



a puzzle game  
for  
one or two  
souls

Weigh the odds.  
Follow your intuition.  
Hope for luck.

# The Dark



*The Dark is not merely the absence of light.  
It is the absence of hope, the absence of joy.  
It is the unnameable foreboding of unknowable fear.*

*It grows within, bit by bit, splintering your thoughts.  
As the future creeps into the present,  
your reason returns as flecks of light.*

*The Dark relentlessly chips away,  
detaching bits of sanity as it spreads.  
It must be stopped before it grows  
beyond your control.*

**This is a game for 1 or 2 people. It may be played 3 ways.**

**Alone:** 1 person contains The Dark.

**Cooperative:** 2 people work together to contain The Dark.

**Uncooperative:** 2 people compete against each other to successfully contain the Dark.

## **The Dark - Alone** (one player)

Every turn you draw a tile (a Dark) from the Dark bag and place it in the play area (The Present).

Then play tiles from your rack that you drew from the Future bag (Lights and Inspirations). Try to surround all of the Darks by putting Lights around the Darks (Attaching Lights).

The flower on the side of Lights that you Attach must match 1 flower on the Darks that they touch and match the flower on the side of other Lights that they touch.

Your goal is to surround all of the Darks with Lights before there are 10 Darks in The Present.

# Contents

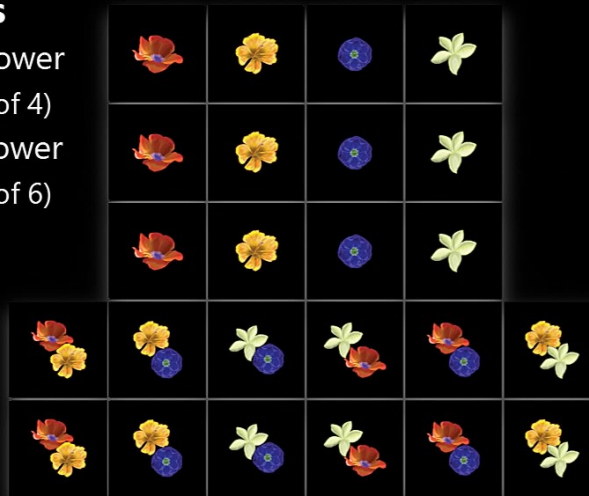
2 bags, 2 tile racks, and 64 tiles

## The Dark Bag

### 24 Darks

12 One-flower  
(3 Sets of 4)

12 Two-flower  
(2 Sets of 6)



## The Future Bag

### 34 Lights

4 One-flower

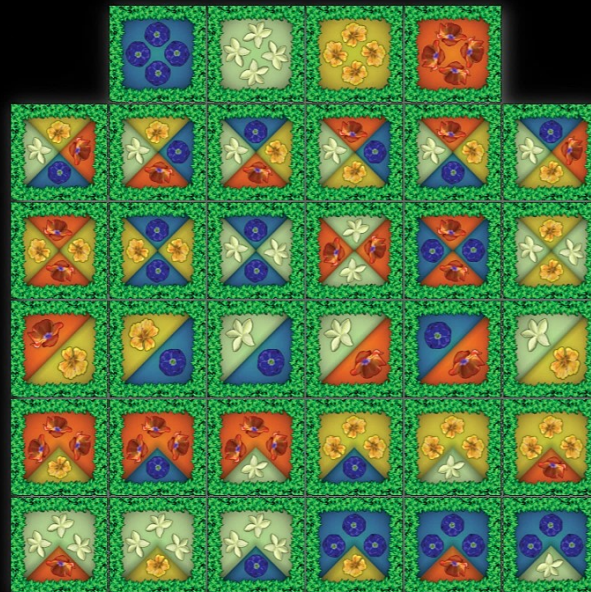
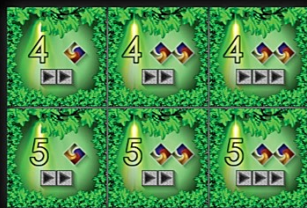
6 Four-flower

6 Two-flower Tie

6 Two-flower Diagonal

12 Two-flower Triangle

### 6 Inspirations



When every side and corner  
of every Dark in the Present  
is touching a tile, you win.

When your turn ends with 10 Darks in the  
Present and there is a side or a corner of a  
Dark that is not touching a tile, you lose.

# Setup

Place the Future bag, Dark bag, and tile rack on the table.

Establish an area to be The Present.

The Present is where you play Lights and Darks.

Establish an area to be The Past.

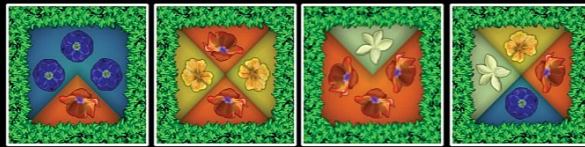
The Past is where you put played Inspirations and Banished Darks.

## To Start

Take 1 Two-flower Dark from the Dark Bag and place it in the Present.



Draw 4 tiles from the Future bag and put them on your rack.



Start your first turn.

