

PEST

LIGHT IN THE DARK

A SOLO DUNGEON CRAWL GAME
SET IN THE WORLD OF PEST



KAI STARGK



DANIEL GUNHA

OVERVIEW

Welcome to Light in the Dark, the solo dungeon crawler board game where you take on the role of a courageous plague doctor, on a quest to heal a region afflicted by the deadly plague. The journey ahead won't be easy, as you'll face fierce monsters and dangerous enemies who are determined to stop you.

You'll need to use all of your skills and resources to complete challenging quests that will put your strategic thinking to the

test. Whether it's finding a rare herb or curing the sick, each task will bring its own unique set of obstacles and rewards.

As you progress through the game, you'll level up your skills that will help you overcome even the toughest challenges. But beware, as the stakes get higher, so do the risks. Stay vigilant and keep your wits about you as you venture deeper into the darkness.

18 Terrain Cards:



Boss Terrain Cards
(card 17) shows the Boss icon



Starting Terrain Cards
(cards 00, 01, 02, 03)
each show this icon

1 Enemy Stats Card 1 Player Aid Card



4 Hero Cards



4 Boss Cards



10 Enemy Cards



9 Quest Cards

(3 Starting, 3 Middle, 3 End)



17 Item Cards



30 Enemy Tokens

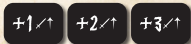
(10 Wolves, 10 Crimson Bandits, 5 Forest Giants, 5 Cultists)



4 Boss Tokens



3 Enemy Strength Stat Upgrade Tokens



1 Time Marker 1 Monster Health Marker



1 Hero Standee



10 Village Tokens



8 Herb Tokens



16 Item Tokens




4 Dice (2 Black, 2 White)




11 White cube markers






SETUP



- 1 Choose a Hero card and place it in front of yourself.
- 2 Place 1 cube marker on each  space on each of your tracks (Health, Speed, and Attack) on your Hero card. Return the remaining Hero cards to the box.


Reminder: The chosen Hero affects overall game difficulty. one Renown  identifies the easiest Hero to play, and they get progressively more difficult, with three Renown being the most difficult.

- 3 Sort the Quest cards into three piles by type: Starting, Middle, End.
 - Shuffle each pile separately, then draw one card from each pile.
 - Place these 3 Quest cards face up in this order: Starting, Middle, then End.
 - Place the **Time token** on the first space on the Starting Quest.



- 4 Place the 2 Player aid cards next to your Hero card and place a cube marker on the 1st slot of the Player Phase.
- 5 Shuffle the Enemy , Item , and Boss  cards to create three separate face-down decks.

- 6 Set the **Boss Terrain card** (#17)  aside for now.
- 7 Shuffle the Starting Terrain cards together (00, 01, 02, and 03; each one of these cards shows a "Starting Spot" ).


- Place 1 random Starting Terrain card at the center of the play area. Place your Hero standee (or Hero for short) on the  starting space.
- Place a matching token on each space showing an icon; the token must match the icon you place it on (Herb on Herb, Enemy on Enemy, Village on Village).



To place an enemy token on an enemy space, draw one enemy card to determine the enemy type for that space.

- 7 Shuffle the 3 remaining Starting Terrain cards together with the remaining Terrain cards (but not including the Boss Terrain card) into a face-down deck.
- 8 Without revealing them, draw 4 Terrain cards from this deck
 - Shuffle these 4 Terrain cards with the Boss card.
 - Place these 5 cards on the bottom of the Terrain deck in a random order.

In summary, the Boss Terrain card is contained randomly within the last 5 cards of the deck.

- 10 Place all tokens within reach.
- 11 Place a  Herb token next to your Hero card, this is already in your possession at the beginning of the game.

You are now ready to begin playing.

GAMEPLAY

QUESTS AND RENOWN

Each Quest card shows quest text. You must complete it **before** the time tracker moves off of this Quest card. In other words, you can only attempt to complete a quest that is showing on the card that has the time tracker on it.

If the Time token enters a new Quest card, any incomplete previous quests cannot be completed anymore.

HOW TO PLAY AND WIN

A game of **Light in the Dark** lasts a set number of rounds, equal to the number of spaces on the three revealed Quest cards.

To win the game, you must defeat the Boss before the Time token moves off the final Quest card.

You lose the game if: The Time token moves off the final Quest card before you defeat the Boss; or, you are defeated by losing all of your Health.

