

DRUID CITY Games

13+ | 2-4 | 45-60mins.

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King Reginald the Greedy has plans to develop thousands of acres of land in the mysterious and dark Grimm Forest. His heart is filled with avarice as he thinks of all the gold that he can fill his treasure room with once the land is cleared and building begins. Unfortunately, the Royal Builders, also known as the 3 Little Pigs, have grown old and senile and the last building plans they presented him with were for a series of houses shaped like pumpkins.

After a falling out with the elderly and cantankerous Pig brothers, the King is on the hunt for someone competent enough to design basic housing units, using only the standard materials from ancient times. Nephews and nieces of the famous Pig brothers have started flocking to the Royal Palace, eager to prove their skills. The contest is simple: whoever can build 3 houses quicker than his or her opponents will gain the title of Royal Builder and their fortune will be made...

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Game Overview

In ***The Grimm Forest***, you are a niece or nephew of one of the 3 Little Pigs of legendary fame, competing to build a set of three houses quickly out of Straw, Wood, or Brick. Players make secret plans to travel to certain areas of the Grimm Forest to gather limited amounts of resources that are available there. If more than one Pig goes to the same location, you must **share** the resources found there, but if you end up alone, you get **all** the resources from that site. **Fable cards** allow you to trick and deceive the other Pigs as you all scramble to gather enough resources to build your houses. At different points during the game, **Friend cards** reveal all sorts of strange allies that come out of the Grimm Forest in order to help you meet your goals. The first player to build **three houses** (*in any combination of Straw, Wood, and/or Brick*) wins the game!

Components

4 Gather Location boards



Fields | Forest | Brickyard | Market

4 Player boards

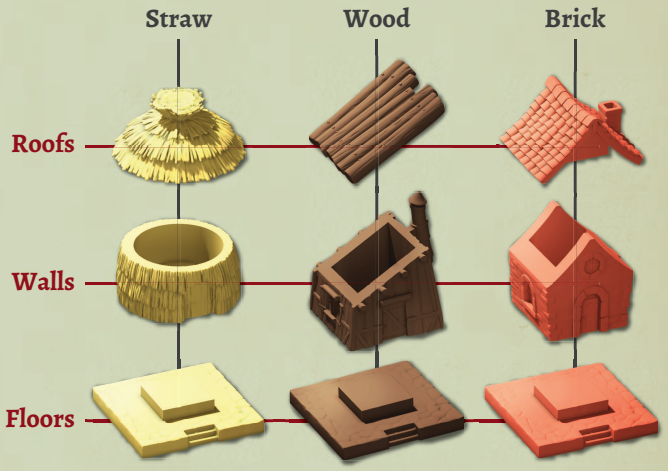
Each Player board has a wagon for you to store your resources, and 6 Build Sites where you can construct your houses.



Wagon | ★ Build Sites

45 House sections

These are the pieces that you will assemble to build your houses of Straw, Wood, and Brick. There are 5 of each piece.



16 Gather cards

Four sets of four cards; each set is indentified by the card back color. Gather Cards are used to plan your trips to the Gather Locations.



Back side of the Orange set



Gather Straw | Gather Wood | Gather Brick | Gather Market

16 Fable cards

Fable are one-use cards that let you do tricky things to try and outwit your opponents. Your Fable cards are kept secret in your hand until you're ready to use them. Each card tells you when it activates and what it does.



Back | Sample Front

12 Friend cards

Each Friend card gives you a persistent special ability, but you can only have one of them at a time and it is kept face up on the table in front of you. Each card tells you when it activates and what it does.



Back | Sample Front

45 Single Resources

15 each of Straw, Wood, and Brick. When "a resource" is mentioned in the rules, it is referring to one of these.



15 Mega Resources

5 each of Straw, Wood, and Brick. Notice that they are worth different amounts of their resource!



4 Pig miniatures



1 Starting Player token

The player holding this is the current Starting Player.



Whenever something happens "in turn order", it begins at the Starting Player and proceeds clockwise, skipping any uninvolved player.

3 First Builder Bonus tokens

Special awards for the players who build each house type first.



The backside of each shows the reward options it offers.

Setup

There are a few special setup rules for 2 players on page XX

Extra setup rules for 4 players are included on this page.

1. Place the three **Gather Location boards** (*Fields, Forest, and Brickyard*) in the center of the play area, side by side.

