

● The Designer



The year: 1964. The place: Halz, a mountain range in Northern Germany. **Holger Bösch** froze in shock, at least for a few seconds, as he was dispensed into the darkness of the world. He amused himself on a variety of school desks, and was soon known as a brilliant storyteller, especially among his teachers who, unfortunately, had very little patience for such things.

He began to collect these stories and devise new ones. One evening, while sharing these puzzles with friends, a name fell from the sky (or wherever else names come from): dark stories.

Since then, Hölger Bosch, inspired by the chaos of this world, chronicles the darkest recesses of his brain so that others may revel in its twisted tales.

Not a man you'd like to meet in the darkness of night.

● The Illustrator

Bernhard Skopnik studied graphic design and illustration at the Academy of Fine Arts in Kassel. Since 1985, he has worked as a freelance graphic designer and illustrator. His primary focus lies in photo stories and illustrations for magazine and textbook publishers. One thing is certain: his illustrations put the "dark" in "dark Stories".



● Publishing Information

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Because a ruthless Torontonian met a kindred spirit, he got to do this English version. We do not thank Adam Marostica for the English translation.

dark stories 2

50 twisted tales



ZMAN
games

● What are “dark stories”?

dark stories are tricky, morbid, desperately sinister stories where something unfortunate has taken place. In a round, you take on the role of a conspirator in one of these twisted tales. Sometimes the answer will come quickly: two or three questions and you’re on the right track. But often you will find yourself clenching your teeth on what you thought might be an easy story. In recent years, these stories have become increasingly popular. Whether you know them as “brain teasers”, “riddles”, “mysteries”, or simply “puzzles”, no stories are as “dark” as these.



● Instructions

The enjoyment of solving these dark stories is greatest when shared with a friend. One player is the master. The master knows the answer to the riddle and must answer questions. The master takes a card from the stack, reads the story on the front, and asks, “what do you think happened?” The master, of course, knows the answer, but keeps it to him or herself. The other player or players are the detectives, and begin asking the master questions. The questions must be posed so that the master can reply with a simple “yes” or “no”. With skill and perseverance, the detectives will draw closer to the solution. Of course, again and again, as they grasp for clues, the detectives might ask a question that...

- ... cannot simply be answered with a “yes” or a “no”. For example: “Was the man tall or short?” Upon receiving such an inquiry, the master must insist that the detectives rephrase their question.

- ... cannot be answered with a “yes” or “no” answer because the question has been posed with clearly incorrect assumptions – for example: if the detectives asks, “Was the man tall?”, when the dark story isn’t about a man, but an animal instead. In this case, the master must inform the detectives that the question is based on false assumptions.
- ... should not be answered with a “yes” or “no” answer because it would lead the detectives astray – for example: if the detectives ask, “Was the man previously in the church?”, when it doesn’t matter whether or not the man was ever in the church. Answering this question could lead the detectives in the wrong direction. What the master chooses to do must be decided on a case by case basis, as it can be fun to string the detectives along. In order to help the detectives, a kind master can choose to tell the detectives that the answer to a posed question is irrelevant to the story.



The master is always right. No matter what the detectives believe, the answer on the back of the card is the only solution.