

A GAME FROM THE WOMPFELE VALLEY

Glimmerkreis

Everyone sits. One speaks. The light is coming.

CO-OPERATIVE

2-6 PEOPLE

AGES 8+

15-25 MINUTES

~8 MIN OF CUTTING

POSITION



Mork ●

The first Wompfel. Calm, round and surprisingly attentive.

is suddenly simply there

COORDINATION



Rixa ☺

The one with the broad grin. Bright red, cheeky and infectious cheerful.

makes shelves grin

PROTECTION



Drok ☹

Looks friendly. Probably is, too.

slows everything down

PACE



Fnug ☹

Pink, wide awake and not entirely sure why.

stands out at once

EXPLAINED IN 60 SECONDS

The light travels round the circle. If a Wompfel is sitting where it lands, it glimmers — but only as long as it stays seated. When all four glimmer at the same time, we win together. The weather keeps shoving everything about, and the weather deck is our clock. Oh, and: only the player whose turn it is may talk. Everyone else hums.

What you print

- 12 place cards (one of them the Sonnenstein)
- 20 weather cards (+ backs, optional)
- 4 fold-up standees
- 4 ability cards, 2 quick-rule sheets
- Glimmer light, courage bowl, Hodge slip

What you need as well

- 1 ordinary die
- 5 buttons or coins as courage buttons
- 4 coins as glimmer
- a pair of scissors
- If you own real Wompfel, use them instead of the standees

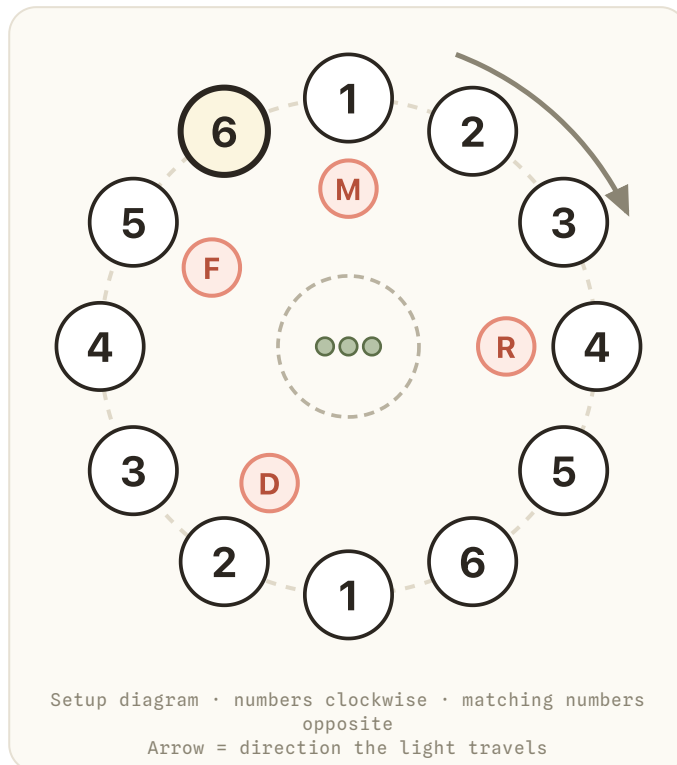
The game is played with the paper figures supplied — it is suitable from age 8. The collector Wompfel from the shop are collector figures, made in Germany and finished by hand, for ages 14 and up and expressly not toys; adults may use them in place of the paper figures. · Free for private use. · wompfel.com

Setup and the *five rules*.

That is all you need to start playing. Pages 3 and 4 answer the rest.

At the end of every summer the glimmer light rises over the valley and sets the places right. This year it has not come. Instead something small and close to the ground moves from place to place — nobody explains what it is. Nobody asks, either.

1. **Lay the circle.** Lay out the 12 place cards in a circle, clockwise in the order of the printed numbers: 1, 2, 3, 4, 5, 6, 1, 2, 3, 4, 5, 6. Matching numbers then always end up opposite each other.
2. **Place the Wompfel.** Each figure goes on the place card it is pictured on.
3. **Set the light.** The glimmer-light star starts on the Sonnenstein and later travels clockwise.
4. **Prepare the courage.** Courage bowl in the middle of the circle, **3 buttons** on it — or the number for your chosen difficulty (page 4). **The remaining buttons lie beside it;** during play they move into the bowl and out again. There are only these five — nobody has their own. The 4 glimmer coins and the die go beside it.
5. **Shuffle the weather.** Place the 20 weather cards face down as a deck. That deck is your clock.
6. **Lay it out.** The 4 ability cards face up beside it, the quick rules on the table. Whoever stood up last begins.