4. In a 4-player game, add the Market board beside the other three. With fewer players, remove this board from the game.

2. Pile the **Single** and **Mega resource tokens** next to the Gather Location boards to create the Supply.

3. Place a Mega Straw token (*worth 5 Straw*) onto the Fields board, a Mega Wood token (*worth 4 Wood*) onto the Woods board, and a Mega Brick Token (*worth 3 Brick*) onto the Brickyard board.

4. In a 4-player game, place a Single resource token of each type (*Straw, Wood, and Brick*) onto the Market board.

4. Place the three **First Builder Bonus** tokens at the bottom of their corresponding Gather Location boards.

5. Place the floor, wall and roof House Sections next to the Gather Location boards.

6. Shuffle the Fable and Friend cards into separate decks, and place them both face down next to the Gather Location boards.

7. Each player selects a color and takes the Player board, three Gather cards (*Gather Straw, Gather Wood, and Gather Brick*), and Pig miniature of that color.

4. In a 4-player game, each player also takes the **Gather Market** card along with the other Gather cards. With fewer players, remove the Gather Market cards from the game.

8. Give the Starting Player token to the player who ate bacon most recently. You are ready to begin!

General Setup



Player Setup



Gameplay



There are a few small differences for 2-player or 4-player games, described fully on page 6.

The Game is played over multiple rounds. Each round is made up of 3 phases, played in this order:

1. Gather | 2. Build | 3. Clean Up

The Game Round

1. Gather

In this phase you will move to the Gather Locations; there you will gather resources to use in your house-building efforts.

1. Each player must select one **Gather** card (*and may **additionally** select one **Fable** card if they wish*) from their hand. Everyone sets their chosen card(s) face down on the table.

2. Reveal **all** played Fable cards. Resolve Fable cards that activate "When Revealed".



Also, if any Fable has the icon indicating that it is a **Monster**, when revealed the player who played it must now place the Monster at any one Location of their choice. **Maximum 1 Monster per Location.**



Whenever multiple Fable and/or Friend cards would activate at the same time, resolve them in turn order.

3. Reveal all Gather cards; each player places their Pig in the Gather Location indicated on their card. Then resolve any Fable effects that activate "Before Gathering".

4. If a Pig is alone in a Location, that player collects **all** of the resources in the area. If more than one Pig is in a Location, the resources there are **divided equally** among all of those players, rounding down. (*Make change from the Supply as needed.*) Any leftover resources remain in that Location for the next Gather phase.

5. Resolve any remaining Fable effects, that activate "After Gathering".

6. Each player returns their Gather card to their hand. All resolved Fable cards (*including Monsters on Locations*) are placed in a face up Fable discard pile near the Fable deck. Some Fables indicate that they stay in play longer than normal; don't discard these ones until indicated.

Gathering Example ~ Step by Step

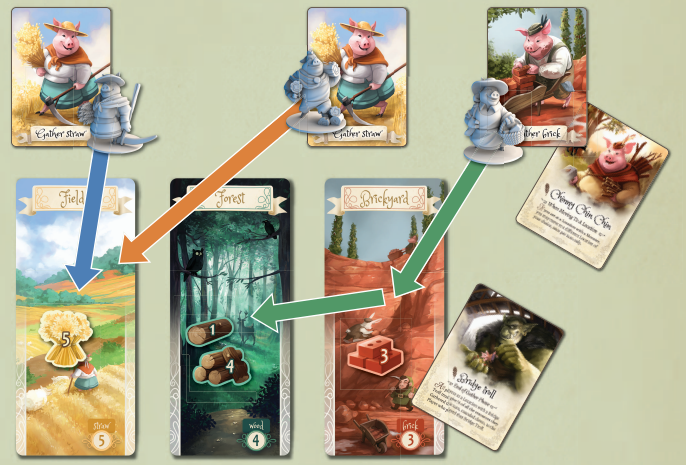
All three players set down the cards they wish to play. Blue and Green have both played Fable cards with their Gather card, while Orange has only played a Gather card.



The two Fables are revealed. Blue reveals a Bridge Troll (which is a Monster so must be placed at a Location now), and Green reveals Chinny Chin Chin (which activates before Gathering). Blue places the Bridge Troll at the Brickyard, hoping to catch other Pigs there.



All Gather cards are revealed; Blue and Orange both reveal Fields, and Green reveals Brickyard, where the Troll is! They all place their Pigs. Then Green's Fable (Chinny Chin Chin) activates; happily it allows her to move her Pig away from a Monster, so she decides to head over to the Forest.



