

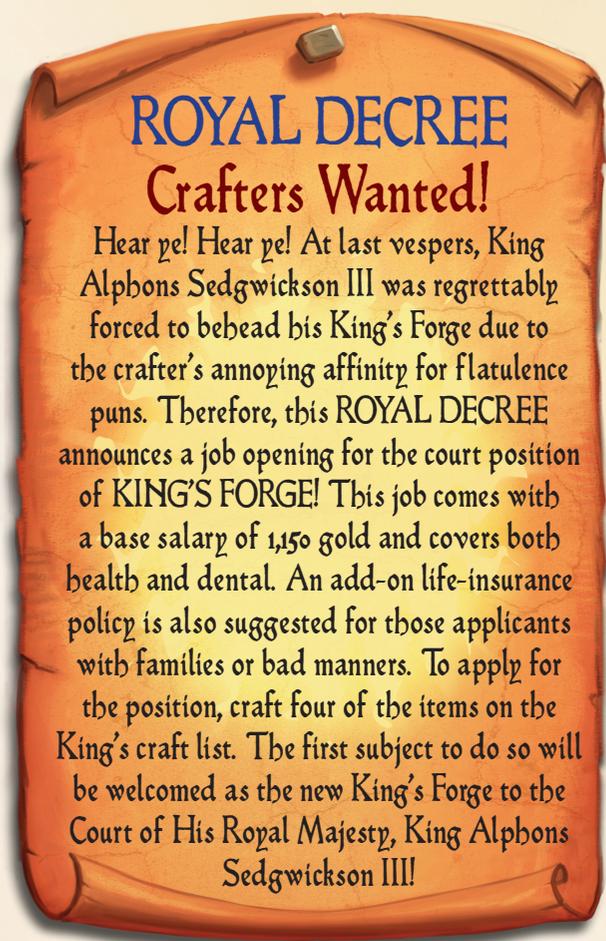
# KING'S FORGE



Rules of Play

# KING'S FORGE

A Game of Clever Crafting by Nick Sibicky  
2-4 players 30-75 minutes



## Game Overview

In King's Forge, the players are peasant craftsmen and craftswomen hoping to advance their careers and win a place at court and the title of King's Forge. They will do so by successfully crafting four items from a posted list prepared by the King himself.

## Components

91 Dice  
42 Black "METAL"  
22 Green "WOOD"  
14 Red "GEM"  
10 Blue "MAGIC"  
2 White "LIBRARY"  
1 Purple "CEMETERY"  
60 Cards  
32 Craft cards  
18 Gather cards  
2 Reference cards  
4 Make-Your-Own Craft cards  
4 Docks cards  
4 Tiles  
4 Smithy tiles  
4 Tokens  
2 Yellow "Automatic 6" tokens  
2 Green "+1/+1" tokens  
1 First Player Anvil  
1 Game Board



**Metal**



**Wood**



**Gem**



**Magic**



**Library**



**Cemetery**

## Important Concepts

Throughout these rules, "you" and "your" refer to the current player performing tasks on his or her turn.

There is no out-of-turn play and all dice and cards are public knowledge.

All resources used in the game are finite. For example, if you choose a card that would gain you a metal die, but there are currently no metal dice in the stock; you receive no metal die and cannot retroactively claim a metal die when one becomes available.

## Setup

You may choose to play with the optional game board. The same basic set-up applies to using the game board. The board includes slots for cards, places for the stocks of dice, and inbuilt Dock locations. If you are not using the game board then place the four Dock Cards near the center of the table.

Each player takes a Smithy tile and chooses one side or the other as his/her workshop mascot.

Each player takes 5 metal dice and places the dice on the table to form their supply. The remaining dice form the stock and are placed in an area within easy reach.

Shuffle the Craft cards. Take a number of cards off the top of the pile based on the chart below and return the remaining cards to the box as they will not be needed for this game:

- **2-player game = 9 Craft cards**
- **3-player game = 10 Craft cards**
- **4-player game = 13 Craft cards**

Sort the selected Craft cards from low to high based on the rank number in the upper right corner of each card. Place the three lowest ranked cards face-up near the center of the table. Keeping the remaining cards in rank-order, splay them out on the table so that the dice icons on the right edge of every card are visible.