The five rules

1. Whoever's turn it is turns over **one weather card** and carries it out.
2. Then you decide alone: **one Wompfel** stands up and moves up to **2 places** — that costs 1 courage button (only possible if there is one). **Or** everyone stays seated — then you put 1 courage button into the bowl (5 at most).
3. After that the **glimmer light moves 1 place** clockwise. If its step ends on a Wompfel, that Wompfel is glimmered: put a coin down in front of it. If it later leaves its place — for any reason — the glimmer is gone again.
4. **Only the player whose turn it is may speak.** Everyone else wompfels: humming means “good”, squeaking means “rather not”, buzzing means “look at this”. Pointing is forbidden. Staring intently is expressly allowed.
5. If **all four are glimmering at the same time**, you have won immediately. If the weather deck runs out first, night falls — and you lose together.



A turn in three steps

Weather → decision → light. Always in that order. Then it is the next person's turn, clockwise. The last weather card is played out in full — so the light takes one final step. Hence all the close finishes.

The weather and the *four arts*.

No need to read this in advance. Look it up when it comes up.



Gust of wind

5× im Stapel

Roll. Every Wompfel on a place with this number slides 1 place clockwise; if that place is taken, on to the next free one. Whoever slides loses their glimmer.



Drehwind

3× im Stapel

Roll. The Wompfel on the two places with this number swap. If only one is occupied, that one flies right across the valley to the twin place. Whoever leaves their place loses their glimmer. Wompfel find this undignified.



Nebel

3× im Stapel

The glimmer light loses its way and does not travel this turn — not even with Fnug's help. Standing out is no use if nobody can see you. It only costs time. Time is exactly what you do not have.



Träge Stunde

3× im Stapel

This turn, standing up costs 2 courage instead of 1. For once the resistance comes not from the weather but from within.



Bibberregen

3× im Stapel

Starts at the light's place, goes once clockwise through the valley and checks every Wompfel exactly once: whoever has no neighbour at that moment freezes and slides 1 place towards the nearest Wompfel. Equally far in both directions? Then it stays seated (sitting alongside). Whoever has gained a neighbour in the meantime no longer freezes. Those who slide lose their glimmer.



Sonnenfleck

3× im Stapel

Nothing happens. Put 1 courage into the bowl. Everyone hums once, contentedly — that is not a recommendation, it is a rule.



Sitting alongside — always applies

At most **one** Wompfel sits on each place; everyone has their own. If two are meant to end up on the same place, there is no argument: whoever is pushed by the weather slides on clockwise to the **next free place** — with 4 figures on 12 places there always is one. And a freezing Wompfel with both directions equally near settles into neither: it stays seated until the ground has made up its mind. The ground is never in a hurry.

The four abilities — once each per lap of the light



Mork ●

Take Mork off his place and put him on any **free** place. Costs no courage — Mork did not stand up, he is simply there. He still loses a glimmer.



Rixa ☺

Until the end of this turn **everyone may speak**. Yes, actually speak. Playing with two: also put 1 courage into the bowl.



Drok ☹

Immediately after a weather card is turned over: the weather has no effect on Drok's place or the two neighbouring places.



Fnug ☹

At the end of this turn the light travels **2 places** instead of one. Only where the step ends is glimmered — the place it skips gets nothing. No effect during Nebel.

Turn a used ability card sideways. All four refresh as soon as the light **enters or skips over the Sonnenstein**. No ability costs courage.

Special cases and *difficulty*.

Who decides · the guest in the valley · and
how hard you want it.



Who decides?

Every decision in a turn is made **by the active person alone** — including abilities and the direction of movement. The others may squeak as loudly as they like; they cannot outvote anyone. The only exception is Hodge.



Guest in the valley: Hodge OPTIONAL

Once per game, any person — expressly including someone whose turn it is not, and entirely without speaking — may place the Hodge slip on a weather card that has just been turned over. Hodge withholds consent: the card has no effect but counts as used. The clock keeps running. Whoever places the slip decides alone and is not asked. That is simply how Hodge is.

“Can withhold consent without being asked.” — Hodge, Pocket Wompfel

Choose together beforehand: the difficulty

All three levels need exactly the same material — only one small thing changes.

Comfortable wompfelling

Start with **5 courage**. The “Träge Stunde” card is discarded with no effect — the Wompfel merely yawn.

Wompfel chaos

The standard game. Start with **3 courage**, all rules apply exactly as described.