Green is alone in the Forest, so she collects all of the 5 Wood there for herself. Blue and Orange are together in the Fields, so they must divide the Straw that's there. There is 5 Straw, so they take 2 each and leave 1 there for the next round.

At this point the Bridge Troll activates, but there are no Pigs in the Brickyard for him to bully.



All players retrieve their own Gather cards. Both Fables (including the unfortunate Bridge Troll, who never got to do anything thanks to a timely Chinny Chin Chin) are discarded.

2. Build

In this phase you will perform actions to gain resources, draw **Fable cards**, and use your resources to build **House sections.** In turn order, each player takes one turn. On your turn you perform **two** actions. You may perform the same action twice, or two different actions. With each action you may choose one of these three options:

A) Draw a Fable card

Take the top card of the Fable deck and add it to your hand. There is no limit to the number of Fables you may have in your hand.



B) Gain 1 Resource

Collect 1 Single resource of your choice from the **Supply**. There is no limit to the number of resources you may hold.



C) Build

Build **one** House section. To do so, pay the appropriate resources by returning them to the Supply, and add your new House section to your Player board. You must use the correct type of resource to build the section; for example you must pay Straw to build a Straw section.

SECTION TYPE	COST	ALSO...
FLOOR	2	
WALL	4	Draw 1 Friend, and either keep it or give it to another player (*see below*).
ROOF	6	Check for First Builder Bonus (*see below*).

You decide to use one of your actions to Build. You have 4 Wood and 3 Straw, which means you could afford a Straw Floor, or a Wood Floor, or a Wood Wall to go on the Wood Floor you built on an earlier turn. You decide to buy the Wood Wall. You pay the 4 Wood back to the supply, take a Wood Wall from the supply, and stack it on top of your Wood Floor.

Since you built a Wall section, you draw one Friend, and decide whether to keep it or give it to someone else... (Example continued below)



RULES OF BUILDING

- Each of your houses **must** be built in order: Floor, then Walls, then Roof.
- You may work on multiple houses at a time, but you may not start a new house if you have an unfinished house **of the same type**.
- Once you have finished a house, you **are** allowed to begin a new house of the same type.
- There are enough house sections to build five houses of each type. Once these run out, you may not build that house section.
- You may only start a new house if you have an empty Build Site on your Player board.

FRIENDS

Friends are characters from other fairy tales who will aid you with special powers. Each time you build a Wall Section, draw the top Friend card from the Friend deck. Reveal it and decide whether you want to keep it yourself or give it to another player. (*The other player may not refuse it.*) See ***Friend Cards*** for details.

Each player may only have **one Friend at a time**. When you get a Friend (*either because you chose to keep one or because another player gave one to you*), you must discard your previous Friend (*if you had one*) and keep the new one instead.

You drew a Friend (Rumpelstiltskin) from the deck because you built a Wall section. You already have Goldilocks as a Friend and want to keep her, so you pass Rumpelstiltskin to another player. That player is forced to discard their existing friend and keep Rumpelstiltskin.



FIRST BUILDER BONUS

When you complete a house, if it is the **first** house of that **type** (*Straw, Wood or Brick*) that has been built by **any** player, then you earn the **First Builder Bonus** for that type. Take the Bonus token for that type and keep it in front of you, then also collect **one** of the following rewards (*your choice which*):

- One Straw, one Wood, and one Brick from the Supply.
- Two Fable cards drawn from the top of the deck.
- One Friend card drawn from the top of the deck.

(*Follow the normal rules for gaining a Friend described above.*)

Each First Builder Bonus is only given once for each type of house, even if a house has been blown down by the Big Bad Wolf or some other game effect.



3. Clean Up

In this phase you will wrap up the round and prepare for the next one.

1. Pass the Starting Player marker to the next player clockwise.

2. Everyone retrieves their Pig from the Location boards (*and everyone makes sure they have all of their own Gather cards in their hand*).