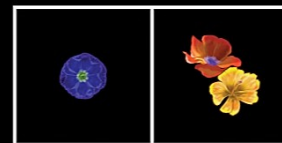
## A Turn

**Each turn has 3 phases:**

- 1. Place** a Dark
- 2. Play** tiles
- 3. Replenish** your rack

### 1. Place:

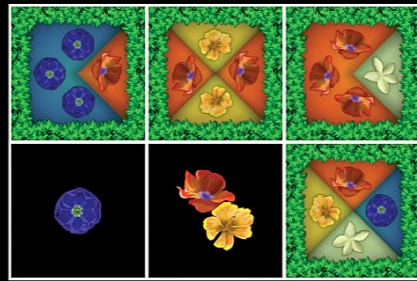
Draw a Dark from the Dark bag and place it so that it touches the side of another tile.



- ◆ A Dark must touch the side or corner of another Dark, but the flowers of Darks don't need to match each other.
- ◆ A Dark that touches the side of a Light must have a flower that matches the side of the Light that it touches.
- ◆ Up to 2 Lights may be removed in order to place a Dark. (see *Detaching*)

## 2. Play:

Play as many tiles as you want. Attach Lights to the sides of tiles in an attempt to surround the Darks.



- ◆ The side of a Light Attached to the side of a Dark must match one of the flowers on that Dark.
- ◆ The sides of Lights Attached to each other must match.

## 3. Replenish:

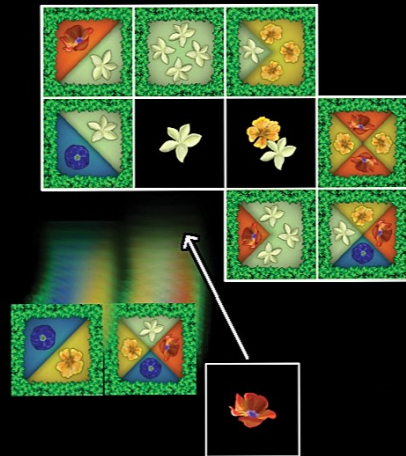
To end your turn, draw from the Future bag so that you have 4 tiles on your rack.

- ◆ If you already have 4 or more tiles at the end of your turn, you may return all but 3 tiles to the Future bag. Then, draw 1 tile from the Future bag so that you end your turn with a total of 4 tiles on your rack.

## Detaching

When placing a Dark, it is useful and sometimes necessary to remove Lights that are Attached in The Present.

In order to place a Dark where you want to place it, you may Detach up to 2 Lights and return them to the Future bag.



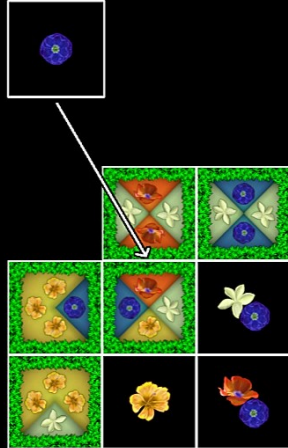
A Light may not be Detached unless it is in the way of where you want to place a Dark or because it doesn't match the Dark that you are placing by it.

A Light may not be Detached if all 4 of its sides are touching other tiles.

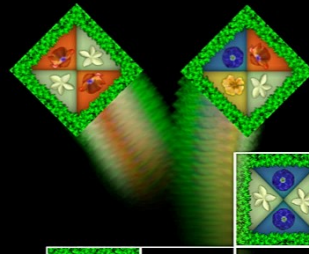
A Light may not be Detached if it causes any tile to no longer be touching the sides of any other tiles

## Example

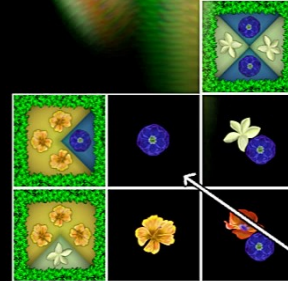
If you want to place this Dark here,



Detach this Light,



then Detach this Light.



Put the Detached Lights in the Future bag and place the Dark.

## Inspiration

The Future bag contains 6 Inspirations that may be played either to **Banish** or to **Reveal**. No more than 1 Inspiration may be played each turn. After an Inspiration is played, put it in The Past.

### Banish

When you draw the Dark during your **Place** phase, instead of placing it, you may play an Inspiration and Banish that Dark. Put the Banished Dark and the Inspiration in The Past then continue your turn without a new Dark.

### Reveal

During your **Play** phase, you play an Inspiration to Reveal.

Draw this number of tiles from the Future bag.

Put those tiles face up in front of you.



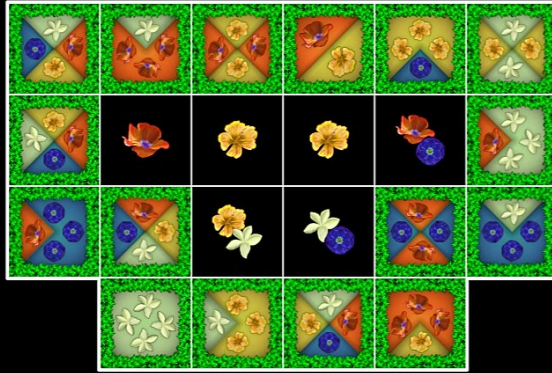
Then, choose this many tiles from the tiles that you drew and put them on your rack. Return the rest of them to the Future bag.