Utter glimmer catastrophe

Start with **2 courage**. “Sonnenfleck” no longer gains courage. And: a Wompfel only glimmers if someone is sitting on a neighbouring place.



When it gets tight

If a glimmering Wompfel loses its glimmer, you do **not** have to wait for another full lap: move it for 1 courage — or free of charge with Mork — one or two places **ahead of** the light. After one or two steps of the light it glimmers again. That is exactly what the courage is for.



And once you have won?

Then you sit there. All four of you. Glimmering. For a Wompfel that is already the very best an afternoon has to offer — standing up now would be quite unnecessary.

CUT OUT

The twelve *places*.

— — — cut along the dashed lines — — —

Lay them out in a circle, numbers clockwise 1-6 and then 1-6 again. Four cards carry a **Start** mark; on the other eight sits somebody else who is not playing.

1 START  START: MORK ● Moospolster Zwilling gegenüber	2 PLATZ  STAMMGAST: BORP Kieselmulde Zwilling gegenüber	3 PLATZ  STAMMGAST: BLOOP Farnhügel Zwilling gegenüber
4 START  START: RIXA ☺ Windloch Zwilling gegenüber	5 PLATZ  STAMMGAST: SPLUG Tauwanne Zwilling gegenüber	6 PLATZ  STAMMGAST: GROK Schattenkante Zwilling gegenüber
1 PLATZ  STAMMGAST: WOMP Kuhle am Bach Zwilling gegenüber	2 START  START: DROK ☹ Flechtenplatte Zwilling gegenüber	3 PLATZ  STAMMGAST: TREL Wurzelknie Zwilling gegenüber
4 PLATZ  STAMMGAST: GLIK Nebelsenke Zwilling gegenüber	5 START  START: FNUG ☹ Steinrücken Zwilling gegenüber	6 SONNENSTEIN  STAMMGAST: NIBB Sonnenstein Licht startet hier · Zwilling gegenüber

The twenty *weather cards*.

Shuffle, stack face down. That deck is your clock.

— — — cut along the dashed lines — — —

Gust of wind  Roll. Every Wompfel on a place with this number slides 1 place clockwise. Occupied? On to the next free place.	Gust of wind  Roll. Every Wompfel on a place with this number slides 1 place clockwise. Occupied? On to the next free place.	Gust of wind  Roll. Every Wompfel on a place with this number slides 1 place clockwise. Occupied? On to the next free place.	Gust of wind  Roll. Every Wompfel on a place with this number slides 1 place clockwise. Occupied? On to the next free place.
Gust of wind  Roll. Every Wompfel on a place with this number slides 1 place clockwise. Occupied? On to the next free place.	Drehwind  Roll. The Wompfel on the two places with this number swap places. Only one occupied? It flies to the twin.	Drehwind  Roll. The Wompfel on the two places with this number swap places. Only one occupied? It flies to the twin.	Drehwind  Roll. The Wompfel on the two places with this number swap places. Only one occupied? It flies to the twin.
Nebel  The light loses its way and does not travel at all this turn. Even Fnug is no help now.	Nebel  The light loses its way and does not travel at all this turn. Even Fnug is no help now.	Nebel  The light loses its way and does not travel at all this turn. Even Fnug is no help now.	Träge Stunde  This turn, standing up costs 2 courage instead of 1. The resistance comes from within.
Träge Stunde  This turn, standing up costs 2 courage instead of 1. The resistance comes from within.	Träge Stunde  This turn, standing up costs 2 courage instead of 1. The resistance comes from within.	Bibberregen  Every Wompfel without a neighbour freezes and slides 1 place towards the nearest Wompfel. Starting at the light, clockwise, each one only once.	Bibberregen  Every Wompfel without a neighbour freezes and slides 1 place towards the nearest Wompfel. Starting at the light, clockwise, each one only once.
Bibberregen  Every Wompfel without a neighbour freezes and slides 1 place towards the nearest Wompfel. Starting at the light, clockwise, each one only once.	Sonnenfleck  Nothing happens. Put 1 courage into the bowl. Everyone hums once, contentedly. Compulsory.	Sonnenfleck  Nothing happens. Put 1 courage into the bowl. Everyone hums once, contentedly. Compulsory.	Sonnenfleck  Nothing happens. Put 1 courage into the bowl. Everyone hums once, contentedly. Compulsory.

Backs of the *weather cards*.

Only needed if you print double-sided.
Otherwise simply leave this page out.

For double-sided printing: pages 6 and 7 on the same sheet, binding on the long edge.