3. Replenish all three Gather Location boards by placing one **Mega Resource** of the corresponding type from the Supply. (*This **adds to** any leftover resources that may still be there from the previous round.*)

4 In a 4-player game, place a Single resource token of each type (*Straw, Wood, and Brick*) onto the Market board.

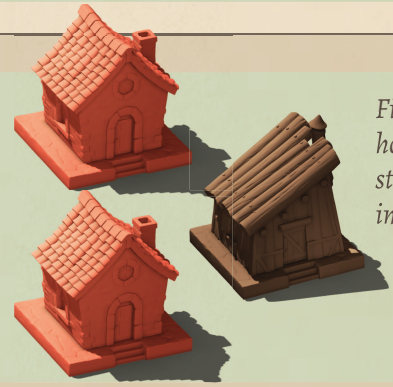


Remember, there was 3 Brick left behind in the Brickyard and 1 Straw in the Fields from this round... with the newly added Mega resource tokens, there will be some bountiful options for Gathering next round!

Game End

At the end of the Build Phase, if only one player has any three complete houses, the game ends, and **that player wins the game!** (*They **do not** have to be one of each type of house... they may be any combination of house types.*)

- *If **more than one player** has any three complete houses, the winner is the Pig that built the **sturdiest** houses. Brick Houses are the sturdiest, followed by Wood and then Straw. If two or more Pigs are still tied, the final tiebreaker is the tied player owning the First Builder Bonus token for the sturdiest house type.*



First to finish any three houses is the winner... but sturdier houses count for important tie-breakers!

2

Differences in 2-Player Games

In the 2-player game, a **neutral player** named ***Prince Regal*** is added to the game. Each turn he will visit one of the Gather Locations and take half of the resources for himself in order to store up supplies so that one day he can move out of the Royal Palace and create a smaller Palace of his own.

During Setup, choose an unused player color to represent Prince Regal. Set the Gather cards and Pig miniature of that color in between the players.

At the start of each Gather phase, randomly choose and reveal a Gather card for Prince Regal, from his deck. The Prince immediately collects **half** of the resources from that Gather Location board (*rounding down*). Both players then choose their Gather and Fable cards and play proceeds as normal.

Prince Regal collects resources and heads back to town before the other Pigs' cards are revealed; therefore he does not affect Fable cards that specify if a Pig is alone or with other Pigs, and he does not get caught by any Monsters. All resources collected by Prince Regal are returned to the Supply.

4

Differences in 4-Player Games

The rules for the 4-player game appear throughout the rulebook, but are gathered here for your convenience as well. All of the 4-player rules concern the addition of the **Market Location** to the game. During Setup, lay out the Market Location with the others (*with one of each resource on it*), and make sure that each player has their **Gather Market card** in addition to their usual three.

The Market is treated like any other Location. If multiple Pigs end up in the Market during the Gather phase, the resources there are divided by drafting. In turn order, those players take turns choosing **1 resource at a time**. Each player will collect an **equal number** of resources, leaving any leftover resources behind. (*For example if there are three players and five resources, each player will get one, leaving two behind.*)

During the Cleanup phase, place **1 of each resource** (*Straw, Wood, and Brick*) into the Market, adding to any resources remaining from the previous round.

Fable Cards

Whenever multiple Friend and/or Fable cards would activate at the same time, resolve them in turn order.

Each player may have any number of Fable cards in their hand at a time, but may only play one per round along with their Gather card during the Gather phase. Once a Fable is revealed, it tells you when it activates and what it does. Fables usually provide a special ability once and are then discarded.



A Friendly Game ~ End of Gather Phase
Take 2 resources of your choice from each opponent at your Location.



Big Bad Wolf ~ End of Gather Phase
Monster! All Pigs at the ***Big Bad Wolf***'s Location must select the **top-most section** of one their Wood or Straw Houses, (*if they have any*), and return that section to the Supply.



Bridge Troll ~ End of Gather Phase
Monster! All Pigs at a Location with a ***Bridge Troll*** must give half of all the resources they Gathered this turn (*rounded down*), to the player who played that ***Bridge Troll***.



Chinny Chin Chin ~ When Moving to a Location
If you are at a Location with a Monster, you may move to a different Location of your choice, once per turn only.



Consult the Oracle ~ End of Gather Phase
If you are **alone** at your Location, you may take 1 randomly selected Fable card from each other player's hand.



Ghostly Whispers ~ End of Gather Phase
If you are alone at a Location, draw 4 Fable cards. Keep 2 and discard the rest.



Hired Help ~ When Revealed / Next Turn While Collecting Resources
Pay 2 resources (*to the Supply*) **now** in order to double your Gather amount **next turn**. Take any extra resources you gain next turn from the Supply. *Keep this card face up in front of you as a reminder, until it's resolved.*



Little Helpers ~ End of Gather Phase
If you are **alone** at your Location, gain 2 extra actions during the Build phase.