For the rest of the turn, this is the maximum number of tiles that you may play.

# The End

If you play a Light that causes every side and corner of every Dark in The Present to be touching another tile, then the game is over and you win.

## Win



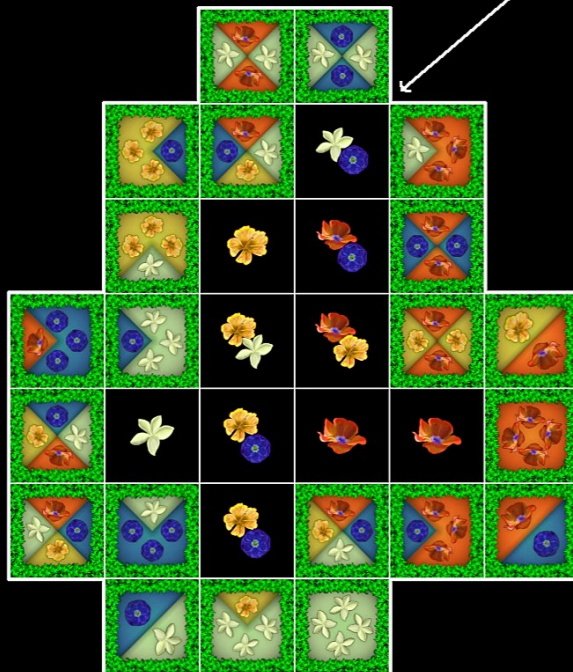
The Present

The Past



After you place the 10th Dark, finish that turn. When that turn is over, if there is a side or a corner of a Dark that is not touching another tile, then the game is over and you lose.

## Lose



The Present  
(10 Darks)

The Past





# The Dark - Cooperative (two players)

Both players play their tiles from their own tile racks in one, shared game.

They take turns until they have collectively surrounded all of the Darks, or a player's turn ends with 10 Darks in the Present and there is a side or a corner of a Dark that is not touching a tile.

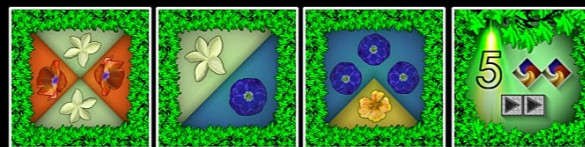
The basic rules are the same, except for the following:

## To Start

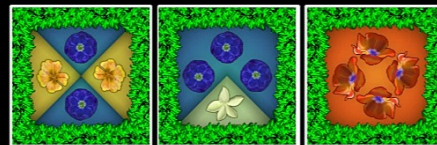
The first player draws 1 Dark from the Dark bag and places it in The Present.



The first player draws 4 tiles from the Future bag and puts them on their rack.



The second player draws 3 tiles from the Future bag and puts them on their rack.



The first player starts their turn.

## A Turn

**Each turn has 4 phases:**

- 1. Place** a Dark
- 2. Play** tiles
- 3. Replenish** your rack
- 4. Gift** a tile

### **4. Gift:**

After a player has Replenished their tile rack to 4 tiles, they must give 1 tile from their rack to their teammate to end their turn with 3 tiles and starting their teammate's turn with 4 tiles.

## Communication

Players may not show their tiles to each other until they are played. Players may discuss their tiles and what they are doing.

For an extra challenge, players may decide at the start of the game not to speak about the game at all.

# The Dark - Uncooperative (two players)

Uncooperative is the competitive version of The Dark where the winner of a match is decided with a series of games.

You play your own separate game, with your own tiles, rack, Present and Past. Your opponent does the same.

You both draw from the same Future bag and Dark bag.

The basic rules are the same, except for the following:

## A Game

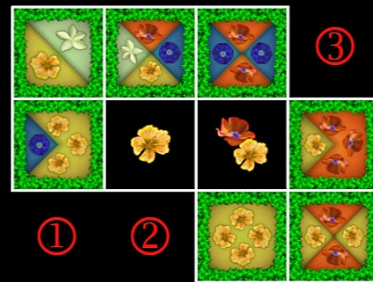
**There are 2 different ways a game ends:**

1. When a player surrounds all of the Darks in their Present.
2. When a player's turn ends and there are 12 Darks total between both players' combined Presents.

When a game ends, the players write down the number of *Holes* that are in their Present.

They return the tiles to the bags and start the next game.

The players alternate who plays first each game.



*Holes are the spaces where a Light could be Attached.*

## No Future

If you must draw from the Future bag to replenish your rack or when you play an Inspiration to Reveal, and there aren't enough tiles in the bag, draw all of the tiles.

If there are no tiles, the game continues without drawing until Detached tiles are returned to the bag.

## Uncooperative Inspiration

When you play an Inspiration to Reveal, you will want to use your hand to hide from your opponent the tiles that you draw and the tiles that you put on your rack.

