DORF ROMANTIK
THE BOARD GAME

# BOX 1

## COMPONENTS



# BOX 2

## COMPONENTS



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# DORF ROMANTIK THE BOARD GAME BOX 3

## COMPONENTS








## NOTES AND EXAMPLES

### Warehouse

Note: There is NO tile for this card! When you unlock the *Warehouse*, place this card in front of you. You may store 1 tile on this card that you may add to your play area later.






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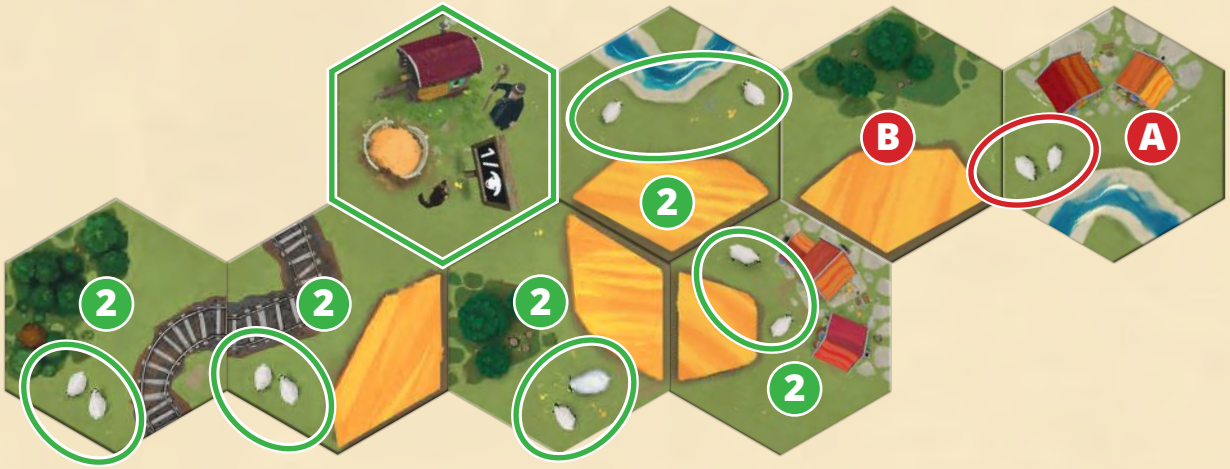
# BOX 3

## NOTES AND EXAMPLES

### Shepherdess

Scoring example for the **Shepherdess**: The *Shepherdess* in the example below earns you 10 points.

Since tile B doesn't have any sheep, the two sheep on tile A don't score.




### Hill

All Task tiles that are 2 tiles apart count. Empty spaces also count for the distance calculation. As shown in the example below, you will also receive 2 points for Task tile A. On the other hand, you don't score 2 points for Task tile B because it is 3 tiles away from the *Hill*. The *Hill* in this example scores **10 points** for you.




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DORF ROMANTIK THE BOARD GAME BOX 3

# NOTES AND EXAMPLES

## Cloud

Each edge of the Cloud can be any Landscape, which means you can connect any 2 edges within the Cloud. 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.

For example, a Track/Stream may end in the Cloud or lead out again from another edge. A Track/Stream can also branch within the Cloud. For the *Longest Track* or *Longest Stream* scoring all tiles for each branch of the Track/Stream and the Cloud till itself will count.

In the example on the right, the Village Task 4 tile can be completed immediately by connecting within the Cloud. If you place another tile with a Village next to the upper or lower Village tile later, this Village area would then have a size of 5 (not 3!).

Alternatively, the upper Village area can remain as it is by not using the Cloud edge as a Village so it would still have a size of 2. Then the lower Village area with the Task 4 marker can be extended over the edge into the Cloud and would thereby also have a size of 2.

In this same example, the Tracks sizes could be determined by any of the following methods:

- 3 separate Tracks all terminating in the Cloud with each consisting of 2 tiles,
- or 2 separate Tracks with 1 Track consisting of 3 tiles using connection via the Cloud and the other Track would terminate in the Cloud and would consist of 2 tiles,
- or all 3 Tracks are connected via the Cloud into a single Track of 4 tiles.

*(The above would work the same way for Stream tiles.)*




The decisive factor is that as soon as any edge borders on the Cloud, you must decide whether those 2 edges are connected via the Cloud or not.

