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Story to Between Shadow and Light.

When young Marcus set out to kill a god, no one really knew why. Maybe it was a lost love, maybe the loss of his child. What people wondered about the most, however, was the fact that he only set off with a blunt wooden sword. He was probably the smartest of the people, but his plan simply spoke of mental derangement. But after only a few days, he placed the god of darkness, the most powerful of all gods, in an enchanted valley, on a glacier that shone as white as the sun itself. What do you want?, it sounded in the head of the young man who was still standing at a distance. Marcus raised his useless sword and, knowing what it would do, shouted fervently and as loudly as he could: "I-WILL-YOU-DEAD!" His voice made tiny snowflakes vibrate on the slopes of the valley, which slipped and dragged larger shiny pieces of ice into the valley. Even before the god could fall into laughter, the ground shook and a white avalanche of ice and snow destroyed the god with its radiant luminosity, smashed him crashing against a rock face and buried him forever. So Marcus killed the god not with his blunt blade, but with his sharp mind. Satisfied, the young man looked at the Schneeberg, which now blocked the valley in its white purity. Slowly blackness swelled out from under him. The blood of God. Satisfied, Marcus turned around and looked full of shock into two dark, sad eyes the tears of anger lost. A blink of an eye later, the one who had just killed a god felt a stabbing pain in his heart and collapsed lifelessly. Dead as the god, he now lay there and his blood soaked the little mountain flowers that lay next to him. But after some time, the flowing blackness also reached the corpse and as blood and blackness mixed, a thunder echo penetrated through all the countries of the known world, separating mind and strength. Darkness gives the beings of the world the power of the gods. The sun brightens the mind in memory of Marcus. It is surprising that hardly anything has changed since then, because light and shadow have always been in balance. Even the animals of the night bathe in the moonlight often enough not to lose their minds, but they will hardly fathom the secrets of the world. The beings who strive for power, on the other hand, are drawn into the eternal darkness, into deep caves within the earth, because from the power of darkness arises great power. Mostly without knowing what they want to achieve with their power at all, they roam through the darkness. But the mind is rarely up to the power and so the power gradually darkens the mind until it is hardly recognizable. As a result, a powerful being without a mind wanders around mostly lost in these deep caves. But some of them find their way back to the exit. Often the power distorts the beings and it is hard to see what they once were. Now they're just monsters. The mind is limited in all beings in the world, but the hunger for power is not. Wise teachers have been investigating the symbiosis between light and shadow since that time. They teach their beliefs and how to deal with light and shadow in guilds. Light illuminates the mind and thus intelligence and charisma. The shadow strengthens the body and thus strength and skill. If you wield a sword wisely in the alternation of light and shadow, it gives the blow power and it strikes through some armor. If you draw a bow and let the arrow fly through light and shadow at the right angle, it hits the right place with full force. If you understand the signs that create light and shadow, you can read from them and work powerful magic. If you move correctly in the flow of light and shadow, you can even manipulate time. An interaction of power and mind. ... Now it is up to you to finish your education in this world between light and shadow. Go ahead and use light and shadow to your advantage, because only the right mix of power and mind leads to the goal.

Hint

The following game rule is just a draft to be able to test the game.

It will be a thematic adventure game with legacy elements and expansions.

The goal of this adventure is to develop a player character and face a boss in battle. To do this, the character on the map moves within fields. This can lead to encounters in the wilderness, or to visit special places. The goal is to develop skills, get equipment and earn experience points (XP) to succeed against a boss in the end.

At the beginning of the game, only the **yellow areas** are available.

With 8 experience points, the **green areas** become accessible.

Reaching 12 XP brings **random events** into play. (not yet playable)

If you have at least 20 XP, the **blue area** will be unlocked and one of the four bosses will be waiting (currently only one).

The different colored rules and game plans can be found in the expansions.

Game strategy tip:

At the beginning of the game, only the **yellow areas** are available.

In order to obtain equipment, runes and experience points, fateful encounters are necessary.

XP can also be obtained for entering the hazard fields, but this can also cost health, food or gold.

With 8 experience points, the **green areas** become accessible.

In the guilds, the characteristics of the character can then be improved.

This is where the base game ends and this rule.

Monster Expansion

Improved features make it easier to fight itinerant monsters

Wandering monsters (monster expansion) leave loot and spell rolls behind after successful combat.

