

Dulle Griet

v.0.1

one-page rules

Materials needed:

- 8x8 grid (chessboard)
- 4-5 women
- ~16 demons
- 39 loot markers

Moving

All women and demons must move each turn. Players directly control the women and follow a script to move the demons. Activate and move each woman in any order first, then activate and move the demons. Women move within one block each turn and cannot move to or through wall spaces or fortress squares. Demons move one street space each turn and cannot move onto a gate space. Women and demons cannot jump over each other. Women cannot block each other's movement. If a demon cannot legally move, secure the nearest loot marker to it and move that demon to the nearest open wall space.



Demons move one street space.



Women move within one block.

Attacking

Women attack demons by moving onto their street space. Remove the demon on that street space, replace it with the attacking woman, and end her activation. Women cannot attack each other and demons cannot attack women or each other. Women cannot pillage a house if they have already attacked this turn.

Demon Turns

Demons follow a script each turn: 1) advance, 2) protect, 3) secure. They should move towards the nearest woman, or the nearest, largest group of women if two women are equidistant. However, they should move laterally to protect (first priority) or secure (second priority) the most loot markers possible and should move away from women only if legally necessary. They should move to protect loot markers immediately threatened by women. They should move to secure loot markers when feasible. Demons secure, or remove, a loot marker when there are three demons adjacent to a loot marker's house space. That loot marker is removed from the game and cannot be pillaged. If you're unsure what to do with a demon's move, flip a coin or roll a die.

After all demons move, place a new demon on each gate space and end the demons' turn.

Endgame

The game ends when no houses can be pillaged by women this turn. Count the number of loot markers for your final score.

The benchmark for a "successful" raid is 18 loot markers. You can't win or lose *Dulle Griet*, but you can improve on your previous scores from game to game or change set-up settings to make the 18-marker benchmark harder to obtain.

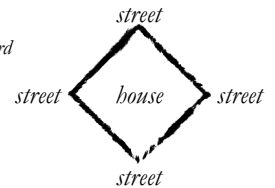


Play Options

Solitaire, Solo + "Computer," Co-op, Versus

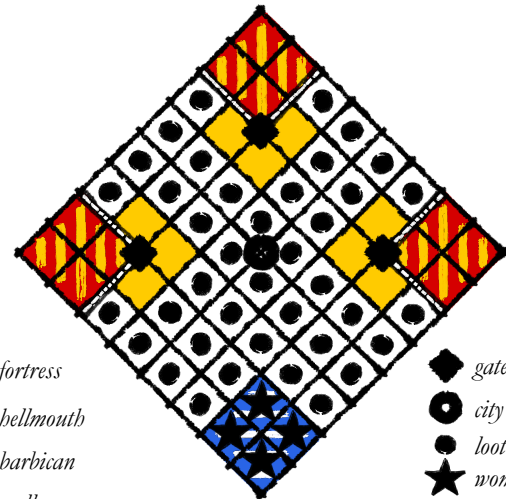
Terms

houses:	board/grid squares
streets:	corner spaces of board/grid squares
blocks:	adjacent houses and their bordering streets
fortresses:	a group of four houses at each corner of the board
walls:	streets bordering a fortress
gates:	interior-most street space of fortresses
city center:	center-most street space
barbicans:	non-fortress house squares adjacent to gates



Set-up

Place loot markers on all house squares except fortresses, barbicans, and the hellmouth. Place a demon on each gate and on the city center. Place a woman on each hellmouth house space. For an easier game, remove the demon from the city center and/or place a fifth woman on the bottom-most street space of the hellmouth. For a much easier game, remove the demon from the city center and place a fifth woman on the top-most street space of the hellmouth.



Pillaging

Women pillage house squares by moving into houses 1) with loot markers on them and 2) no demons adjacent to the house. To pillage, remove the loot marker, replace it with the pillaging woman, and end her activation. Women inside houses at the beginning of the turn must exit onto an adjacent street space before moving.

If you play *Dulle Griet* and want to help make the game better, please complete a playtester form:
<https://tally.so/r/NpRx6b>

Find us at:
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