# A Turn

Each turn has 4 phases:

1. **Place** a Dark
2. **Play** tiles
3. **Resent** an Inspiration
4. **Replenish** your rack

## 3. Resent:

If your opponent has an Inspiration in their Past and you haven't played an Inspiration by the end of your Play phase, you may Resent an Inspiration to steal a Light once per turn.

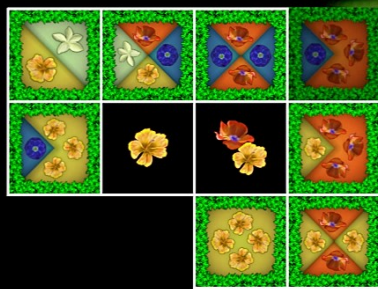
- ◆ Detach a Light from your opponent's Present and Attach it in yours.
- ◆ Flip an Inspiration in your opponent's Past face down, to remove it from the game so it can't be Resented again.

## Example

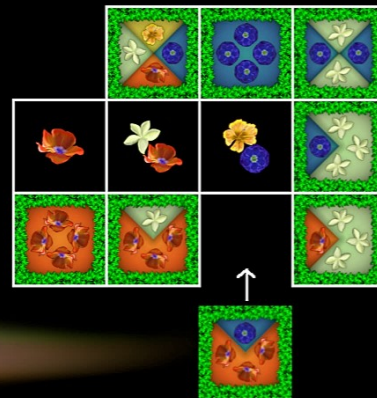
Player 2 **Placed** a Dark and **Played** tiles but did not play an Inspiration. Now, Player 2 **Resents** Player 1's Inspiration.

Player 2 Detaches a Light from Player 1's Present and Attaches it in their own.

### Player 1's Present

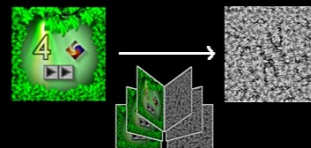


### Player 2's Present



Player 2 then flips an Inspiration in Player 1's Past to remove it from the game.

### Player 1's Past



# A Match

A match is over when a game ends and either player has a total of 10 or more Holes combined from all of the games

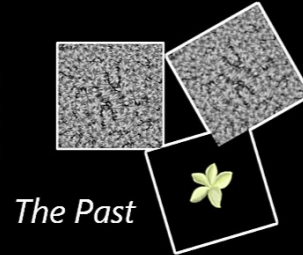
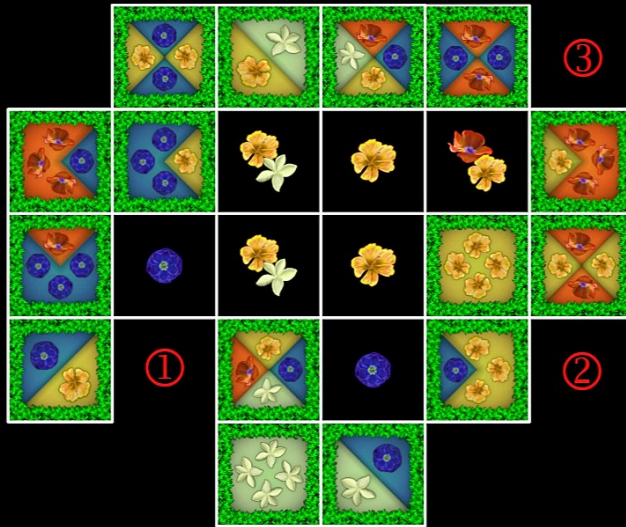
The player who has accumulated the fewest number of Holes over all of the games is the winner.

# Example

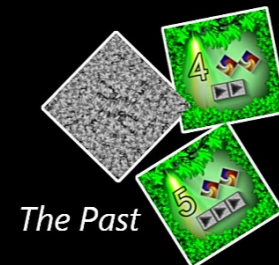
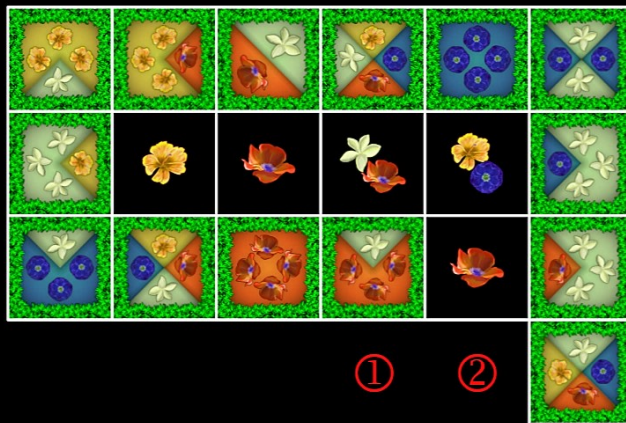
4 games have been played, and the score is:  
 Player 1 with 9 Holes. Player 2 with 7 Holes.  
 Below is the end of their 5th game.

Player 1	Player 2
3	2
0	3
3	2
3	0
<hr/>	<hr/>
9	7

## Player 1-The Present with 3 Holes



## Player 2- The Present with 2 Holes



Player 2's turn ended. There are 12 Darks total between both players' combined Presents, so the game is over.

Player 1 added 3 Holes for a total of 12.  
 Player 2 added 2 Holes, for a total of 9.