Spellbook Expansion

With teachers you can learn the use of magic (spellbook expansion) and get permanent bonuses on your characteristics. Powerful spells can be built from the seeded runes.

Event Extension

With the achievement of 12 **XP, random events** (event expansion) come into play. (not yet playable)
These require property samples.

Boss Expansion

If you have at least 20 XP, the **blue area** will be unlocked and one of the four bosses (boss expansion) (currently only one) is waiting.

Depending on the experience points acquired, a correspondingly strong boss can be chosen become. The stronger the opponent, the higher the reward for the successful fight against the boss.

This is where the first adventure ends.

In the second adventure, our heroine will visit the desert and a dungeon.

Rule Between Light & Shadow Base Game

Required game material:

- 1 player hand (on which is played)
- 1 character sheet (here the skills and equipment obtained are immediately documented)
- 1 battle sheet
- 2 Meeple (monster, character)
- 1 pen
- 3 white W6 (character cubes)
- 3 black W6 (charactercube)
- 2 red W6 (Monster Battle Cube)
- 1 yellow W6 (special ability)
- 1 green W6 (melee weapon)
- 1 Violet W6 (ranged weapon)
- 2 blue W6 (monster battle cube)
- 3 markers (health, gold, food)
- 1 set of role-playing dice (features)

Setup:

At the beginning of the game, the lasts for food, gold and health are on a basic value of 5. This can be increased by a W 6 cube. To do this, 3 W6 are thrown and each dice value of the player's choice is added to one of the bars. The maximum value must not be exceeded.

Determine the talent and guild bonus on the character sheet.

To do this, throw a white W6 to determine the talent. Then throw the W6 again and determine the guild bonus. With a 4 or five, you can choose the talent and the guild bonus from two options. Mark both. The bonuses are now available. (See page 9)

The four properties have a W4 at the beginning.

Place the figure on the yellow field with the S.

For the first movement the 6 W6 character throw dice (3 white and 3 black).

Plan and execute movement.

General

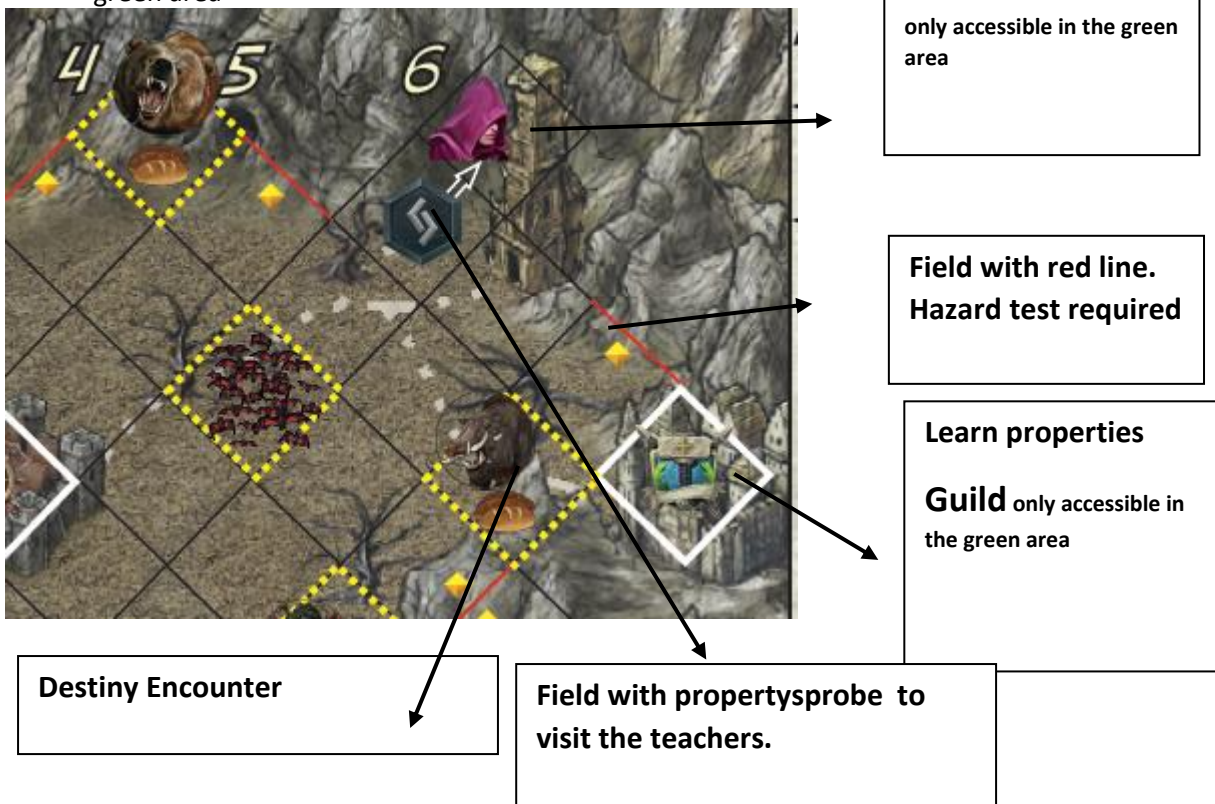
The map with the village, the surrounding area and the compass field.

