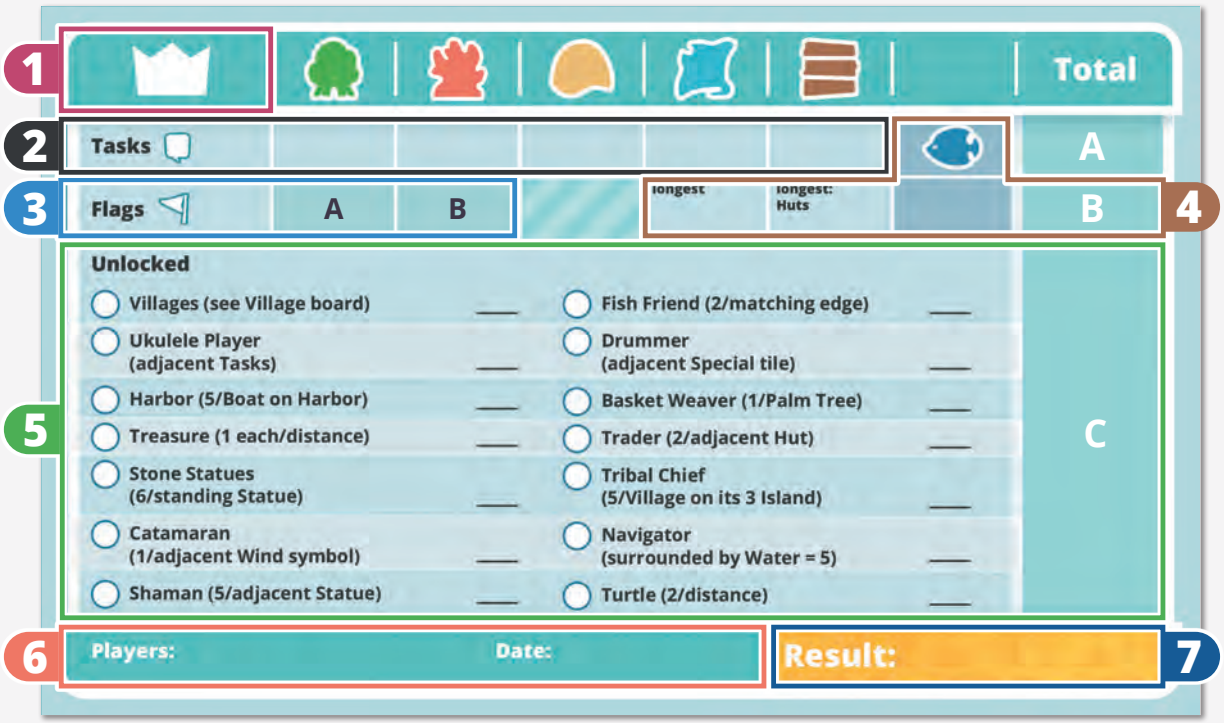
The Coral Territory with the Flag is not complete, since it still has 2 open edges. So you score no points for this Flag.

In **total**, for this example, you score:

38+4+4+14= 60 points

							Total
Tasks	15	4	5	4	10		38
Flags	14	0		longest 4	longest: Huts 4		22

SCORESHEET





1 Campaign progress

First, record in the crown how many games of the campaign you have played so far.

2 Tasks

Add up the values of all your completed Task markers of one type, and write the total in the corresponding field:

Points for all completed Mangrove Tasks, points for all completed Coral Tasks, points for all completed Island Tasks, points for all completed Shoal Tasks, points for all completed Jetty Tasks. Record the total of all completed Tasks on the far right (**A**).

3 Flags

First check which Flags lie in closed off Territories, since only these earn you points:

For each Flag in a closed off Territory, you score points equal to the number of tiles that Territory consists of. Record the total in the corresponding field:

Points for green Flags in **A**, points for red Flags in **B**.