Player 1 has a total of 10 or more Holes, so the Match is over. Player 2 is the winner.

Player 1	Player 2
3	2
0	3
3	2
3	0
3	2
<hr/>	<hr/>
12	9

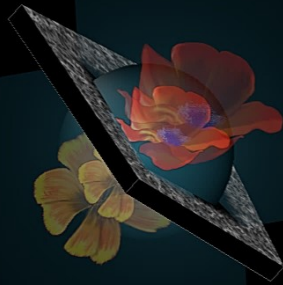
# Tie

If a game ends and both players are tied with 10 Holes or more, a tie breaker game is played. If necessary, more tie breakers are played until the match ends with a decisive win.

Included are 2 expansions to The Dark core game.

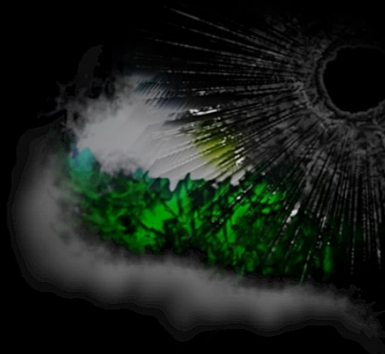
Add expansion tiles and  
alter the Dark bag as instructed.

# Lucidity

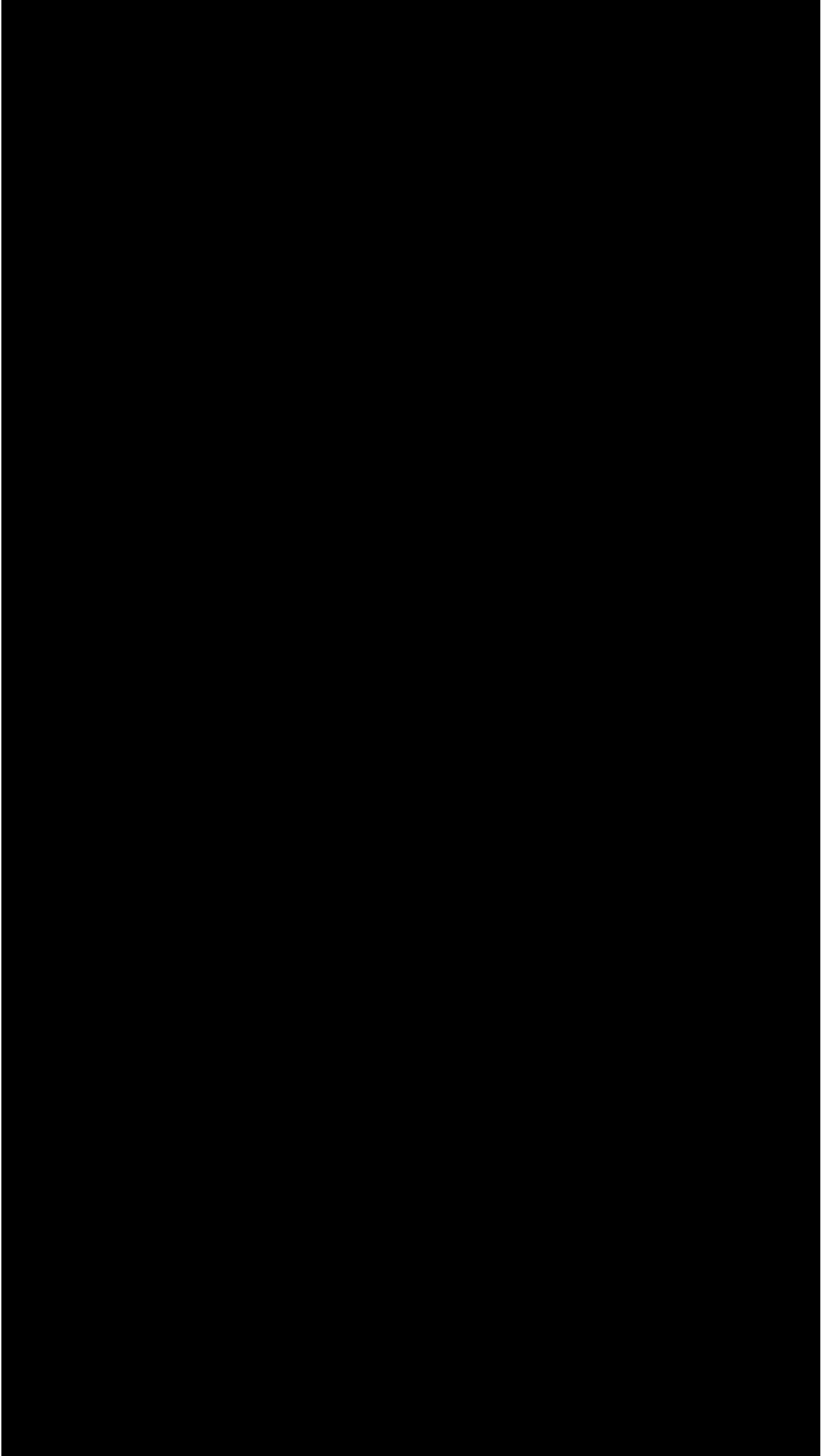


You have the power to control the new Lucid Darks that appear, but fewer options to contain them. As The Dark grows more difficult, you store light in your dreams. You Manifest your dreams into the Present to control a more unforgiving Dark.