Purpose: The character moves within the grid fields with the help of the 6 character cubes.

Yellow fields are encounters that the character encounters. These are used to obtain equipment, food, gold and XP.

White fields are special fields and allow you to learn skills in section 2 of the game.

The field with the yellow S is the starting field and the field with the yellow Z is the finish field of the adventure. Fields marked in setup with Initialn, put the monsters. These are only accessible in the green area



Notes on the game.

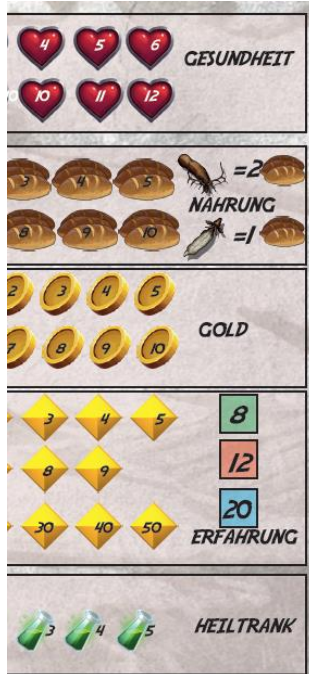
The adventure requires many cube samples.

The cube samples can be facilitated by one-time cube manipulation.

A cube manipulation is deleted after use.

Section 1 Base Game

Character Values and Equipment



Experience points unlock different colored areas in the game.

They are deleted upon receipt and included in the character sheet.

Green potions are healing

Food can be used once to try a task or an encounter a second time.

Food can be given away to use more than three cubes in one movement.

Furthermore, 1 food must be given if it is not possible to use a movement cube and you have to stop.

Gold can be used to throw 1 dice again on a task, encounter or movement.

1 gold plus 1 food can be used to change color on a cube. If there is still a cube available to exchange.

Example: I have a black 3. You need a black 5. There is one white five. I can make the white 5 to a black 5. I am not allowed to use the white cube in this throw.

1 Health can be used to spin a cube on any side.

This is an effort, and has a lasting effect on maximum health. If this option is used, then the last right heart on the health bar is crossed out.

This permanently reduces maximum health.

By delivering two foods at the end of the adventure, 1 health can be reactivated.

In special places (white fields) food can be exchanged for gold, or gold for food in a ratio of 1 to 1.

Dice manipulation at the beginning of the game.

Dice manipulation by handing over resources:

- Throw 1 gold > 1 dice again
- 1 gold and 1 food -> change the color of a cube.
- 1 brush off maximum health -> dice on any side.

General dice manipulation:

General dice manipulations received one in case of successful encountersen, by objectsArtifacts and as a talent bonus. They can be used once and at any time.



Encounters bring general manipulations



Objects help with property samples



Artifacts summon a fixed-value cube

Talent Bonus is determined at the beginning of the game and can be used once in the game at a property sample.