Look through the Gather cards and pull out the North Mine, South Mine, East Forest, and West Forest cards; these cards are used in every game. Shuffle the remaining Gather cards and add the top seven cards to the four cards pulled out previously. Return the unused Gather cards to the box as they will not be needed for this game. Shuffle the eleven selected Gather cards and place them in a face-down pile near the Docks tiles.



## Gather Cards



Gather cards represent the shops, merchants, and important locations around your village where you can obtain resource dice and special abilities.

Each Gather card has two possible actions, one at the top of the card and one at the bottom of the card. Only one action may be used when you claim a Gather card.

The squares in each action area on the Gather cards represent the dice cost to claim the card for that particular action.



**White:** Any die may be used.

**Green:** Only wood (green) dice may be used.

**Red:** Only gem (red) dice may be used.

**Red/Blue:** Either gem (red) or magic (blue) dice may be used.

Any text or icons on a Gather card represent a special ability or action you may use as appropriate during the Gather and/or Craft phases of the current round.



**DICE:** Identifies dice you receive by claiming certain Gather cards. Icon changes color depending on the type of dice you are to receive.



**ANVIL:** Identifies a Gather card that is always included when starting a new game of King's Forge.



**CLOCK:** The card's benefit may be used at any time on your turn, either during Gather or Craft phase. However, the power may only be used once in a round, so, when it has been used, twist the card sideways to show that it may not be used again this round.



**SUPPLY:** The dice you gain as result of this card are added directly to your supply of available dice. They do not go to your Smithy tile as usual.



**FLIP:** Allows you to flip one or more dice (as noted on the Gather card, itself) to their opposite face. For example, a 1 becomes a 6.



**RE-ROLL:** Allows you to re-roll one or more of your dice, as noted on the card itself. This does not allow you to re-roll dice that are already in use on a Gather or Craft card.



**DICE BONUS:** Allows you to add the noted number to any one die. The bonus can only be applied once and only in the round in which you acquired the Gather card. The bonus cannot be held over for a future round. If the value is 2 or higher, it must be applied to a single die; the bonus cannot be split among different dice. If the card allows multiple dice bonuses, each must be applied to a different die; they cannot be combined to affect a single die. Dice bonuses from separate Gather cards, however, may be combined for use on a single die. Dice bonuses can temporarily raise a die value above 6.

When you claim a Gather card you move it to the table in front of you and place the required dice from your supply on the card. Dice used on a Gather card are not available for any other use that round.

Typically you will recover your dice from Gather cards at the end of the round, but if the box is marked with an **X** the die you placed on that box is consumed and returned to the stock at the end of the round.

Some Gather card actions do not have any squares, so choosing those actions cost you no dice. Even so, you may only choose ONE action from the claimed Gather card. The no-cost action is NOT an extra action.

Pictures of dice on a Gather card represent new dice you acquire by taking the chosen action. Newly acquired dice are placed on your Smithy tile and are not available for you to use during the current round.



## Tokens



+1/+1



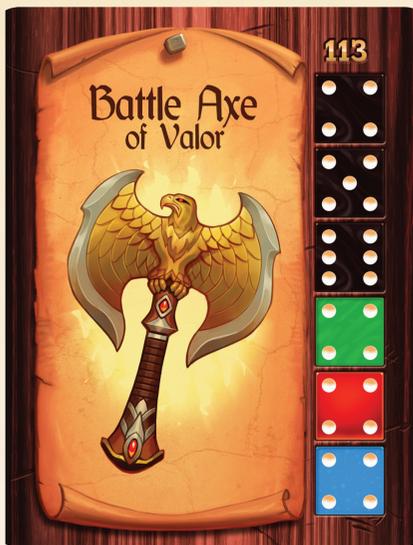
Automatic 6

There are two types of tokens that can be acquired during the game. The Yellow "Automatic 6" token is used to change one die of yours from any value to a 6. The green "+1/+1" token is used just like a Dice Bonus to increase any two of your dice by 1 point each.

Tokens must be used in the round they are acquired; they cannot be held over for a future round.



## Craft Cards



Craft cards represent the items that the King wants you to craft to see if you are worthy to be the new King's Forge.