# despair



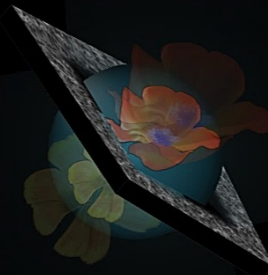
The Dark accelerates its growth as it mires you in Despair. There is Hope. Hope destroys The Dark and gives you some control of The Present. As The Dark grows quickly, you may manipulate your light to try and keep up.





Lucidity

# The Dark



## Lucidity - Alone

The basic rules of Lucidity are the same as The Dark except for the following:

The Two-flower Darks are replaced with **Lucid Darks**. A Lucid Dark has a One-flower Dark on each side of the tile. When you draw a Lucid Dark, you choose which of its One-flower sides to place.

Lights that you Detach are moved to the **Dream Pool**, rather than being returned to the Future bag.

When you play a Manifest, a Light in the Dream Pool may be Attached as if it were played from your rack.

## Contents

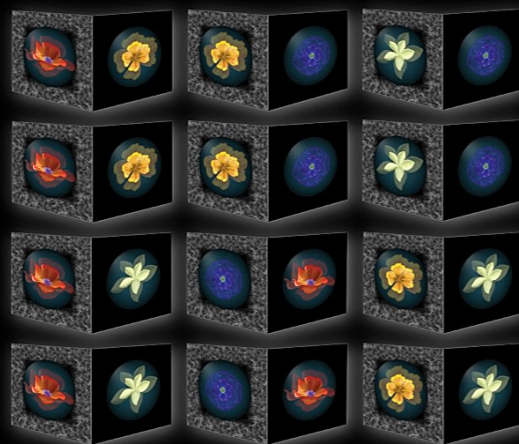
1 bag and 16 tiles

### 4 Manifests



### 12 Lucid Darks (2 Sets of 6)

Lucid Darks have the same flower combinations as Two-flower Darks, except the flowers appear on the front and on the back of the tile.





# Setup

Place the Future bag, Dark bag, and tile rack on the table.

Establish an area to be The Present.

Establish an area to be The Past.

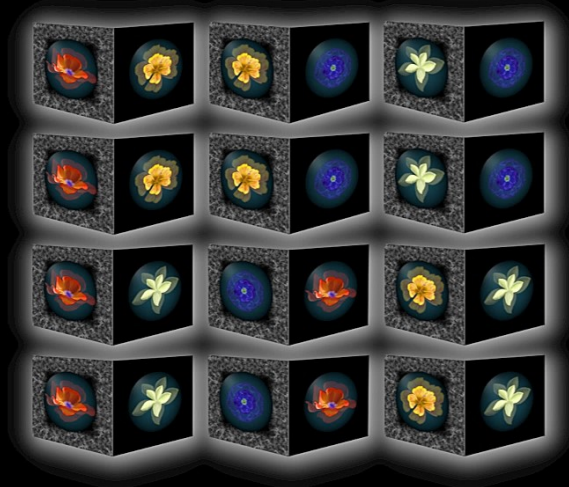
Establish an area to be The Dream Pool.

The Dream Pool is where you put Lights that have been Detached.

Remove the 12 Two-flower Darks from the Dark Bag.



Add the 12 Lucid Darks to the Dark Bag.



Add the 4 Manifests to the Future bag.



Start your first turn.

## Lucid Darks

Draw from the Dark bag like normal. If you draw a Lucid Dark, decide which side you want to use and place it with that side up.