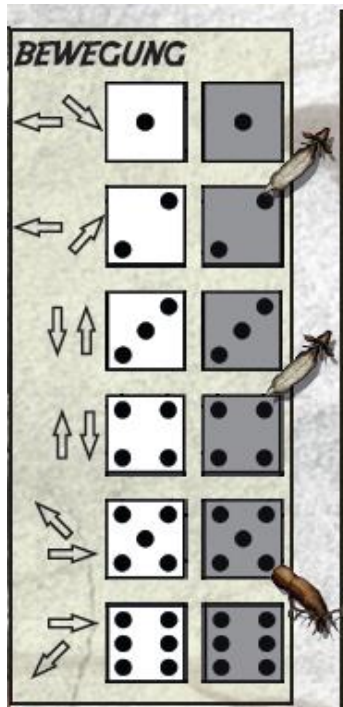
Throw again

Place a second cube

Rotate to the opposite side

Changing the number of eyes

Movement



Three white and three black character cubes to determine the direction of movement. The number of eyes of each cube is compared to the direction of possible movement for planning and the dice are placed in the appropriate place in the compass field.

If a cube cannot be placed, then it is lost to this movement.

Rule: These 6 Sais are always thrown to move the figure.

Without the delivery of food, only a maximum of 3 cubes can be used for movement.

If dice have already been placed for planning, only the remaining dice will be thrown.

When moving, no cube manipulations are possible.

Rule:

If you do not move at least 1 field and can, or do not want to give food, you lose a health and remove all dice from the compass field.

By removing the respective cube from the compass field, the figure 1 field moves in the appropriate direction. If the movement is stopped in a colored field, or in a monster field, or rune field, **all dice are removed from the compass field of the game plan.**

The movement can also be stopped without using all the dice. If this happens, then the unused cubes may remain on the compass field. These can then be used in the next movement phase.

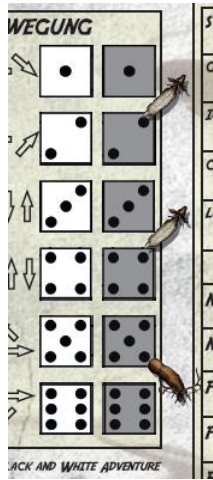
Important:

If no cube is used for movement, a food must be given for it, otherwise you lose a health.

If you want to use more than 3 cubes for movement, a food must be delivered.

Attempt to hunt

If you are in possession of a ranged weapon, you can try to hunt.



As soon as you throw a twin or triple of a color during the movement, you can try to hunt. You can try to create a triplet if you have thrown a twin. Since the dice manipulation of the thrown WX value can be used for intelligence.

To hunt, the ranged weapon must then be thrown dice.

Depending on the required result, the hunt is successful or not.

Example: You roll a 1 or 2 and kill the sheep.

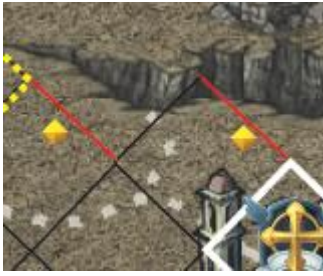
The sheep increases the food by 1.

The killed animal is deleted.

The next hunt will be more difficult.



Hazards Field



If the character moves into a danger field (with a red line), then he has to take a hazard test. If he masters the danger, he gets more experience. The experience point is deleted and transferred to the character sheet.

1 red and 1 white danger cube are thrown. If the result of the white cube is higher, then the danger was detected in time and the character receives 1 XP.

If the result of the Red Cube is higher, then you have not been able to master the danger.

If he fails because of the danger, then he loses health, food or gold.

This is determined with the hazard matrix.

The valid combination can be chosen by yourself.

	1	2	3	4	5	6
1	Heart	Gold	Heart	Gold	Heart	Gold
2	Gold	Heart	Gold	Heart	Gold	Heart
3	Heart	Gold	Heart	Gold	Heart	Gold
4	Gold	Heart	Gold	Heart	Gold	Heart
5	Heart	Gold	Heart	Gold	Heart	Gold
6	Gold	Heart	Gold	Heart	Gold	Heart