Each round consists of a Hero phase followed by an Enemy phase.

PLAYER HERO PHASE

PLAYER PHASE

1. + OPTIONAL
2. + OPTIONAL
3. + OPTIONAL

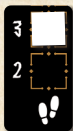
Perform up to three Move actions. After you **end** each Move action, you may perform one optional action.

OPTIONAL ACTIONS ARE:

ATTACK AN | HEAL A | TAKE AN | TAKE A



Use a cube marker to track which of your three move actions you are currently resolving on your aid card.



During each Move action, you have a number of Movement points to use equal to your Speed. Your Speed is tracked on your Hero card.

During each of your Move actions, you can use all or some of your Movement points, but typically, you will try to use them all during each Move action to be efficient.

Spending Movement Points

You can use Movement points to move and place new Terrain cards.

Move 1 Space

Spend 1 Movement point to Move your Hero 1 space away to a space directly connected to your space via road.

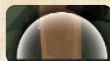
A Space is any circle or half-circle along the road. Spaces may have a printed icon or a token on them.

For example: These yellow arrows point to some spaces.



A Village is considered to be Sick if it has a Village token on it. You cannot move onto or through a Sick Village! You can Heal the Village as an optional action, *page 5*.

Draw and Place a Terrain Card



Spend 1 Movement point to draw the top Terrain card from the deck and place it adjacent to your current space in the correct reading order (Terrain cards cannot be rotated).

You can only do this if you Hero is currently on a half-circle space on one of the edges of a Terrain card.



By placing a new Terrain card adjacent to your current one, a full circle space will be formed. This space is now considered a regular space for movement purposes.

When you place a new Terrain card: Place a token on each space showing an icon; the token you place must match the icon you place it on (Herb on Herb, Enemy on Enemy, Village on Village).

Respawning Enemies/Boss

When you place a new Terrain card with any spaces showing enemy icons, draw the top Enemy card for each Enemy icon separately, place the matching Enemy token covering the space with the Enemy icon, and discard the card.

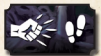
If the Enemy deck runs out, reshuffle the discard pile to form a new Enemy deck. Enemies also respawn when the respawn icon is reached on the turn tracker (page 6).



When the Boss Terrain card is revealed, draw a random Boss card and place the matching Boss token on the Boss icon (on the Terrain card), then resolve the Boss Spawn Effect.

After a Boss spawns, treat it as a normal Enemy regarding its movement and how you conduct Combat with it.

Boss Spawn Effect: As soon as the Boss card is revealed, lose 1 Strength, Life, or Movement, or discard any one of your Item cards depending on the Boss card drawn.




For example, these icons tell you to lose 1 Speed.

If you cannot lose the required stat or discard a card, lose any stat of your choice; but if you need to do this, and all of your stats are currently at “1”, then you must lose Health, and **and thus you immediately lose the game.**

OPTIONAL ACTIONS



The Following Optional actions require you to END your Move action to perform them. They require no Movement points to spend, but you Forfeit any Movement points that you have not already spent this Move action.



Take a Herb : If you end a Move action on a Herb token, pick it up and put it in your inventory.


Collect Herb tokens to cure Sick Villages.



Heal a Village : If you end a Move action adjacent to a Village token, you may discard 1 of your  Herb tokens (if you have one) to remove the Village token from the board.


A Village space without a Village token on it no longer blocks movement, so you may move onto it or through it.



Take an Item : If you end a Move Action on an Item token: You may discard the Item token and draw 1 Item card from the top of the Item deck.

You have a 2 Item card limit; if you obtain a 3rd Item card, immediately discard any 1 Item card. All Item cards are detailed on page 9.



Attack an Enemy/Boss : If you move on a space adjacent to an Enemy/Boss token, you must end your Movement and immediately engage in Combat (see page 7).





Important! If you happen to move on a space that is adjacent to two or more enemies, you must engage in combat with all of them. You choose which enemy to fight first.

ENEMY PHASE

ENEMY PHASE

After you perform three move actions, and up to one optional action after each, if there are any Enemy/Boss tokens on the Terrain cards, proceed to the Enemy phase.



During the Enemy Phase all Enemy/Boss tokens move towards the Hero. Move Enemies/Boss in the order displayed on their Enemy Stats Card (Cultists ) move first followed by Giants , Bandits , Wolves .




Move all Enemies of a single type before moving Enemies of the next type. If there are more than one Enemy of a type present, you (the Hero) chooses which one of those tokens move first.