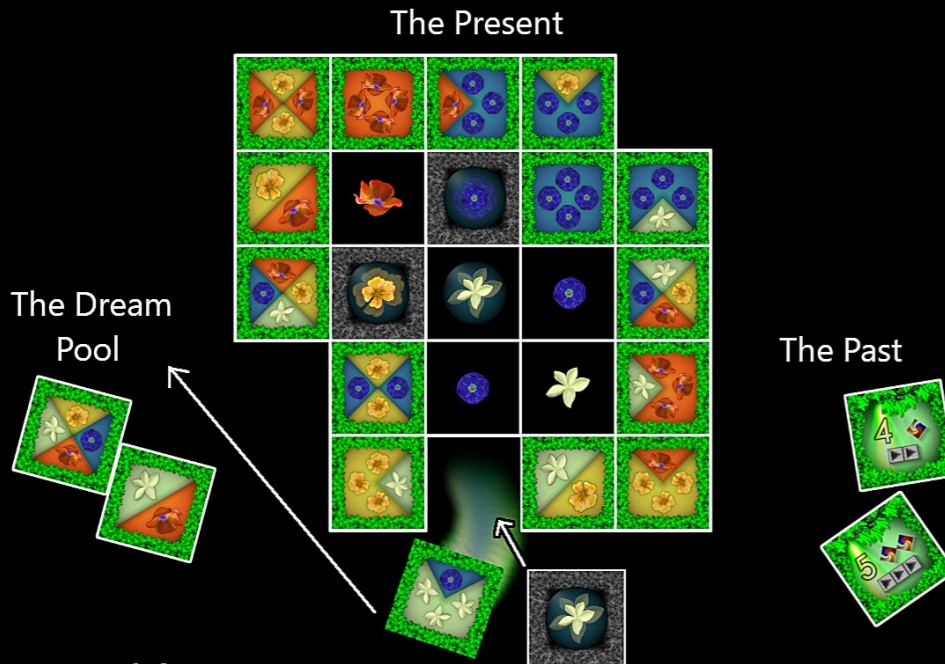
Lucid Dark  
Front



Lucid Dark  
Back

# The Dream Pool

When you Detach Lights, move them to the Dream Pool instead of returning them to the Future bag.




## Manifest



### Play


When you play a Manifest, take 1 Light from the Dream Pool and Attach it as if you were playing it from your rack.

After playing a Manifest, return it to the Future bag.

You may play as many Manifests as you want, but if you have played an Inspiration to Reveal, playing a Manifest counts as one of your s.

### Discard

At any time during your **Play** phase, you may return a Manifest to the Future bag and draw another tile to replace it.

This does not count as a .

## Cooperative & Uncooperative

The 2-player versions of Lucidity are played the same as The Dark, with the addition of the Lucidity rules and the following changes:

Both players share 1 Dream Pool that they put Detached Lights in and manifest Lights from.

A match is over when a game ends and either player has a total of 20 or more Holes combined from all of the games.



despair

# The Dark



## Despair - Alone

The basic rules of Despair are the same as The Dark except for the following:

1 set of One-flower Darks and 1 set of Two-flower Darks are replaced with **Despair Darks**. When you draw a Despair Dark, you must draw a second Dark to place as well.

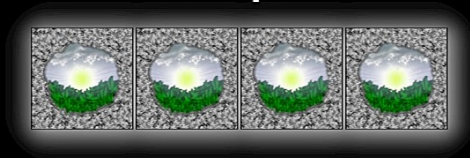
The Future bag contains 4 **Hopes** that are played on top of Darks that are in the Present to destroy them.

Lights that touch a Hope and don't touch a Dark may be Detached, moved, and Reattached anywhere in the Present.

## Contents

1 bag and 14 tiles

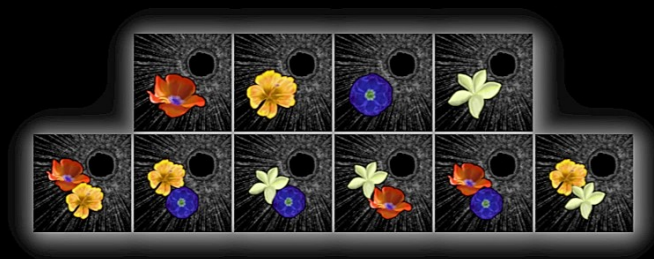
### 4 Hopes



### 10 Despair Darks

4 One-flower (1 Set of 4)

6 Two-flower (1 Set of 6)

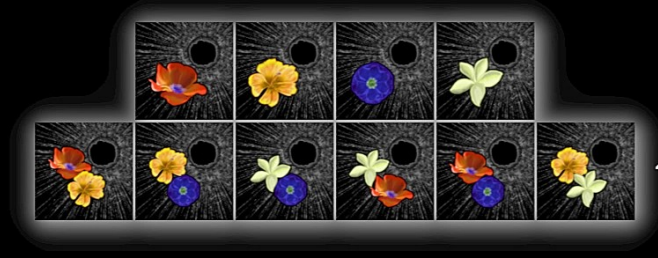


## Setup

Remove 1 set (4 tiles) of One-flower Darks from the Dark bag.  
Remove 1 set (6 tiles) of Two-flower Darks From the Dark bag.



Add the 10 Despair Darks to the Dark Bag.



Add the 4 Hopes to the Future bag.



## To Start

Draw 1 Dark from the Dark bag and place it in The Present. If you draw a Despair Dark to start the game, you **do not** have to draw an extra Dark.



Draw 4 tiles from the Future bag and put them on your rack.

Start your first turn.

## Despair Darks

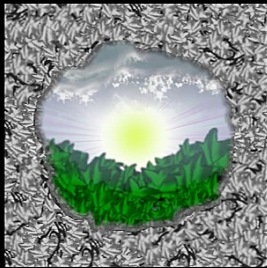
If the Dark that you draw at the beginning of your **Place** phase is a Despair Dark, you must draw another Dark. Place both Darks following the normal rules for placing Darks.

If the second Dark that you draw is another Despair Dark, you don't draw a third tile.

Even when placing 2 Darks, you still may not Detach more than 2 Lights total.

Despair Darks may not be Banished.


# Hope




## Play

If all 4 sides and 4 corners of any Dark are touching other tiles, you may play a Hope by placing it on top of that Dark.

That Dark is destroyed and becomes a Hope. It remains a Hope for the rest of the game and does not count towards the total of Darks.