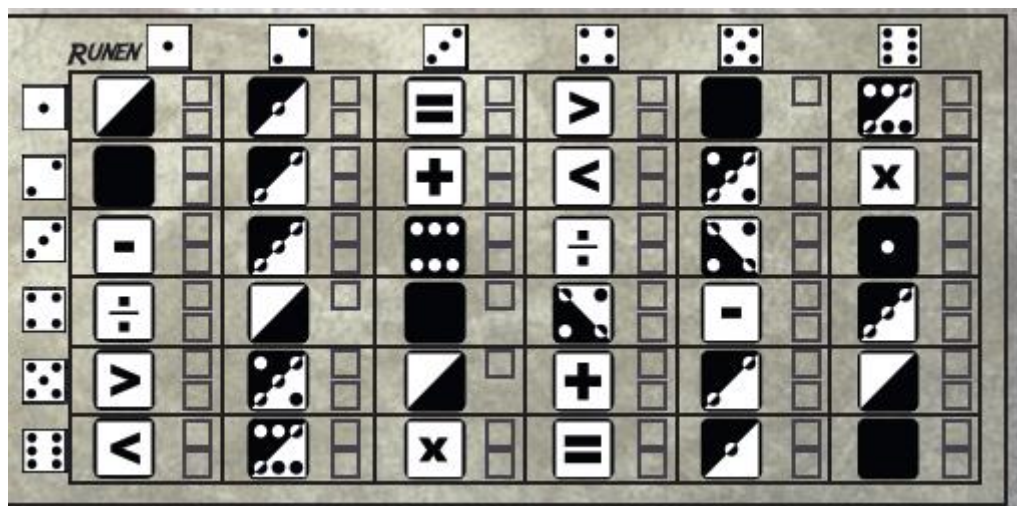
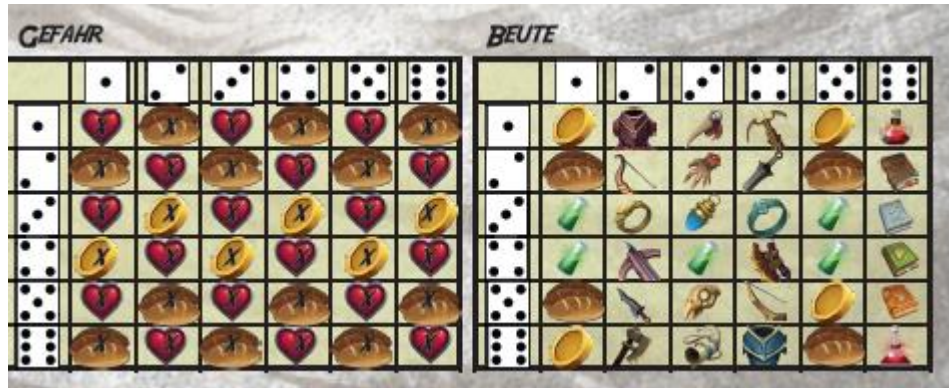
Important:

If you stand at the end of your movement on a red line, a roll must be taken off at risk.

Danger Matrix, Loot Matrix and Runes

By both matrixen, the respective effects of different samples can be determined with two W6.

If the maximum value of the bar is exceeded when receiving a prey, then the gold or food is not deleted from the matrix.



Runes are obtained by rehearsals. This is already possible at the beginning of the game.

Preserved runes are marked by a cross in the corresponding box.

Later in the game (spellbook expansion) powerful spells can be cast from the collected runes.

Fate Encounters



Animal Encounters

Animal encounters take effect upon entering the field.

Immediately after entering, you have up to two attempts to successfully complete a challenge with your 6 character dice.

The animal encounter is indicated on the first attempt by a cross in the left box. After that, at least one cube must be placed or discarded after each roll. The remaining ones are thrown again.

If an attempt is successful, the entire encounter will be deleted from the map. She can no longer be elected. The field can be entered again, but no further encounter takes place.

Immediately after the first attempt, one can dare the second attempt (food) of this encounter, the right box is crossed.

Up to a maximum of 2 attempts are possible.

After the second attempt, the complete animal encounter is crossed out.

The field can be entered again, but no further encounter takes place.

Only the last attempt is evaluated.

Result of the animal encounter

All dice fields of the encounter were covered: Task successfully completed.

Then you get:

- 1EP
- **Würfelmanipulation**
- **Loot Matrix**
- **Rune Matrix**

As soon as you have received an EP, it will be deleted and marked in the character sheet.

You also get and mark the specified dicemanipulation.

There are fields open: task not fulfilled.

Then you get:

Prey or Rune Matrix

Regardless of the output, 2 W6 are always thrown immediately.

One for the column and one for the row.

The result of the dice is compared with the prey matrix and/or that of the rune matrix.

If the task is unsuccessful, the respective prey, as well as the runes can be selected. You can opt for two loot, or two runes.

A combination of a rune and a loot is also possible.

