

BETWEEN LIGHT & SHADOW

CHAPTER 0: PROLOGUE

Spider

6 5+

Paralysing venom: -1

Trample: -2

Sticky webs: -1 -1

Consequences

1. Cross out the creature.
2. For each not fulfilled shadow might, lose the supplies indicated at .
3. Get as much experience as are displayed.
4. Roll the indicated loot dice & place them on the squares in the loot box. Then select as much loot as .

Centipede

5+ 3+

Grapple: -1

Steamroll: -1

Carapace: -2

Wasp

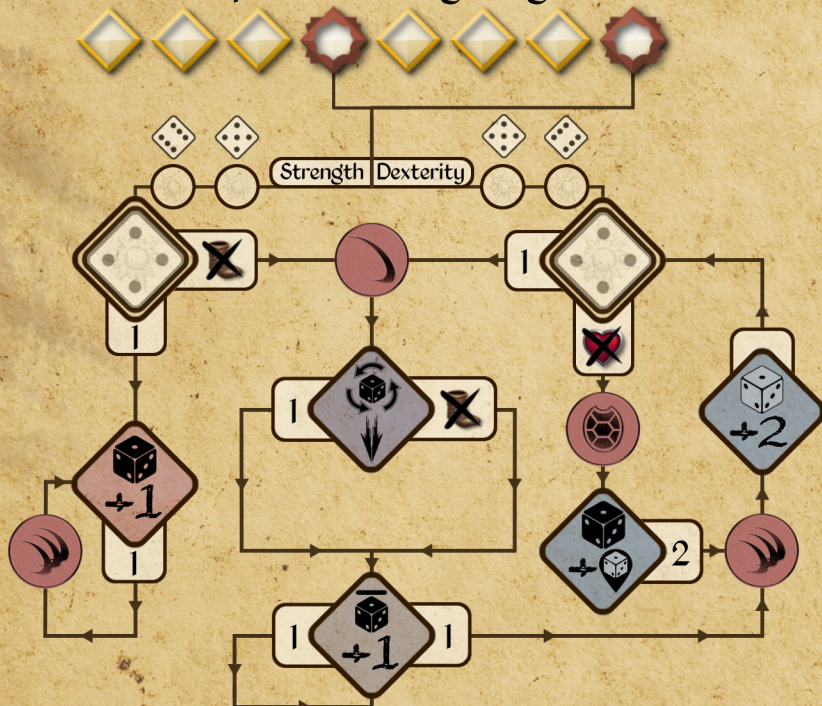
4+ 4+

Hungry: -2

Air attack: -2

Poison sting: -2

Experience & Fighting



- Increase any die of +X the colour by X.
- Roll any might die & slide it below the line.
- Increase a might die below +1 the line by 1.
- Increase any might die by the value of the white die in the rhomb.



You are not allowed to cross lines & enter spaces that are coloured red. If you enter a not crossed out, framed space, end your movement immediately.

Creature Encounter
Fight the creature in the space. See: Fighting

Location Encounter
You can perform actions. See: related location.

Shadow Encounter
Depending on your movement dice.

Might

Equipment

- : Exchange the 2 white .
- : Reroll any die just rolled.
- : +2
- : +1

Available Dice

Before each movement roll:



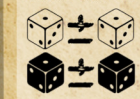
Movement

Place on matching box & move in 1 of the directions



Orientation

Add to/subtract from same colour



& place here



Used Dice

At the end of movement:

Loot

Healthpoints



Supplies



If you can't cross something out, you have to cross out the higher.



Turn Order

- 1 Cross out . Lose if required. At you have lost.
- 2 Movement roll
- 3 Movement
- 4 End of movement If more than in "Used Dice": cross out an additional .
- 5 Encounter If you are located in one of the framed spaces , that is not crossed out, perform the indicated action of the space.

BETWEEN LIGHT & SHADOW

CHAPTER 0: PROLOGUE

Here is also a how-to-play video: boardgame-racoon.de/playbls/
More and more reports of raging animals, tales of haunted places & an entire wagon train, that had been attacked on the northern pass road & now camped at the Blood Cliffs. The situation was serious & master Thomax's mandate to you was more than clear: restore order & buy time for the guilds to work on a solution.

Game material & preparations

To play the prologue of Between Light & Shadow, you will need, in addition to these rules: the prologue game board, a pen, 3 white & 3 black 6-sided dice (or other colours) & 1 suitable playing figurine (a coin/marker also works). Lay out the sheets in front of you & place your figurine on Barrenfield on the map.

Game objective & gameplay

Your objective is to complete tasks worth at least 4 and return to Barrenfield. You must do this without running out of healthpoints & before you reach the end of your -bar & The Shadow has spread too much chaos in the lands.

The game is played in turns. Each turn you use your dice to move your character around the map. If you enter a framed space, a special encounter takes place. Then a new turn begins.

Turn order

The rules for turn order can be found in the lower right corner of the game board. Look at it now. Follow this turn order & keep in mind the following additional rules:

- Ad 1:** If you cross out a with an arrow pointing to this symbol, you must also cross out a food (see Crossing Out).
Ad 2: Always roll all 6 dice & then place them in the "Available Dice" box at the top right of your game sheet.
Ad 3: Always use 1 die at a time & place it:
 - On an empty box in the movement area of the same colour & the same value as the die (e.g. [3]). Then you have to move your figure in 1 of the 2 possible directions next to this box.