You may play as many Hopes as you want, but if you have played an Inspiration to Reveal, playing a Hope counts as a .


After a Hope is played, any Light that touches a Hope and does not touch a Dark may be Detached and Reattached elsewhere in the Present. During a **Play** phase of any turn, Lights may be moved in this way and it does not count as a .

Hope is all 4 flower types. When any Dark is placed or Light is Attached, it may touch a Hope with any flower.

Hope may not be Detached.

## Discard

At any time during your **Play** phase, you may return a Hope to the Future bag and draw another tile to replace it.

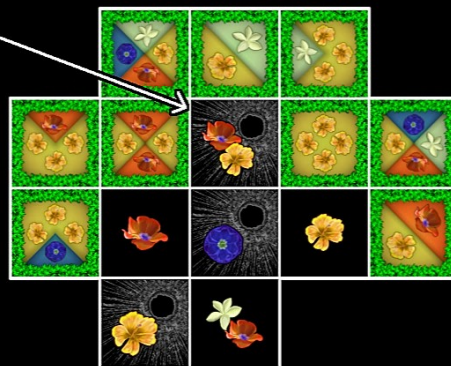
This does not count as a .

## Example

*On turn 3, there are already 6 Darks in the Present, when a Hope is drawn.*

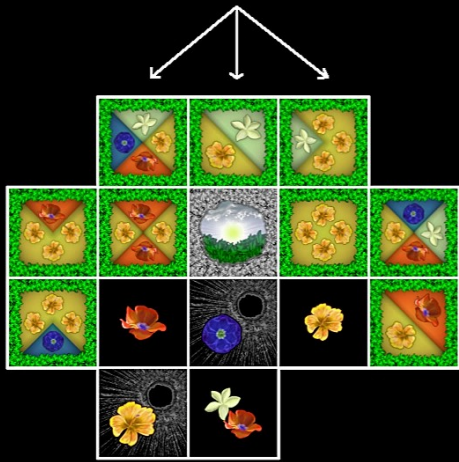


*This Dark is touching tiles on all 4 sides and 4 corners.*

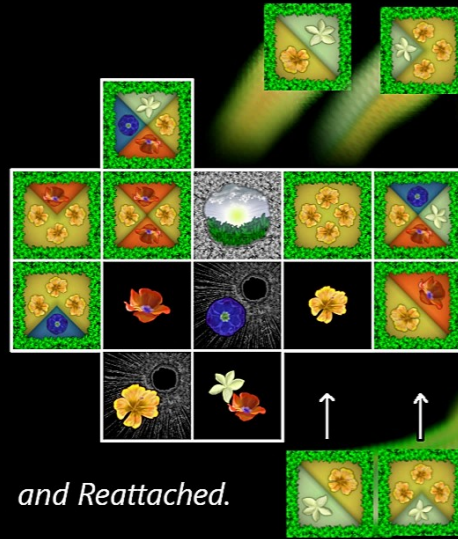


*The Hope is played on top of it, destroying it and leaving 5 Darks left.*

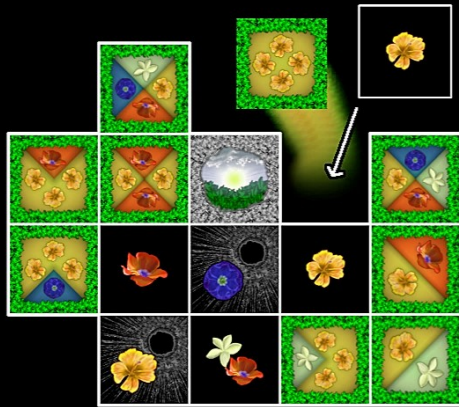
*These 3 Lights are touching a Hope and not touching a Dark, so they may be Detached and Reattached.*



*These Lights are Detached*



*and Reattached.*

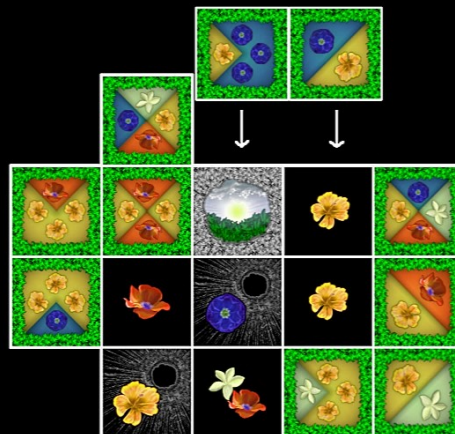


*On the next turn, this Dark is drawn and this Light is Detached to place The Dark next to the Hope.*

*A Dark with any flower may touch a Hope.*

*These Lights from the tile rack are then Attached.*

*A Light with any flower may touch a Hope.*



# Cooperative & Uncooperative

The 2-player versions of Despair are played the same as The Dark, with the addition of the Despair rules and the following changes:

When a you play a Hope in Uncooperative, your opponent draws a tile from the Future bag and puts it on thier rack.

A match is over when a game ends and either player has a total of 20 or more Holes combined from all of the games.

**The Dark**  
**The Dark: Lucidity**  
**The Dark: Despair**

Game design and artwork by Matt Hollensbe  
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