Each Craft card has a number in the upper right corner used to sort the Craft cards in order of difficulty. Low numbered cards are easier to craft while higher numbered cards are more difficult or require

resource dice that are more difficult to obtain. This sorting number does not represent victory points.

The color of the dice spaces on the right edge of a Craft card represents the type of resource dice needed to craft the item. The pips on each die space represent the minimum value of each needed resource. So, the dice you roll in the Crafting Phase must match the colors shown on the card and the values must be equal to or greater than the pips shown on the card.

## Game Play

King's Forge is played in a series of rounds. Each round consists of three phases: Gather, Craft, and Clean-up. Select a person at random to be the First Player and give that player the Anvil as a token of his or her status. All players in clockwise order perform all the actions in each phase before moving on to the next phase. Once all players have completed the Clean-up phase, the current round ends. The First Player Anvil passes left to the next player, and a new round begins.



## Gather Phase

To begin the Gather Phase, the First Player deals four Gather cards face-up to the center of the table and then chooses an action:



- Claim a Gather card
- Discard a Gather card and use a Docks action
- Pass

If a Gather card was claimed or discarded, the empty space is refilled with the next card on the Gather deck and the next clockwise player makes a choice of actions. This continues, player-by-player, until there are no more face-up Gather cards or all players have passed.

## Claim a Gather Card

In order to claim a Gather card, you must have the number and types of dice required to use one of the two actions listed on the card. Move the chosen card to the table in front of you then place the necessary dice from your supply on the card action you have selected. Only one action may be selected on a Gather card and the dice you place on the card are not available for any other use in this round.

If the chosen action yields one or more new resource dice, those new dice are immediately moved from the stock to your Smithy tile. These newly acquired dice may not be used for any purpose during the current round.



Since the resources in the game are finite, you may claim a Gather card and find that some or all the dice granted by the action are not available in the stock. Take only the dice that are available in the stock when you claim the card. You may not come back later and take dice you were unable to claim.

If the Gather deck has not yet been exhausted, flip over the top card from the Gather deck to refill the position of the Gather card that you claimed.

## Claim a Docks Action

There will be times when you need a certain resource or bonus and none of the available Gather cards provide what you need. The Docks is a place where you can (usually) find what you are looking for.

To claim a Docks action, choose a face up Gather card from the center of the table and place it face-down in front of you. If there are no face-up Gather cards remaining, you may not visit the Docks.

Then, select an unclaimed action on one of the Docks tiles and place the required resource dice from your supply on that action. You do not move the Docks tile to the table in front of you, as you do a Gather card; the Docks tiles stay in the center area of the table. Also, all of the actions on each Docks tile are usable, not just one on each tile, however, once a specific action is used, no other player may use that same action this round. So, if you spend three dice at the Docks to obtain a gem die, the next player to visit the Docks for a gem die will need to use the four dice action instead.

Tokens received from the Docks are for use in this round only. If you do not use it, you forfeit it at the end of the round. Dice received from the Docks go to your Smithy card as usual.

During the Clean-up phase, all dice that were placed on Docks tiles are returned to the stock.

## Pass

If you decide that you do not want to claim an available Gather card or an available Docks action, or that you want to save the rest of your dice supply for the Craft phase, you may choose to pass. A Player that passes cannot take any further actions during this Gather phase. No Gather cards are removed from play and the next player continues the Gather phase as usual.

If you are the first player to pass in this Gather phase then you may either take one metal die from the stock and add it to your supply or take a green “+1/+1” token for use in this round’s Crafting phase.

The Gathering phase ends if all players have passed or there are no more face-up Gather cards and at least one player has passed. If it occurs that there are no face-up Gather cards and no one has passed yet, the next player in turn automatically passes and receives the first-to-pass benefit.

*NOTE: In a 2-player game, the Gather phase ends when both players have passed or an empty Gather card position cannot be refilled from the Gather deck, whether or not any player has passed.*

## Craft Phase

Beginning with First Player and advancing clockwise, each player has one opportunity to craft any of the three items currently on display near the center of the table, or to steal any item that was crafted by another player earlier in this same round.

When it is your turn to Craft, take all of the unused dice in your supply and roll them. Dice that have been placed on Gather cards or Docks tiles are used and may not be rolled. Dice on your Smithy tile cannot be rolled until the next round. Exception: If you chose the bottom action of the Astrologer card, add the dice on your Smithy tile to your supply before rolling for the Craft phase.

