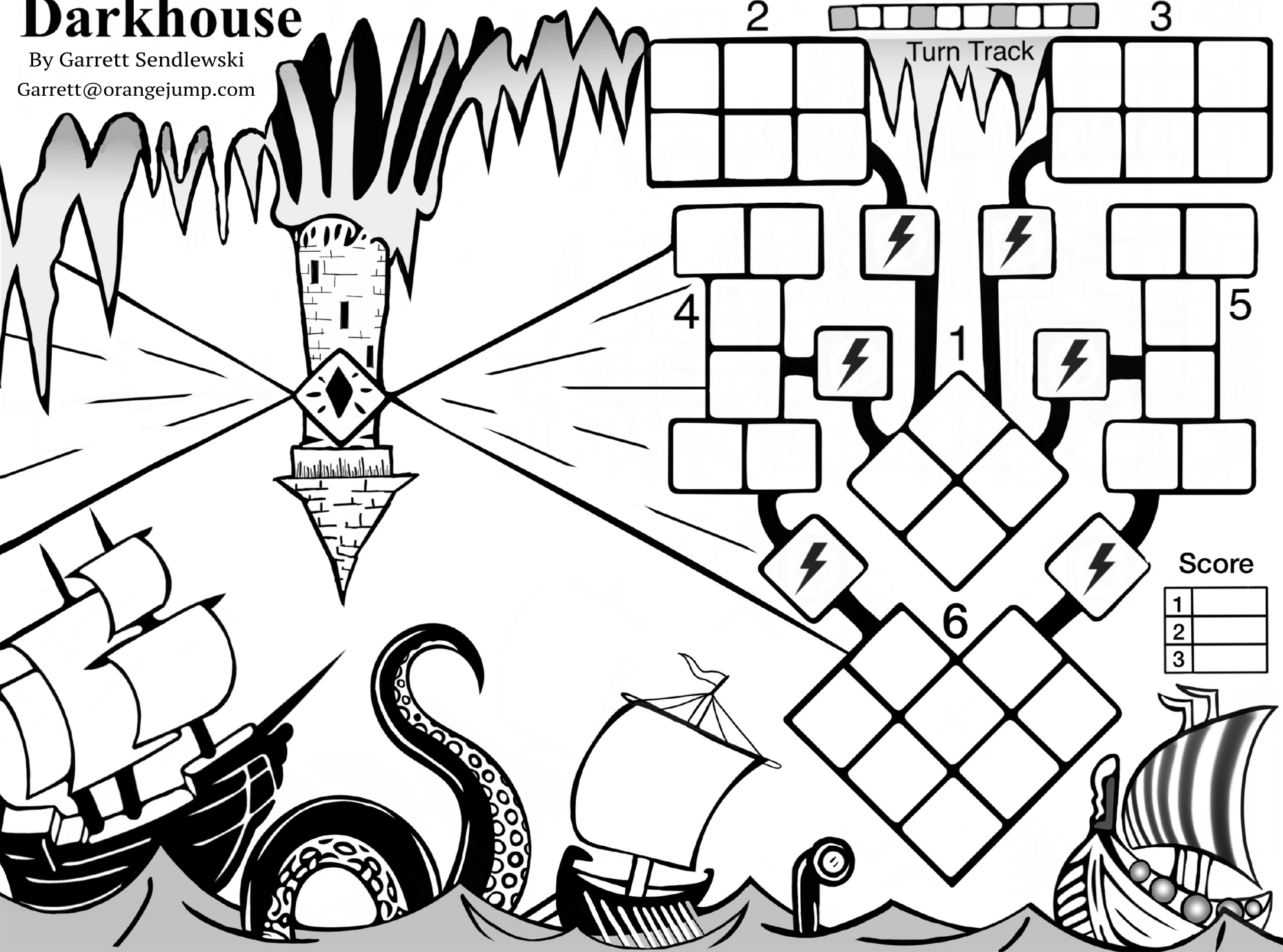


Darkhouse

By Garrett Sendlewski
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Score

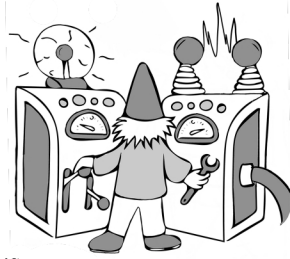
1	
2	
3	

Darkhouse

Object

Congratulations! Today is your first 30-hour shift working in the Darkhouse, the notorious upside down lighthouse that guides the ships that sail the underground sea.

The head engineer gnome is on vacation, and it is up to you to cover his 30 hour shift and keep the all the power gems in the Darkhouse energized. This job will test your mental and physical endurance! Survive your first day on the job, and your career is all but guaranteed!

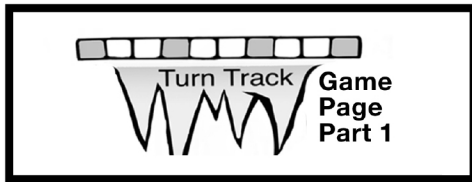


Components

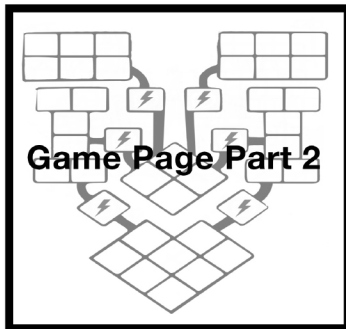
Each player needs 1 game page, 6 six-sided dice and a pencil.

