About:

„ENCOUNTERS“

10-20 Minutes

Single Player

Theme/Background:

You are in a dark place. The only thing you know is that there is a path/passage in front of you. And you must go that way. It only goes forward, not back. You will have encounters on this path, they can be positive or negative. Positive encounters make the darkness recede, negative encounters bring the darkness back. Do you have the strength to face these challenges? Divide them well, because you will (must) go to the end of the path, come what may.

Depression/Out of the dark, into the light/one live/Duality/reflective

Translated with www.DeepL.com/Translator (free version)

Game Components

Name	Appearance/Substitute	Meaning
Bright Encounters	15 red (white) Karten	Positive Encounter
Dark Encounters	15 black Karten	Negative Encounter
Reinvention	1x Joker Karte	Decision: mix following cards or [2x POS if W20 Dice POS, If NEG Neutral]
Lucky Coin	1x Coin (any coin)	Flip at any Encounter; Result doubles Encounter: Head = POS; Tails = NEG
Probe Dice	1x W20 Dice	Probe on Encounter; You can challenge as many encounters as you have energy markers.
Energy Marker	6x Marker (choose any color not already in the game)	You must pay one each time you challenge an Encounter.
Level of Darkness	6x black Marker (e.g. from Checker)	Symbolizes the level of Darkness.
Level of brightness	6x white Marker (e.g. from Checker)	Symbolizes the level of brightness.
Twillight	1x grey (neutral) Marker	Symbolizes the twilight.
“State of mind”	1x yellow Pawns (or any Color not already present in the game)	One to walk the Path.
Impressions	12x green (positive) Marker 12x black (negative) Marker	One to indicate the current state of the Light Conditions. Marks the outcome of the encounters.
“The Path”	10x blue (neutral) Marker 1x Board	

Aim of the Game:

The journey is the reward.

The aim of the game is to walk the path from beginning to end, facing challenges to get out of the darkness into the light if possible.

Setup: What do players have to do before the game starts, to get the game ready? This includes deciding who will go first.

Prepare the board. Place the game pieces on their designated positions. As shown in the instructions

Close your eyes.

Breath in.

Breath out.

Let's go!

Progression of play: Detail what happens during the play of the game, what can players do, at what point, under what conditions, and what other things happen automatically that are not triggered by explicit player actions.

Path construction:

Shuffle 10 light encounter cards with 9 dark encounter cards so that you cannot see the colour. Take the top card in succession and place it face down on the path tiles until you reach the tile named "Point of no return". Stop placing!

Now add the Joker card to the remaining cards and shuffle them again.

Go on placing these Cards face down on the Path tiles.

You should now have a playing field of 20 squares in front of you.

Movement:

Start:

Flip over the first encounter card and reveal the kind of encounter.

Encounter:

If it is a **Bright Encounter**, you move your "State of Mind"-figure one tile forward.

And place a positive Impression marker next to that card.

LUCKY COIN:

You could now use your unique lucky coin to double the outcome.

Flip it! If it is POSITIVE you gain 1 extra Positive Impression on that tile and also move your "State of Mind"-figure 1 extra tile forward.

Flip at any Encounter; Result doubles Encounter:
Head = POS; Tails = NEG

If it is a **Dark Encounter**, you have two options:

Accept

the NEGATIVE Impression and move your “State of Mind”-figure on tile backwards, or if you are still on the Darkest Level remain there.

Place a negative Impression marker next to that Encounter.

Challenge Encounter

You can challenge the Dark Encounter (NEGATIVE)

(also the Bright one (POSITIVE) if you feel like).

First you must pay one Energy Point. (Out of your reservoir of 6)

Roll the W20 Dice (Uneven Numbers are POSITIVE, Even Numbers are NEGATIVE)

If you challenge a Dark Encounter and your dice result is an uneven (POS) Number, then you challenged it successfully. The Encounter is neutralized.

You place a Neutral Impression marker next to that card.

Your “State of mind”-figure remains on the current field.

If it is an even(NEG) Number, your challenge failed and you get a NEGATIVE Impression marker (place it next to that Encounter card) and move your “State of Mind”-figure on tile backwards, or if you are still on the Darkest Level remain there.

Reinvention Encounter (Joker)

If you come across the **Reinvention Encounter**, you can decide:

A:
Shuffle the unrevealed cards following this Reinvention Encounter (joker) with ten additional cards (5 POSITIVE and 5 NEGATIVE) from the support Deck. Replace the corresponding number of cards face down.

Place a neutral Marker next to that (Joker) card.

Your “State of mind”-figure remains on the current field.

Go on with the Encounters until the end.

or

B:
The following unrevealed cards stay as they are, but you Receive (or get back) 1 Energy Point extra.

Go on with the Encounters until the end.

Twillight Tile:

If you reach the TWILLIGHT Tile with you “State of Mind”-figure, close your eyes, breath in, breath out and feel the moment.

IF you did that, you gain one positive IMPRESSION and can step forward one tile with your “State of Mind”-figure.

Resolution: Under what condition(s) does the game end, and when the game ends how is a winner determined.

The game is over when the player reaches the last square on the “Path Of Encounters”.

And she/he/they reflects on the results of the encounters.