4 Longest Shoal, Huts along the longest Jetty, and Fish

Count how many tiles the longest Shoal and the longest Jetty in your play area each consist of. (A Shoal or Jetty is made up of all tiles of that type that are adjacent to one another without interruption.) Record the number of tiles of the longest Shoal in the corresponding field. Now count the Huts shown along the longest Jetty. Record the number of Huts in the corresponding field. Record the total of all points for Flags, the longest Shoal and the Huts along the longest Jetty on the far right (**B**).

Note: To be able to record points for Fish in the second-to-last column, you must first unlock new game content in the campaign.

5 Unlocked

Ignore this section at the start of the campaign. Once you have unlocked new game content, you can record points here, too. At the start of each subsequent game, we recommend crossing off all the boxes on the Scoresheet for components you have already unlocked. Record the total of all points earned in this section on the far right (**C**).

6 Who and when

Enter the player names and date played here.

7 Result

Record the result (total of **A** + **B** + **C**) of your game here.

CAMPAIGN SHEET



High Score List *Advancement Track* *List of unlocked Achievements*



Now take a look at the Campaign sheet.

First, record your result in the High Score List. Find the row matching your result (round your result down to the next lowest value in the column, e.g. 128 points rounds down to 120) 1. Then, in the right column marked with a crown 2, record which game number this result was achieved in. (You can achieve the same result more than once.)

The middle field of this row 3 shows you how many spaces on the Advancement track in the centre of the Campaign sheet you may now cross off. Do this now, starting in the lower middle at "Start" S. Always follow the blue lines, crossing off one white circle after another. When you reach a blue box, you must cross off the square or hexagonal space there instead.

At some points the path forks. You are always free to choose which adjacent space to cross off next, depending on what you want to unlock next. Note that all crossed-off spaces must be connected to one another via blue lines. The only exception is Fish, which you can't just cross off as easily ...

When you reach a square or hexagonal space, you have unlocked something:

The first square space lets you open Box 1 4, the second lets you open Box 2 5. Every further square and hexagonal space unlocks new Achievements. New Achievements on the two islands to the left and right of the starting island are found in Box 2, and all other unlockable Achievements on the Campaign sheet are found in Box 5. In each case, take the named Achievement card from the corresponding box. Follow the text on that card and, if needed, take additional components from that box.

Beyond this, there are 11 spaces on the Advancement track where you can add extra wooden components (and Fish tokens) to the game 6. These are found in the box through which you first unlocked that respective content.



CAMPAIGN SHEET

Example: *In game 1 you scored 138 points, in game 2 you scored 154 points. Accordingly, you entered "1." in the row for the Rower, and "2." in the row for the Fruit Picker.*

Based on the result of game 1, you were allowed to cross off 3 spaces on the Advancement track, which unlocked Box 1.

After game 2 you were allowed to cross off another 4 spaces, which unlocked Box 2.

Here the path now forks, but you can't simply cross off the Fish ...



Add unlocked components to the game following the instructions on the relevant card. As a general rule:

Cross off in the list on the right side of the Campaign sheet 7 what you have unlocked (all Achievements are listed alphabetically), and record in the right column in which game number you unlocked this Achievement. All unlocked components are then used in every subsequent game.



When you open a new box, start by reading the first card, which explains its contents. Inside the boxes you will find Achievement cards, which you place face up (showing the closed lock symbol) next to your play area in upcoming games. At the end of each game, check whether you have met the conditions of any Achievement cards. If so, turn it over and follow the instructions on the back ("Achievement unlocked!").

The Achievement cards

The Achievement cards are laid out as follows:

On the top of the **front side** next to the title "Achievement Card", you will always see a closed lock icon.



Below this it states what you can unlock and what you must achieve to do so. (Cards unlocked via the Campaign sheet can be turned over immediately.)

The heading on the **back side** reads "Achievement unlocked!", next to an open lock symbol:



On this side you'll learn what you've unlocked, what you now need to do, and what the new rules are. (There are also **4 rule cards** that explain entirely new game elements.)