Rule Between Light & Shadow Base Game

If the task is unsuccessful, the player must opt for either a loot or a rune. For this purpose, only one of the possible combinations of the cubes can be used.

The loot obtained is removed from the Loot Matrix. If this loot has already been deleted. Can you use the other combination of dice.

The obtained rune is marked in the corresponding box in the runematrix.

Important:

After each roll, 1 cube must be placed or discarded.

Maximum 2 attempts possible.

Each successful encounter brings 1 XP and the chosen combination of rune and loot, plus the possibility of dice manipulation.

An unsuccessful encounter brings only one prey or a rune.

You can give up 1 gold to throw 1 dice again.

You can give 1 gold+1 food to change the color of a cube.

You can reduce the maximum health, and you can wipe the right heart to give you a Spin dice on any side.

Character Encounters



Example:

I fight the fire element.

Then I can get the dice from the top row and the right one.

As soon as I have completely occupied a column or row.

Character encounters take effect upon entering the field.

There are four characters on the map:

Lumberjack

Feuerelement

Baumwicht

Sorcerer

The 6 character dice are thrown and one must be placed.

After that, the remaining ones are thrown.

You try to occupy at least one complete row or column with your 6 character dice.

If this succeeds, then you get the corresponding eye number as dice manipulation.

Immediately after the first attempt, one can dare the second attempt (food) of this encounter, the right box is crossed.

Up to a maximum of 2 attempts are possible.

After the second attempt, the complete character encounter is crossed out.

The field can be entered again, but no further encounter takes place.

Both attempts are evaluated.

This can be used in place of a cube.

Rule Between Light & Shadow Base Game

The visited character determines the selection of the possible number of eyes and color.

Important:

After each roll, 1 cube must be placed or discarded.

Each successful character encounter brings 1 XP. After that, the character in the map will be deleted.

You can give up 1 gold to throw 1 dice again.

You can give 1 gold+1 food to change the color of a cube.

You can reduce the maximum health, and you can wipe the right heart to give you a Spin dice on any side.

Section 2a Learn property

(from 8 EP).

Dice manipulation to be used once when learning the properties, depending on EP



Reactivate a white or black cube

Learn a property

	ZWILLING JE FARBE, BELIEBIGE ZAHL	W/O	◆
	DIFFERENZ KLEINER 3	W/O	◆
	SCHWARZ 1,2,3, WEIß 4,5,6	W/8	◆
	BEIDE SUMMEN GLEICH	W/8	◆
	EINE FARBE GERADE, DIE ANDERE UNGERADE	W/6	◆
	ALLE WÜRFEL ZEIGEN 3	JOKER	



Aim: Entwicklung von Fähigkeiten/
Eigenschaften in Gilden, um WX (ROLE-playing
lernen.

dice) zu

In the guilds it is also possible to exchange gold and food one-to-one.

Theme: The character visits the
different guilds during his journey. In the guild of fighters, he can then improve his quality for
strength, e.B.

In order to successfully complete the learning, the character must complete tasks assigned
to him.

This is made easier for him by already acquired dice manipulations.

Rule:

The 6 characterdice are thrown. At least one cube must always be placed. If this is not possible, it
will be dropped. A maximum of a second can be deposited by the corresponding cube manipulation.
By giving 1 food plus 1 gold, the color of a cube can be exchanged.
If a cube is available for this.

Rule: After entering a guild, the box to the right of the guild icon in the character field is marked with
a crossbar. The character can learn a skill/trait here. The skill to be learned is only possible with
one guild at a time.

The guild, for learning the property, can be seen on the character bow.
Learning a skill is completed by acquiring a WX.

To do this, the player tries to fulfill one of the tasks set in the table. If successful, the character
receives the corresponding WX and the task is deleted from the table.

If you reach a joker, you can choose any WX for the property. After that, the joker is deleted.
The task does not have to be defined in advance. You can change your strategy at any time.

Rule Between Light & Shadow Base Game

The acquired WX is noted in the corresponding character field of the learned property.
The guild field is crossed out.
It can be re-entered, but no skill can be learned.

In case of failure, a second attempt can be started immediately or later. **For this purpose, 1 food must be delivered in a directly subsequent second attempt.** Then the box in the character box is crossed at the beginning of the second attempt. The guild field is crossed out. From now on, the field can be re-entered, but no more skills can be learned.