The four Wompfel and *the bits and pieces.*

If you own real Wompfel, put those on the circle — they give no advantage.



Glimmer light

Starts on the Sonnenstein and moves one place clockwise after every turn. Wherever its step ends, that Wompfel is glimmered.



Four coins from your purse work as glimmer markers; five buttons, pebbles or beans work as courage buttons.

Hodge



For the optional guest rule on page 4. Once per game, without a word, by whoever.

Who else sits in the valley

Four Wompfel play along. The others only live on this sheet — on the place cards and in the weather. They are all available individually at wompfel.com.



Ability cards and *quick rules*.

Lay out the ability cards face up · quick rules on both sides of the table.

ALPHA WOMPFELE POSITION  Mork ● IS SUDDENLY SIMPLY THERE Take Mork off his place and put him on any free place. Costs no courage — Mork did not stand up, he is simply there. He still loses a glimmer. <i>Nobody saw Mork arrive. Mork does not consider that worth mentioning.</i> Einmal pro Lichtumlauf · quer drehen = verbraucht · Sonnenstein frischt auf	ALPHA WOMPFELE COORDINATION  Rixa ☺ MAKES SHELVES GRIN Until the end of this turn everyone may speak. Yes, actually speak. Playing with two: also put 1 courage into the bowl. <i>Rixa laughs. Now everyone talks at once. Rixa reckons: going well.</i> Einmal pro Lichtumlauf · quer drehen = verbraucht · Sonnenstein frischt auf
TITAN WOMPFELE PROTECTION  Drok ☹ SLOWS EVERYTHING DOWN Immediately after a weather card is turned over: the weather has no effect on Drok's place or the two neighbouring places. <i>Drok looks at the weather until it feels rude and rains somewhere else.</i> Einmal pro Lichtumlauf · quer drehen = verbraucht · Sonnenstein frischt auf	POCKET WOMPFELE PACE  Fnug ☹ STANDS OUT AT ONCE At the end of this turn the light travels 2 places instead of one. Only where the step ends is glimmered — the place it skips gets nothing. No effect during Nebel. <i>The light was actually heading elsewhere. Then it saw Fnug.</i> Einmal pro Lichtumlauf · quer drehen = verbraucht · Sonnenstein frischt auf
Glimmerkreis · Kurzregel ● Wompfel Wetter → Entscheidung → Licht. Immer in dieser Reihenfolge. 1. Wetterkarte aufdecken und ausführen. 2. Dann entscheidest du allein: ein Wompfel steht auf und geht bis zu 2 Plätze (kostet 1 Mut) — oder alle bleiben sitzen (bringt 1 Mut, max. 5). 3. Licht wandert 1 Platz im Uhrzeigersinn. Wo sein Schritt endet, wird beglimmert. Platz verlassen = Glimmer weg. 4. Nur wer dran ist, spricht. Alle anderen brummen. Zeigen verboten. 5. Alle vier gleichzeitig beglimmert = Sieg. Wetterstapel leer = Niederlage. Brummen = gut so · Quieken = lieber nicht · Summen = schaut mal	Glimmerkreis · Kurzregel ● Wompfel Wetter → Entscheidung → Licht. Immer in dieser Reihenfolge. 1. Wetterkarte aufdecken und ausführen. 2. Dann entscheidest du allein: ein Wompfel steht auf und geht bis zu 2 Plätze (kostet 1 Mut) — oder alle bleiben sitzen (bringt 1 Mut, max. 5). 3. Licht wandert 1 Platz im Uhrzeigersinn. Wo sein Schritt endet, wird beglimmert. Platz verlassen = Glimmer weg. 4. Nur wer dran ist, spricht. Alle anderen brummen. Zeigen verboten. 5. Alle vier gleichzeitig beglimmert = Sieg. Wetterstapel leer = Niederlage. Brummen = gut so · Quieken = lieber nicht · Summen = schaut mal

Quick answers — if things stall at the table

Does a glimmering Wompfel lose its glimmer if we move it? Yes. Whether by choice, by ability or through the weather — whoever leaves their place loses the glimmer. Sometimes that is exactly the right, bitter decision.

What if there is no courage left? Then everyone stays seated — that is always allowed and gains 1 courage. There is a legal move in every turn.

The light ends on an empty place — now what? Nothing. It has a brief look around and moves on next turn.

Fnug makes the light jump 2 places. Is the place it skips glimmered? No — only the place where the step ends is glimmered. A skipped Sonnenstein still counts as passed, though, and refreshes the abilities.

May I move through an occupied place? Through, yes; stopping there, no. You must end on a free place.