

The Dark is Fashionable



A hand-drawn board game on a light blue background. The board is a grid of 20 squares arranged in four rows and five columns. The squares are numbered 1 through 40 in a boustrophedon pattern: Row 1 (1-5), Row 2 (6-10), Row 3 (11-15), Row 4 (16-20); Row 5 (21-25), Row 6 (26-30), Row 7 (31-35), Row 8 (36-40). The board is decorated with hand-drawn dots along the sides and is populated with various items: black and yellow sticky notes, wooden clothespins, and small blue clips. Some sticky notes have text on them, such as "In this room the no playing without playing." and "down".

06.04.2015

Emel

The Dark in Enchiridion

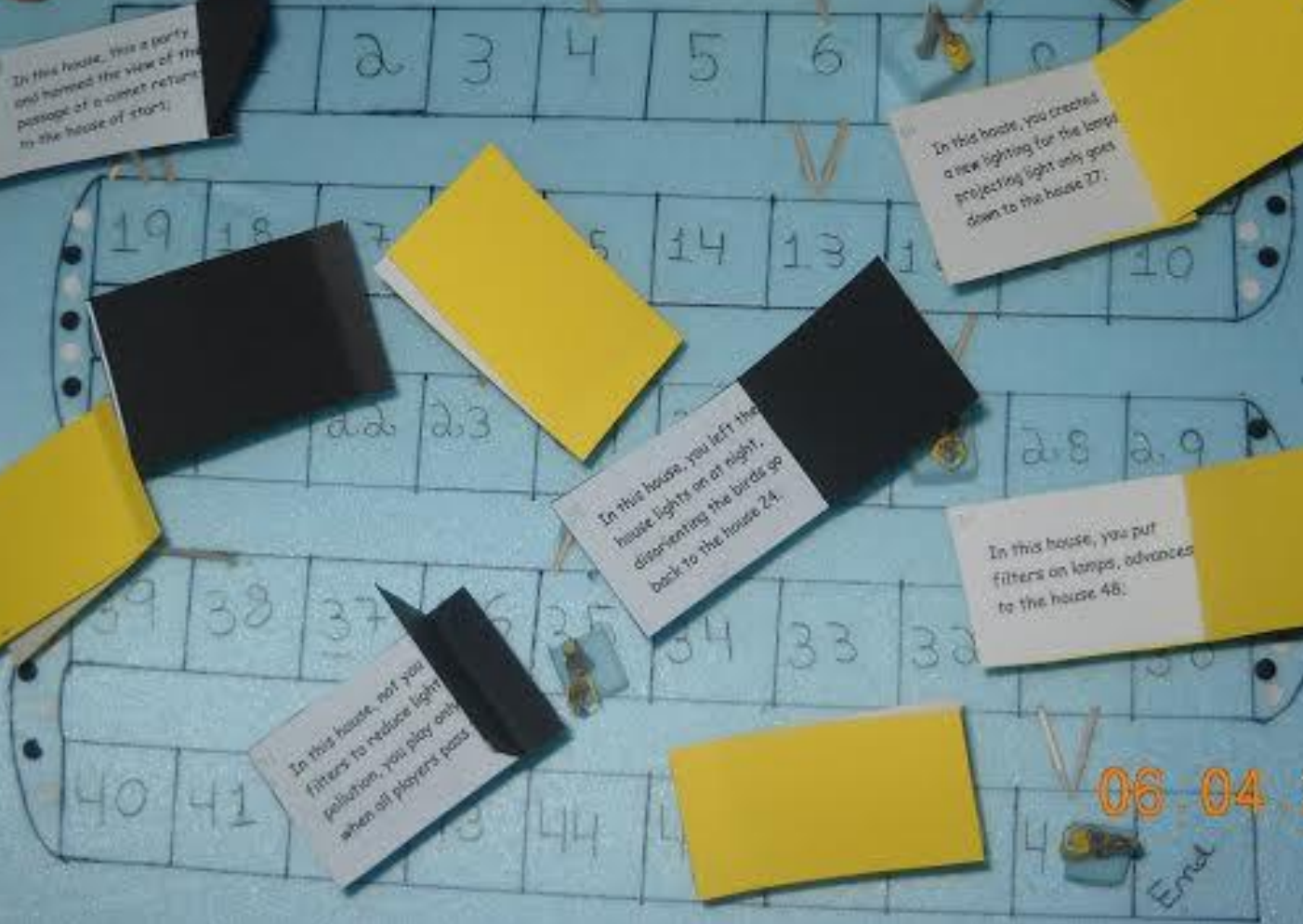


In this house, you a party and harmed the view of the passage of a comet return to the house of stars.

In this house, you lit the lighting you wanted to be lit.

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In this house, you created a new lighting for the lamp projecting light only goes down to the house 77.

In this house, you left the house lights on at night, disorienting the birds go back to the house 24.

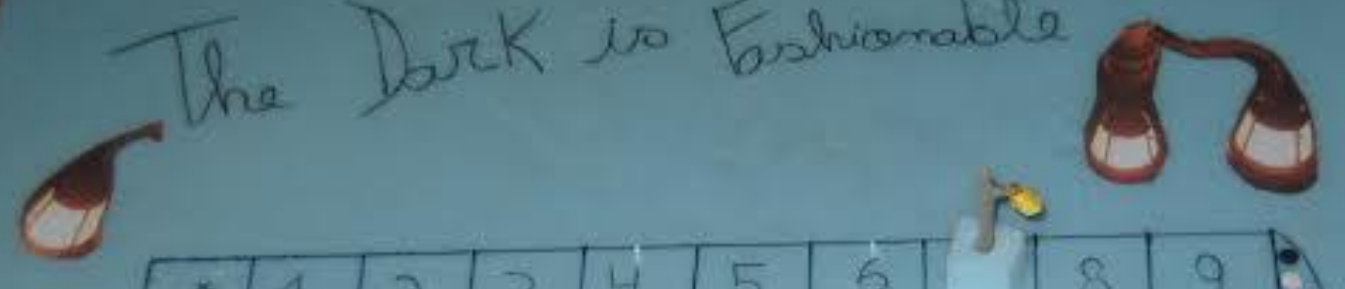
In this house, you put filters on lamps, advances to the house 48.

In this house, not you filters to reduce light pollution, you play only when all players pass.

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Enchiridion

The Dark is Fashionable



Start	1	2	3	4	5	6		8	9
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19	18	17	16	15	14	13	12	11	10
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20	21	22	23	24	25	26		28	29
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39	38	37	36		34	33	32	31	30