XP obtained in the adventure can be used once during learning at a guild to manipulate the dice (in both attempts). 8 XP can change the result of a cube by +-1. 12 XP give the possibility to reactivate an already discarded cube. Neither the color nor the number of eyes may be changed. EP do not have to be submitted.

Tip: It is advisable to acquire XP and dice manipulations before starting the training.

Important:

After each roll, 1 cube must be placed or discarded.

A maximum of 2 attempts directly in a row or even after a later visit possible.

You can only get one WX at each location.

You can give up 1 gold to place 1 second dice.

You can give 1 gold+1 food to change the color of a cube.

You can reduce the maximum health, and you can wipe the right heart to give you a

Spin dice on any side.

8 XP you can change the result of a dice by +-1. 12 XP give the possibility to reactivate an already discarded cube.

Section 2b Teacher (from 8 EP).

Teacher



Topic:

In 4 mysterious places, the character can try to get to a magician.
 To permanently improve one of its properties by +2 and get a powerful artifact.
 To do this, he must take a property check with the guard.
 The character can face this test a total of 4 times.
 This is done with special teachers, and requires different samples.
 The correct affiliation to a guild (guild bonus) replaces the taking of the sample and you can go directly to the corresponding teacher.

The sample:

The WX of the property is thrown. The value is increased by a possible property bonus from the character field. This determines and marks the number of attempts with the matrix. Every failed attempt is brushed off.

Example:

PROBE										
	1	2	3	4	5	6	7	8	9	10
W4	1	2	2	3						
W6	3	4	4	4	5	5				
W8	5	5	6	6	6	6	7	7		
W10	7	8	8	8	9	9	9	9	10	10

A 4 was thrown with a W8. The target value is thus

The number of attempts is 6.

Rule: You throw dice every 6 characters. To convince the guard, either none or only a 1 may be thrown. If only a 1 is thrown at a throw, you can still be let through to the teacher by numbers of 1 gold past the guard.

If you throw more than a 1, then you can dare another attempt.

In the field of the teacher you get a permanent bonus +2 on the property and a matching artifact.

With this artifact it is once possible to summon a cube for any character cube sample (except movement).



Playing

The game can be finished at any time. It is not necessary to have received all WX. For the next adventure, the W4 received at the beginning will be used.

All acquired skills, runes and the equipment and items obtained must be entered in the Character Sheet.

The game ends immediately when you have to swipe the last heart on the health bar. Or the current maximum health value falls below the actual one.

1. Still in possession green healing potions can be used one-to-one to restore health.
2. 2 foods each can be exchanged for health.
3. The runes obtained must all be marked.
4. The experience points obtained are also noted.
5. The current values for health, gold and food are then transferred to the character sheet.
6. Experience points can be used to develop the character. (Not yet implemented in this release.)

This is where the base game ends.

Now the character is ready for the monster expansion.

ENDWERTE

<i>EP</i>	
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Appendix:

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TALENT		BONUS	
WITCH KNOWLEDGE OF IN			
DANCER KNOWLEDGE OF CH			
HUNTER KNOWLEDGE OF CF			
WARRIOR KNOWLEDGE OF ST			

GUILD	GUILD OF THE HAMMER THIS GUILD BELIEVES THAT BRUTE FORCE IS THE ONLY WAY TO SEND THE EVIL BACK INTO THE UNDERWORLD.	BONUS	
	GUILD OF THE SHIELD THIS GUILD IS OF THE OPINION STEALTH AND DECEPTION ARE THE BEST WAY TO SAVE THE WORLD FROM EVIL.	BONUS	
	GUILD OF THE CROSS THIS GUILD FIRMLY BELIEVES FAITH AND SPIRITUALITY ARE THE ONLY ANSWERS TO DRIVE AWAY EVIL.	BONUS	
	GUILD OF BOOKS THIS GUILD TRUSTS IN THE LOST KNOWLEDGE OF THE OLD GODS. THIS IS THE ONLY ANSWER TO DEFEATING EVIL.	BONUS	

EQUIPMENT		EQUIPMENT	

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BETWEEN SHADOW AND LIGHT		HEALTH	
	GOLD		EXPERIENCE
	HEALING POTION		FINAL VALUE
	EP		INITIAL VALUE