Note: You may not enter spaces colored red! If you enter a not-crossed out, framed space, step 3 ends immediately!

- Or you place the die on an empty box under Orientation. Then you have to add or subtract the value of the placed die to 1 die in the "Available Dice" box of the same colour. Note that the result must be possible (e.g. do not add 2 to a 5).
Ad 4: If you have used more black dice than white dice, you must cross out one additional energy. All dice on one of the boxes in "Movement" or "Orientation" count as "Used Dice".

Crossing out & receiving

If you lose any of your health points, supplies, or equipment, you must cross it out. You can only cross out fields, with a solid outer line.

If you receive any of these things, complete the outer line of a dashed box. From now on you can cross it out.

If you receive a healing potion, complete the dotted outer line of one of the healing potion spaces. It counts as a health point.

If you have to cross out money & can't, cross out a food instead. If you have to cross out food & can't, cross out a health point instead.

Experience
 After fighting & in certain spaces you can gain experience. For each experience symbol, cross out one box on this bar starting from the left:
 If you cross out such a box, you must also cross out one of the circles connected to it. In a fight, the white die on that side does not start with the value 4, but with the marked value.

Loot

If you receive loot after a fight, roll the dice indicated for the creature (see fight) & place them on the corresponding boxes of the loot table. Reroll, if you cannot place a die. Then you can choose as much loot from the intersections of the dice as there are these symbols on the creature.

Scoring

After a successful game you can calculate your points:

3 per crossed + 2 per equipment & 1 per & &

If you score 18 or more, you have achieved a good result; if you score 22 or more, you have achieved an excellent result.

What to expect

This prologue is a simplified version of the game. In the full version, you will get among other things: the whole map with an event-quest-system, a special, tricky fighting mechanic with unlockables, as well as a campaign, in which different scenarios will challenge you in different ways & in which the world will change depending on your decisions.

More information: boardgame-racoon.de/lands

Kickstarter page: upcoming

BOARDGAME



RACCOON

Soon on



Objective: in Barrenfield & 4+ crossed out. You have lost, when you have to cross out your last / or this box.

Location-Encounter

On a location you may fulfill tasks & perform actions in any order.
 In the case of tasks, you will see the fulfill condition underneath. If you fulfil this condition, cross out all the symbols of the task. You can perform actions with a symbol in front of them as often as you like, even several times.

	Learned a lot You have collected 8.
	Derliuk's magical mixed goods Cross out 2 to receive 1 equipment.
	Healing by the druids The spider lair is crossed out.
	Tavern "The Great Tree" Exchange for at will.
	Reunited again Healing by the druids is crossed out.
	Pass road liberated The Spider is crossed out.
	Ritual of peace Centipede & Wasp are crossed out.
	Ritual of harmony 2 cursed landscapes are crossed out.

Creature-Encounter/Fight



In such a space, a fight with the shadow-possessed creature depicted takes place. A fight always lasts until you end it voluntarily or until you reach the shadow might of the creature with your own might.

Preparations: Take 2 black dice & place them with a value of 1 in the might box of your game sheet in the upper squares. The values of these dice represent your might.

Take 2 white dice & place one in each of these spaces on your Experience & Fighting-chart. This is your focus, with which you can change your might. The value of the dice depends on your experience so far. At the beginning of the game it is 4.

The creatures: The characteristics of the creature you are fighting can be found above your fighting chart:

Conseq.: damage for Conseq.: Amount of
 unfulfilled shadowmight loot & dice for loot-roll

Conseq.: experience
 Creatures reactions
 Shadow might of the creature to be fulfilled

The Fight: During a fight you can always perform 1 of the following 3 actions. Do this until the fight ends.

- 1.) voluntarily end the fight. The fight ends immediately.
- 2.) use equipment. Cross out a piece of equipment you own & apply the effect immediately.
- 3.) move a white die. Move one of your white dice along the lines & arrows: first pay the costs for leaving the rhombus: nothing, cross out a / or, if a number, reduce the value of the die you are moving by that number.
 If the value of a white or black die drops below 1, remove it from the fight immediately. You can not longer use it in this encounter.

If you move the die along a circle, the creature reacts: apply the corresponding reaction of the animal immediately. (X: cross out something, [1]: reduce the moving white die or [1]: reduce any black die).

When the die reaches a rhombus, finally perform the action indicated on it & place the die in this rhombus.

End of a fight: If your might dice reach the creature's shadow might, regardless of the space, they are located, or if you choose action 1, the fight ends. Then perform all 4 steps of "consequences".

The Spider Lair



You have to fight your way through the spider webs: cross out a for each in "Available Dice". Depending on the in "Available Dice", choose one:
 0: you hurt yourself. Cross out 1 immediately.
 from 1: you're stuck. Cross out 1 immediately.
 from 2: you receive 1.
 3: you discover a badly injured victim of the attack on the wagon train & can save him: cross out 1 & cross out the spider lair on the map.

Cursed Landscape



Immediately cross out 1.
 Then you receive immediately.
 Breaking the curse also costs you energy.
 Cross out as many as the difference between your black & white dice in the "Used Dice" area.
 Then cross out the space on the map. The curse is broken. The space no longer counts as cursed.