## Dice Manipulation

If you chose Gather card actions with a dice-roll bonus or you acquired a +1/+1 or Automatic-6 token from the Docks or as a first-to-pass benefit, you can manipulate the dice after you’ve rolled them. You can only manipulate your own dice, not dice belonging to another player.



Manipulated dice are physically changed; if you have a +1 ability and apply it to a die showing a 4, you turn the die so that it shows 5.

Manipulated dice may temporarily have values higher than 6. To do this, turn the die to the 6 face and then announce its higher value. The higher value is only in effect on your turn. When crafting passes to the next player, your higher-value dice revert to 6's.

## Crafting

Craft an item by matching your rolled dice by color and value to the dice requirements on one of the three Craft cards on display near the center of the table. The values of your dice must meet or exceed the dice values shown on the Craft card.

If you can allocate an appropriate color and value die to every die square on a Craft card then you have crafted that item and you move the Craft card to the table in front of you and place your allocated dice on the card so that other players know it was you who completed that Craft card. You cannot actually “claim” the card, however, until the end of the Crafting phase.



Now that there are only two Craft cards on display, move the lowest rank Craft card from the waiting line to the center of the table. This item is immediately available to craft. If you have enough dice of the proper colors and values, you may complete more than one item on your turn, including any Craft cards that were just moved to the center of the table.

Any rolled dice that cannot be used to complete a Craft card on display at the center of the table are placed on your Smithy tile and your Crafting turn is over.



## Stealing

Even if you have completed a Craft card, it is not yours until you “claim” it the end of the Crafting phase. Until that time, other players may steal the card from you.

To steal a Craft card, you must be able to allocate dice to that card that are each at least equal to the dice the other player already has on the card AND at least one of your dice must be of a greater value than one of the dice currently on the card.

*(Example: John completed the Dice of Deceit with a wood 2, a wood 4, and a magic 4. You roll your dice and get a wood 2, a wood 3, and a magic 4. You have a green +1/+1 token and apply the first bonus to your wood 3, making it a wood 4, and the second bonus to the magic 4, making it a magic 5. Now your dice are all at least equal to John's dice AND one of your dice (the magic 5) is greater than John's corresponding die (the magic 4). You have successfully stolen the Dice of Deceit from John.)*

If you successfully steal a Craft card from a player, move the dice from the Craft card to that player's Smithy tile, then move the stolen Craft card in front of you and place your own dice on it. Your freshly-stolen Craft card is not necessarily safe, however; it can be stolen again by another player crafting after you on this same round if they can roll or manipulate the right dice values.

If you roll your dice and the values do not allow you to Craft one of the available cards, your Craft turn is over and you pass.

It is possible that you will have no dice in your supply when the Craft phase begins or that the dice you do have do not match the colors needed for any of the available Craft cards. In this event, your Craft turn is over and you pass.

After all players have taken a Craft turn or passed, the Craft phase ends and the Clean-up Phase begins.

## Clean-up Phase

The Clean-up Phase has three Clean-up actions that are taken in order:

### Claim Craft Cards



If you completed one or more Craft cards and those cards were not stolen, move the dice from the Craft cards to your Smithy tile. Tuck the completed Craft cards under your Smithy tile with the rank numbers showing so that other players will know how many items you have crafted. A Craft card under your Smithy tile cannot be stolen from you. When one or more players have 4 Craft cards under their Smithy tile, the game ends.

**NOTE:** In a 2-player game, the game ends when one player has claimed 5 or more Craft cards.

### Clear Gather Cards

All dice on the Docks tiles are returned to the dice stock. Dice on Gather card boxes marked with a gold **X** are returned to the dice stock. The remaining dice on Gather cards are returned to each player's Smithy tile.

## Reset for Next Round

Pass the First Player Anvil to the left.

The new First Player collects all 11 Gather cards, shuffles them, and places the deck face-down near the center of the table.

Each player removes the dice from his/her Smithy tile and combines those dice with any unused dice from the previous round to create a new supply to use in the next round.

A new round begins with the Gather Phase.

## Winning the Game

The game is over at the end of any round in which at least one player has claimed four or more Craft cards. Whichever player has the most crafted items at the end of the game the winner!

