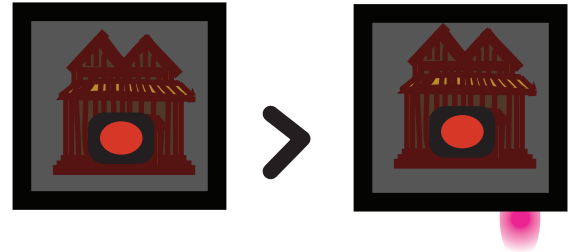


# settlers of the darke trail

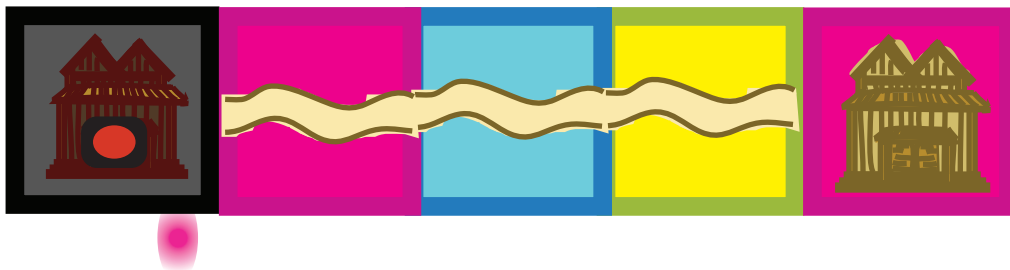
goal: turn on the white light.

when all three lights are on,  
the white light will turn on automatically.

land on these spaces to turn on the light.  
(press button until light comes on).



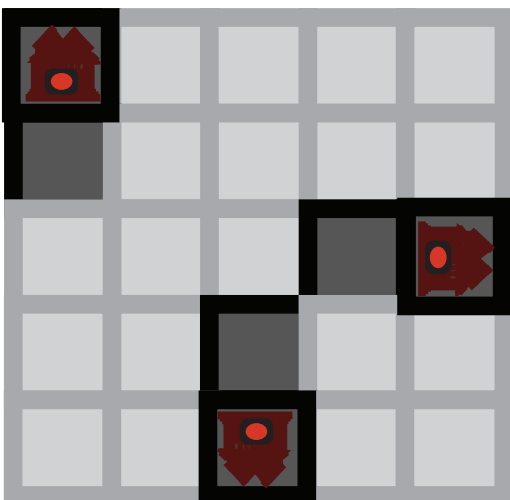
to leave the light on, create a path from the switch to a house  
of the same color as the light. roads must connect and two tiles of the  
same color may not be placed adjacent to each other. diagonal OK.



setup: shuffle tiles and place them in stacks color side down.

place a 5 x 5 grid on the table, all face down.

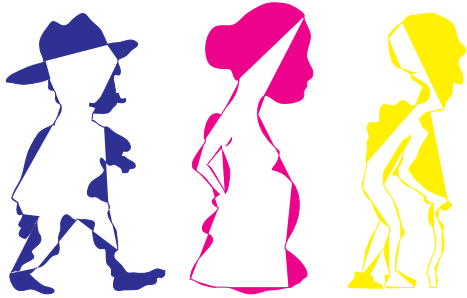
Without revealing the color, put 3 houses with switches  
within the perimeter like so. then remove all but the switches and  
starting tiles. these will be first flipped.



now you're ready to play.

...and admire my mad print design skillz.

...and shut up.



team **CMY**

turn order is  
is **CMYK**



enemy **K**

**CMY**: 5 action points (ap) per turn.

1 ap to place a tile.

1 ap to move 1 space.

1 ap to flip, move or rotate an adjacent tile.

may place any piece from the tile deck.

may only move, flip, or rotate a tile matching your token.

may place tokens on board after flipping your first tile.

**K**: move through any connected dark spaces.

otherwise, move one space per token in play.

landing on a colored space turns it black. (flip tile)

if an adjacent space is empty you may place a dark tile, but

you may only place dark tiles diagonally to colored tiles

land on opponents to eat their heads. Headless opponents

behave the same as headful opponents.

remove the heads of each token of a given color to remove

that color from the game.

**Y cannot be destroyed, instead place anywhere on board.**

defeat the other players by making their win condition impossible.

oh yeah, look out for buffalo. they travel with you and add 2 ap to both teams. they die when K lands on them.  
but you keep your head.