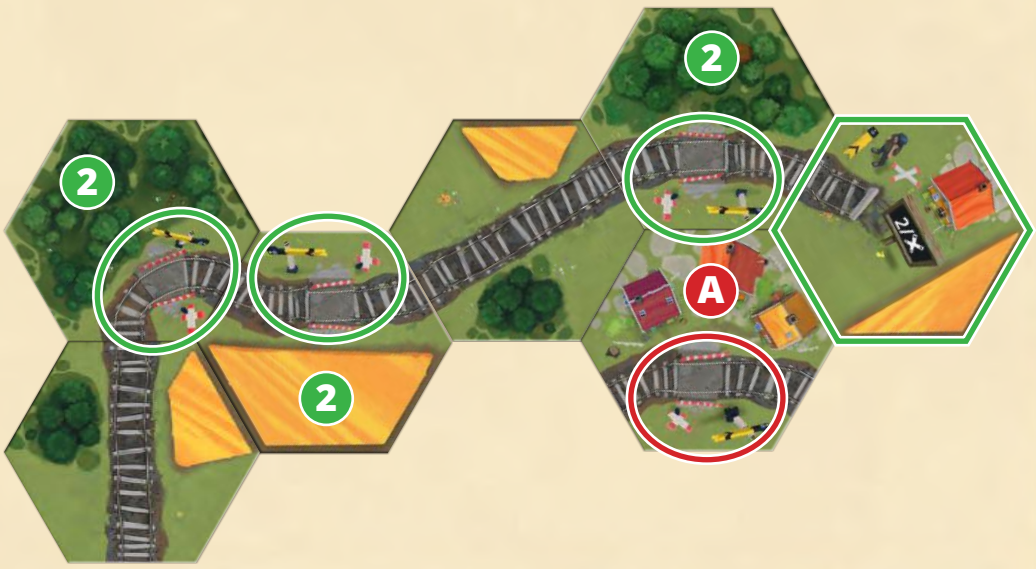
If 3 or more Track/Stream edges border the Cloud, the Track/Stream may branch accordingly.

These decisions may not be changed until the end of the game.

Clouds do not provide Sheep or Grade Crossings.

## Signalman

Scoring example for the **Signalman**:
This *Signalman* earns you 6 points. The Grade Crossing on tile A doesn't score points because it's not connected to the Track with the *Signalman*.




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# DORF ROMANTIK THE BOARD GAME BOX 4

## COMPONENTS



## NOTES AND EXAMPLES

### Forest Cabin, Harvest Festival, Watchtower, Locomotive, and Ship

**The following applies:** You may only place Task markers on these cards if they are part of the territory where the Task is completed. For example, you can only place completed Forest Task markers on the *Forest Cabin* if the *Forest Cabin* is part of the Forest area at the moment the Task is fulfilled. Quests completed before the *Forest Cabin* became part of the Forest territory can't be counted for the *Forest Cabin*.

***Example:*** *By placing tile* 1*, you fulfill Forest Task 4 tile before the* Forest Cabin *is part of the Forest territory. Place the Task 4 marker at the edge of your playing area next to the Task markers that have already been fulfilled as usual.*

*For your next tile placement, you place the* Forest Cabin *tile* 2 *next to this Forest area, and then you place the Task tile with a 6 Forest Task* 3*. This fulfills both Task 6 tiles for the Forest. Since the* Forest Cabin *is part of this Forest territory, place both Task markers on the* Forest Cabin *card.*

(Tip: Place the *Forest Cabin*, *Harvest Festival*, *Watchtower*, *Locomotive*, and *Ship* cards with the front side (depicting the image of the tile) next to your unlocked cards as soon as you've unlocked them. Then it's easier to see those Task markers that gain double points for you.)




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# DORF ROMANTIK THE BOARD GAME BOX 5

## COMPONENTS



## NOTES AND EXAMPLES

### Train Station/Harbor

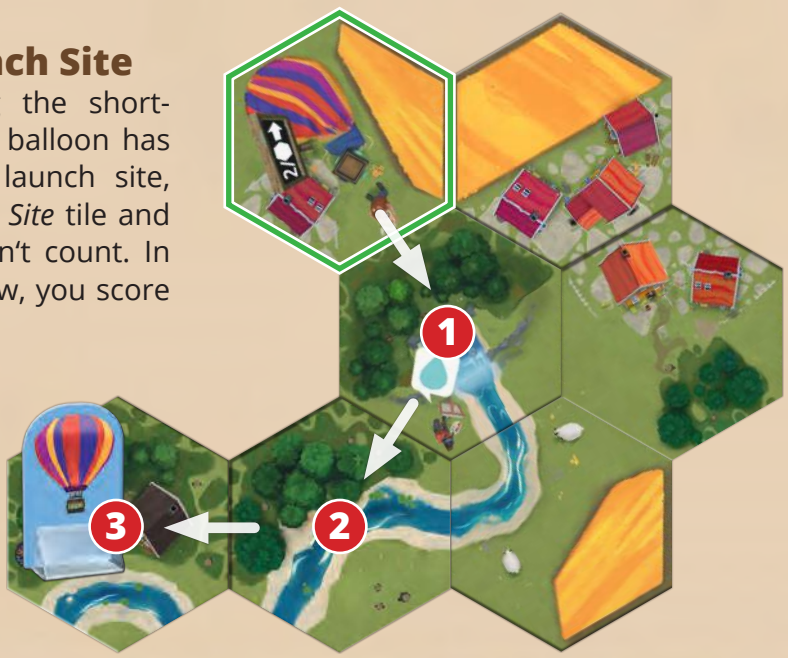
In the example to the right, the Track is completed with the *Train Station*. Since this Track consists of 4 tiles, it earns you 4 points.

If this Track is also the longest Track in your play area, it would earn you another 4 points for scoring *Longest Track*.




### Balloon Launch Site

When calculating the shortest path that the balloon has moved from its launch site, the *Ballon Launch Site* tile and empty spaces don't count. In the example below, you score 6 points.




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