Mysterious Stranger ~ End of Gather Phase
If you are **alone** at a Location, Gain a Friend card from the deck. Follow the normal rules for gaining Friends.



Night at the Tavern ~ When Revealed
Draw 1 Friend card per player, pick one for yourself and then distribute the rest to the other players **randomly**. All players (*including you*) must follow the normal rules for gaining Friends.



Powerful Friends ~ End of Gather Phase
Steal 1 Build phase action from everyone who shared your location at the end of the Gather phase.



Roar ~ Before Collecting Resources
All rival Pigs who share your Location must each randomly select one of their unplayed Gather cards and move to that Location instead.



Spy Network ~ End of Gather Phase
Gain 2 Fable cards for every player who is at your Location.



Taxation ~ End of Gather Phase
Anyone **not** at your Location at the end of **next turn's** Gather phase must discard all but 1 of their resources. *Keep this card face up in front of you as a reminder, until it's resolved.*



Wishing Well ~ When Revealed
Swap any 2 played Gather cards. It doesn't matter if they were played face-down as normal, or whether they were played face-up due to an effect. (*At the end of the round, players take their own Gather cards back.*)



Wolf ~ Before Collecting Resources
Monster! If any Pig shares a Location with a ***Wolf***, all resources at that Location are destroyed before anyone can collect them; place the destroyed resources back in the Supply.

Friend Cards

Whenever multiple Friend and/or Fable cards would activate at the same time, resolve them in turn order.

Each player may have (*at most*) one Friend card at a time. If you have a Friend card, it stays face up in front of you and provides a special benefit that repeats every round as long as you still have it. Each Friend card tells you when it activates and what it does. It is up to you to remember to activate your Friend at the appropriate moment.



Ali Baba ~ End of Gather Phase

Sneaky: If you are **alone**, you may steal 2 resources of your choice from one other player's board.



Cinderella ~ After Gather Cards are Revealed

Magic Coach: Take 2 of the resources from the Location you played **before** any Pigs move to any Locations. Then all Pigs (*including you*) commence Gathering as normal.



Evil Queen ~ Before Fable Cards are Revealed

Witchcraft: Wait until all other players have played their Gather and Fable cards; then choose 1 player and peek at their face-down Gather and Fable cards. **Then** play your own Gather and Fable cards.



Fairy Godmother ~ Start of Gather Phase

Magic Wand: Gain 1 Fable Card. **Discard *Fairy Godmother*** at any time to discard up to 3 Fable cards from your hand, and gain the same number of resources (*of your choice in any combination*) from the Supply.



The Golden Goose ~ End of Gather Phase

Golden Eggs: If you are **alone**, gain 1 resource of your choice from the Supply. **Discard *The Golden Goose*** at any time to gain any 2 resources of your choice from the Supply.



Goldilocks ~ Start of Gather Phase

Breaking and Entering: **Discard *Goldilocks*** to take up to 1 of each type of resource **and** 1 randomly selected Fable card from **one** opponent of your choice.



Puss in Boots ~ While Building

Confiscate: When building a House section, you may pay part of your Build cost by using 1 resource of the appropriate type from any other player's board.



Red Riding Hood ~ When Gained/Ongoing

Wolf Lore: When you gain Red Riding Hood, search through the Fable deck and take 2 ***Wolf*** cards from there into your hand; reshuffle the Fable deck afterward. (*If there are not 2 Wolf cards to take, search through the Fable discard pile as well.*) During the Gather Phase, if a ***Wolf*** or ***Big Bad Wolf*** Monster card ends up in your Location, you may discard that Monster card with no effect.



Robin Hood ~ End of Gather Phase

Rob From the Rich: You may steal up to 2 resources of your choice from the Player board of any Pig at your Location. If you do, then give away any 1 resource from your Player board to one opponent of your choice.



Rumpelstiltskin ~ End of Gather Phase

Master Craftsman: Once per round, convert 1 of your Straw resources to 1 Brick or 1 Wood. **Discard** Rumplestiltskin at any time to convert **all** of your Straw resources to all Brick or all Wood.



Snow White ~ End of Gather Phase

The Fairest In the Land: Every Pig is at your Location must give you 1 Fable card (*of their choice*) from their hand, if they have at least one.



Thumbelina ~ After Gather Cards are Revealed

Winged Friends: You may (*once per Gather Phase*) shuffle your unplayed Gather cards, reveal one at random, and move to that Location instead of the Location you initially played.