	
	1
	1

Each Enemy moves up to a number of space each equal to their **Speed**. *For example*, Wolves move 1 space each.

An Enemy cannot end movement on a space with another Enemy token. Enemies may move through spaces occupied by other Enemies.

Enemies always move towards the Hero along the shortest possible path.

Enemies cannot move onto or through a Village  token!

Enemies ignore Herb and Item tokens: They treat a space with one of these tokens as a normal space and do not remove or take the token. They can end movement on one of these tokens.

Enemies never reveal new Terrain cards; they treat a Waypoint space as a normal space.

An Enemy immediately stops moving when it enters a space adjacent to your Hero. You are now **Engaged** with this Enemy: immediately proceed to **Combat**.

Enemies on a card with no possible movement that would ever reach the Hero do not move.

END OF ROUND

Move the Round tracker forward 1 space on the current Quest card, possibly triggering icons.

If you move the tracker onto an icon, perform the following effect:



Enemy Strength modifier: Place 1 Enemy Strength modifier beside the Monster Stat card, next to the Cultists column, adjacent to the strength box. **All** Enemies have +1 Strength until the end of the game. Enemy Strength modifiers are cumulative.



For example, if they already have one, replace it with a +2 Modifier, then a +3.

Enemy respawn: Place 1 Enemy token on each empty Enemy location on all Terrain cards, following standard rules (*drawing an Enemy card for each placement*, see page 5). Empty means it has no token or Hero on it.

If a certain type of Enemy is no longer available, place the next weaker one. If none of this type are left either, no Enemy is placed.

COMBAT

Whenever the Hero ends movement adjacent to a Enemy (or Enemy moves adjacent to the Hero) they immediately engage in combat. Perform the following steps:

1 Mark the **Enemy's starting Health** with the Enemy Health token.

For example, when engaged with a Giant or Cultist, you place the marker on "3" as shown.



Use the Enemy Health track to track the remaining Health of the Enemy/Boss you are fighting.


2 Roll all four dice (two white Hero dice and two black Enemy dice).


If the Hero or Enemy/Boss rolls a double, their combat Strength increases by +1.


3 You may use up to **one Item**.

4 Calculate the **Enemy Strength** by adding up all of the following:

Sum of both black Enemy dice (+1 if doubles are rolled); plus

 The Enemy's Strength (as indicated on your aid card; plus

 Any Enemy Strength Modifiers (those placed by the Quest cards, if any); +

 The Terrain's Strength (if any).

5 Calculate your Hero's Strength by adding up all of the following:

Sum of both white Hero dice (+1 if doubles are rolled), plus;



The Hero's Strength as tracked on your card. This Hero's current Strength is 2.



+1 Specialty Strength modifiers from the Hero card. For example, this Hero has +1 Strength when fighting Crimson Bandits.



+2 Strength modifiers from Item cards: *for example*, this item gives you +2 Strength.

6 Compare Enemy and Hero Strength:

- If the **Enemy** has **lower** Strength: The Enemy loses 1 Health: move their Health tracker down 1 space.
- If there is a **tie** between the Hero and the Enemy: Reduce the Enemy's Health by 1 (*the Hero wins ties*).
- If the **Hero** has the **lower** Strength: Reduce 1 stat on your card of your choice (Health, Speed, or Strength).

If all of your stats are at their lowest value, and the Hero must reduce an stat, they must reduce their Health (to 0) and immediately lose the game.

7 If both the Enemy and Hero have remaining Health: repeat from step 2 of Combat (Roll all 4 dice).

- If the Enemy is reduced to 0 Health, the Hero receives the reward (stat increase) as indicated on the Enemy aid card.
- If the Hero is reduced to 0 Health, the game ends and the Hero loses.
- If the Boss is reduced to 0 Health, the game ends and the Hero wins the game.

An Example of a Cultist:

A Cultist has starting Health of 3, a Speed of 4, and a Strength of 3. When you defeat a Cultist, you gain a reward of your choice (+1 Health, Speed, or Strength).



Combat with the Boss:

A Boss uses the **Strength** of the basic Enemy showing on the card, but every Boss always has a Starting **Health** and **Speed** of 5. Proceed with Combat exactly as you would any other Enemy.

For Example:

This Boss has a starting Health of 5, a Speed of 5, and a Strength of 3.