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40	41	42	43	44	45	46	47		End
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Game "The Dark is Fashionable"

Rules:

- The board is composed of 49 houses, in which 6 are lucky and unlucky other 6;
- You can play up to 6 players between 6 and 12;
- The fate of houses corresponds to good deeds and so players are rewarded;
- Gambling houses correspond to evil deeds and so players are punished.

Luck Houses (yellow houses):

- 6 - In this house, as it helped to reduce the existing light pollution on the street moves to box 13;
- 12 - In this house, you created a new lighting for the lamps projecting light only goes down to the house 27;
- 23 - In this house, helped the turtles to reach the sea increasing biodiversity, plays again;
- 31 - In this house, you put filters on lamps, advances to the house 48;
- 38 - In this house, as turned out the lights when leaving the division advances two houses;
- 46 - In this house, relocate the lamps to a favourable distance advances 3 houses.

Gambling houses (black houses):

- 4 - In this house, you allowed the no night efficient lighting you stay one time without playing;
- 7 - In this house, you accepted the lighting of a monument at night return to 2 houses;
- 19 - In this house, this a party and harmed the view of the passage of a comet return to the house of start;
- 21 - In this house, with the lighting and not increased the stress of pollution in general backs 5 houses.
- 35 - In this house, you left the house lights on at night, disorienting the birds go back to the house 24;
- 43 - In this house, not you used filters to reduce light pollution, you play only when all players pass for you.