Game Page

On the right hand side of the game page, you will see the inner workings of the Darkhouse.



Part 1 is the Turn Track, used for keeping track of the turn you are on, and identifies which area of the lighthouse is calling for your attention.



Part 2 has six sections of blocks that represent the inside of the Darkhouse. There are four 6-block sections, one 4-block section and one 8-block section.

Each section is connected to other sections with paths containing a lightning bolt symbol. These are power arcs.

Each section of blocks can store "energy" which are used to power the Darkhouse. As the dice are rolled, the numbers you choose to keep are added to these blocks to complete each section, thereby "powering" it.

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Play of game

Each game consists of 10 rounds of play. Each round consists of three rolls of the dice. After determining which number goes in that rounds Turn Track, each player rolls all 6 of their dice. They may choose to lay any number of those dice onto their Engine Blocks or Power arcs. Any dice that aren't placed on the board are re-rolled a second time. Each player may choose to lay any of their new dice onto the board in the Engine Blocks or Power Arcs as desired. Any leftover dice can be re-rolled a third and final time. Players will place any dice they choose to keep on the board as desired, and the rolling portion of the round ends.

The block you can lay dice in is determined by the number written in the Turn Track for that round. You may chose to "arc" over to another block by placing a dice in the box on that arc path. You may now place dice in the box written in the Turn track for that round, or the box you are connected to through your arc. You may arc to as many different sections of Engine Blocks as desired, provided that you paid the arc cost that round.

At the end of a round, each player will record the number(s) of each dice placed into an Engine Block that round. For example, if you rolled three "6's" this round and placed them all in Engine Block 4, you will write the number 6 in 3 of the boxes in that Engine block before removing the dice from that block. Once all numbers are recorded on the appropriate corresponding Engine Blocks, all dice are removed from the board and the next round begins. Please note: the arcs made during one round do not carry over into the next round.

The goal is to fill the section of Engine Block indicated in the Turn Track for that round. If you accomplish this task, you have successfully "repaired" that section of the Darkhouse Engine. The dice are valued at the number rolled, so a 2 is worth two points, and a 6 is worth six points. More points are scored if the entire Engine Block is filled with the same number. For any Engine Block section the best possible score is all 6's, which restores the engine block to full power!

Rolling a 1 represents "Zero Power." Ones cannot be used within your Engine Blocks or your Arc costs. It also cannot be used in your Turn Track. Therefore, in order to fill section 1 of your Engine Block, you must at some point arc over to that section to fill it.

The Turn Track

The turn track is made up of 10 squares: 4 gray squares and 6 white squares. Each game consists of 10 rounds of play. At the start of every round, one player will roll 1 die. Each player will write the number that was rolled into the next available Turn Track space on each players individual Game Page. This serves 2 purposes:

Darkhouse

Purpose One: It keeps track of which round of the game you are in.

Purpose Two: This number determines which corresponding "Engine Block" you are starting in this round (2-6). This is the part of the Darkhouse that needs your attention, and therefore it becomes your task to fill that box! If that box was already filled in a previous round, you will need to arc over to empty Engine Blocks.

If at any point during the roll for the Turn Track a 1 is rolled, the player must re-roll until a different number is produced.

The color of the block in the Turn Track has significance. Each gray block comes with a deadline. You must complete the section of Engine block written in the gray box within 3 rounds. If a player fails to fill the Engine Block noted in the previous gray box before the start of the next round with a gray box, they must shut it down by filling any empty boxes in that Engine Block with an "X." That block is no longer able to be filled for the remainder of that game.

Power arcs

Power Arcs are the connecting line between each of the 6 Engine blocks. During a round, you can pay one dice by placing it on the square in a connecting power arc. This will allow you to move to the Engine block connected to it so you can fill it with energy. Once a die is placed in the square of a connecting power arc, it cannot be moved until the end of the round. A roll of 1 can't be placed in a power arc. You can arc as many time as you need in a round, but you must sacrifice one die (valued 2 or higher) for each arc.

Scoring

Each Engine block is scored separately. Each Engine block is scored by adding up all the numbers in the block.

1. If all the numbers in an Engine Block are the same, multiply the total of that Engine Block x2.
2. If all the numbers in Engine Block 1 are the same, multiply the total of that Engine block by 3.
3. Any "X's" on your board subtract 20 points from your total score.
4. Add all the values of each of the 6 Engine blocks together and subtract any points for X's to reach your total score.

There are two ways to get bonus points.

1. Completing all of your engine blocks before the start of the 10th round gets you a bonus of 22 points.
2. Completing an entire game without accruing any "X's" gets you a bonus of 22 points.

Each player writes their total score in the score board located on the lower right hand of the game page. The rest of the game board is erased for another use.

Winning the game

After 3 back-to-back games of Darkhouse, each player adds up the total score of their three games. If your total score is less than 1,100 points, you are fired from your job at the Darkhouse. If your total score is 1,100 or more points, congratulations! You may come back to work tomorrow for another 30 hour shift! The winner is determined by the highest overall score. In the event of a tie, the player with the highest total value for Engine Block 6 wins. If there is still a tie, duke it out amongst yourselves.



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