In future games, keep Achievement cards you still need to unlock separate from those you have already unlocked.

Add new Task tiles to the other Task tiles, and their matching Task markers to the other Task markers. As an additional tile type, you can unlock **Special tiles**. These share the same back side as Landscape tiles. To tell them apart, Special tiles show a parchment scroll on the front:





If a Special tile lets you score points or gain another benefit in a special way, this is shown as a reminder in the form of symbols on the parchment.

In 1 other case, an exclamation mark indicates that the tile counts as a **Special tile**.

The space needed for all additional tiles has been allowed for in the relevant compartments of the insert. There is a dedicated compartment for Special tiles, between the Task tiles and Landscape tiles.

Even though Special tiles share the same back side as Landscape tiles, special rules apply to them at certain points, each highlighted there in **bold**.

Important: When setting up, **shuffle ALL Special tiles** (that is, the tiles with a parchment scroll) in **with the Landscape tiles AFTER** you have randomly, and without looking, **set aside the 3 Landscape tiles** that won't be used in that game! This ensures that all unlocked Special tiles are always included in the tiles you use to play.

You can pause a campaign at any time, whether to start a new one or continue a different campaign with another group. Use the boxes' content cards to help put components back in the correct boxes. The overview on the right-hand edge of the Campaign sheet shows you what you have already unlocked in that campaign.

How high can you push your high score?

How many games will it take you to unlock all content in the game?



IMPRESSUM



The Dorfromantik video game team: *(starting top left, clockwise: Sandro Heuberger, Luca Langenberg, Timo Falcke, Zwi Zausch)*
Luca, Sandro, Timo and Zwi are the developers of the Dorfromantik video game, which has so far been released for PC and consoles. Together, straight out of their studies, they founded the development studio Toukana Interactive, under which they intend to develop many more creative, high-quality indie games. Their first title, Dorfromantik, achieved major international success. Dorfromantik has also won numerous awards, including Best Game Design and Best Debut at the German Computer Games Award 2021, as well as Best German Game at the German Developer Awards 2021.
All four are keen board gamers and greatly enjoy contributing to the board game adaptations set in their Dorfromantik world.



The illustrator: *Der Berlin-based Paul Riebe is a visual development artist who works mainly for the entertainment industry. Among others, he has worked for the award-winning KARAKTER Design Studio and the Stockholm-based Envar Entertainment, and has contributed to several renowned AAA video game series, well-known television formats and blockbuster films. "Dorfromantik – The Board Game" was the first board game he illustrated.*

The great challenge was to capture the charming style of the video game while also meeting the demands of a board game. Paul particularly enjoyed adding the many small scenes depicted on the tiles.



The designers: *Over 20 years ago, the two authors, Lukas Zach from the north of Germany and Michael Palm from the south, met purely by chance (luck?). Lukas wanted to find out how games were actually developed, and pulled a randomly chosen game from his shelf in order to write to its designer. That's how the message reached Michael at his games and comics shop "Seetroll" on Lake Constance. The two met up and, alongside some early game ideas, developed their first game together, "Die Kutschfahrt zur Teufelsburg" (Adlung Verlag), which was crowned Card Game of the Year in Italy.*
Since then, they have gone on to develop numerous games together. They work together every week via video call and playtest their games either online or in person with their local groups in the north and south. This has led not only to games such as "The Dwarves" (Pegasus Spiele), "Wizardry to the count of three" (Pegasus Spiele), "Bang! Dice Game" (ABACUSSPIELE), "Aventuria" (Ulisses Spiele), and most recently "Boss Fighters QR" (Pegasus Spiele), but also to a friendship between two game designers living over 800 km apart.
With "Dorfromantik – The Board Game", they published the highly successful cooperative adaptation of the award-winning Dorfromantik video game through Pegasus Spiele. They won the "Spiel des Jahres" (Game of the Year) award for the first time in 2023 with their analog board game version

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

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

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