GAME END

After the Hero is defeated or defeats the Boss, the game ends.

If the Hero is defeated (either by the Enemies or the Boss), the player loses all Renown gained and the game is over.

If you win, gain additional Renown equal to your Hero Difficulty Level (the number of Renown Crowns showing on your Hero card);

and gain Renown for each remaining round on your Quest-card tracks. **For example:** If the entire game is 20 rounds, and you win on round 18, you gain 2 additional Renown.

After scoring your total Renown, compare it to the scoring tables. The difficulty of a game is determined by the total Renown possible from all the Quests you play during a single game.

Score Table

Difficulty	Easy		Moderate		Hard	
	from	to	from	to	from	to
Total Quest Renown	10	15	16	21	22	24
Player Score						
Try again...	6		10		16	
Not bad	8		13		18	
OK	10		18		20	
Getting good	13		20		22	
Plague doctor	17+		22+		24+	

VARIANTS

Choose your Destiny:

On setup, instead of drawing Quest cards at random for each part of the Quest (Starting, Middle, End), choose your own difficulty level by choosing the Quest cards.

Campaign:

On setup, instead of drawing Quest cards at random for each part of the Quest (Starting, Middle, End), start with the easiest difficulty setup for the Quest cards. Then each next game, increase the difficulty by changing the quest cards to match.



ITEM CARD REFERENCE

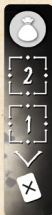


There are 3 Item types:

Single-use Item: Use the ability once then discard the card.



Ongoing-use Item: Cards showing an Infinity sign are always in effect.



Multi-use Item: Can be used a specific number of times before you must discard it. When you get one of these cards, place a cube marker on the highest number: this is to track how many times you have used the card. **For example**, as shown here, this item can be used 2 times before you must discard it.



Adrenaline Shot
(3x cards):

Increase your Strength by 1 (*move your Strength tracker up once if able*).



Firesword
(1x card):

Provides 2 Strength that can be used during each and every Combat.



Basic Shield
(2x cards):

Cancel/negate 1 damage you receive when fighting an Enemy/Boss.



Dragon Shield
(1x card):

When you use this, choose one option:

Cancel/negate 1 damage you receive

when fighting an Enemy or Boss; or, push an Enemy away 3 spaces. Each space you move the Enemy must be farther away from where they started (you cannot push in a loop, for example). If the full length is not possible (because the Terrain card ends, or a Enemy/Village is blocking the way) the Enemy dies! In that case, do not roll combat dice. **You cannot do this to kill a Boss!**



Torch Wand
(1x card):

Reroll the Hero's dice.



Greater Torch Wand
(1x card):

Reroll the Hero's dice.



Plantipore Poison
(2x cards):

The Enemy/Boss only rolls a single combat die this round of combat.



Herb Mix (3x cards):

When you use this, choose 1 option: Gain up to **2 Health** (move your Health tracker up once or twice); or, gain 1 **Herb token** (from the supply).



Warcharm (1x card):

After rolling, count the value of the higher die rolled twice (and ignore the value of the smaller die). For example: If you roll a 2 and a 4, your rolled total will be 8.



Greater Warcharm (1x card):

After rolling, count the value of the higher die rolled twice (and ignore the value of the smaller die). For example: If you roll a 2 and a 4, your rolled total will be 8.



Boots of Speed (1x card):

Choose one option: **Increase your Speed by 1**; or, while moving, **'skip over' an Enemy or Village token**. (In other words, use a Movement Point when adjacent to a Enemy/... Boss or Village token to move directly to the space adjacent to that same token on the other side of them.) This does not trigger combat unless you end this Move action still adjacent to the Enemy/Boss. You do not need to spend a Herb token.



CREDITS

Project Lead: Milan Tasevski

Game Design: Kai Starck

Game Development: Milan Tasevski,
Boris Momic, Stefan Andonovski

Game and Box Art: Daniel Cunha

Graphic Design: Milan Tasevski,
Filomena Doda

Rules Editing: Jonathan Bobal,
Milan Tasevski, Boris Momic, Stefan
Andonovski, Filomena Doda

Special Thanks to: Ana Spasovska,
Vladimir Trajcevski, and all others that
participated in this project one way or
another, our families and loved ones.



For any rulebook updates,
FAQ's, errata visit the QR link
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Developed and Published by:
Archona Games 2023 ©

If you have any questions about the game, or have missing
components, please contact us at:
support@archonagames.com