If two or more winning players have claimed the same number of Craft cards, the player possessing the Craft card with the highest rank number is the winner.

In a 2-player game, the winner is the player who has claimed 5 or more Craft cards.

## Gather Card Overview

### ALCHEMIST

**TOP:** Allocate one gem die, one gem or magic die and any one other die from your supply to move one magic die from the stock to your Smithy tile. The allocated dice are returned to your Smithy tile during Clean-up.

**BOTTOM:** You may claim this action at no cost to gain a one-time-use ability to add 1 pip to one die you just rolled.

### ASTROLOGER

**TOP:** You may claim this action at no cost to move one metal die from the stock to your Smithy tile.

**BOTTOM:** Allocate any two dice from your supply to roll all of the dice on your Smithy tile on your Craft turn this round. A die that is cancelled by the Cemetery cannot be brought back into play through the Astrologer. The die on the **X** returns to stock during Clean-up. The other allocated die is returned to your Smithy tile during Clean-up.



### BAZAAR

**TOP:** Allocate two wood dice from your supply to move one gem die from the stock to your Smithy tile. The allocated dice are returned to your Smithy tile during Clean-up.

**BOTTOM:** Allocate any five dice from your supply to move one gem die from the stock to your Smithy tile. The allocated dice are returned to your Smithy tile during Clean-up.

### CARAVAN

**TOP:** Allocate one wood die from your supply to move four metal dice from the stock to your Smithy tile. The die is on the **X** so it returns to stock during Clean-up.

**BOTTOM:** You must allocate ALL of the unused dice in your supply then, depending on that number of dice, move the dice indicated on the card from the stock to your Smithy tile. The Library and Cemetery dice cannot be allocated to the Caravan. The allocated dice are returned to your Smithy tile during Clean-up.

### CEMETERY

**TOP:** You may claim this action at no cost to gain a one-time-use ability to add 1 pip to one die you just rolled.

**BOTTOM:** You may claim this action at no cost to kill a specific rolled die value for the rest of this round. Roll the Cemetery die and place it on this card. The Cemetery die may be manipulated before it is placed on the Cemetery card, but not afterward. For the rest of this round, any rolled die that equals the value of the Cemetery die is immediately cancelled. If the rolled die belongs to a player, it is returned to that player's Smithy tile. If

the rolled die was the Library die or a decision die used by the Garden or Tavern card, it is returned to the stock. Dice that are manipulated to arrive at the value of the Cemetery die are not affected. For example: If the Cemetery die is 6, a player would be safe to use a +1 bonus on a 5 they just rolled.

**NOTE:** If the Workshop Gather card is used to duplicate the Cemetery card, the new player re-rolls the Cemetery die, applies modifications if desired, and the new value becomes the dead value for the remainder of this round.

### DRAGON LAIR

**TOP:** You may claim this action at no cost to move one metal die from the stock to your Smithy tile.

**BOTTOM:** Allocate any seven dice from your supply to move one gem die and one magic die from the stock to your SUPPLY. The die space is marked with the **X** so all seven allocated dice return to stock during Clean-up.

### EAST FOREST

**TOP:** Allocate any two dice from your supply to move one wood die from the stock to your Smithy tile. The allocated dice are returned to your Smithy tile during Clean-up.

**BOTTOM:** Allocate any one die from your supply to gain a one-time-use ability to add 1 pip each to three different dice you just rolled. The bonus may not be combined to affect a single die. The allocated die is returned to your Smithy tile during Clean-up.

## GARDEN

**TOP:** You may claim this action at no cost to potentially gain a new wood die. Take a wood die from the stock and roll it. If the result is 4 or higher and not cancelled by the Cemetery, add the die to your Smithy tile. If the result is 3 or lower or the roll is cancelled by the Cemetery, return the die to the stock.

**BOTTOM:** Allocate one gem or magic die from your supply to choose one of the listed benefits before the end of the round (A) Gain a one-time-use ability to add 2 pips to one die you just rolled. (B) Gain one wood die from the stock. If this action is chosen during the Gather phase, the die is added to your Smithy tile. If this happens during the Craft phase, roll the wood die immediately and Craft with it as part of your supply. The allocated die is returned to your Smithy tile during Clean-up.

## JEWELER

**TOP:** Allocate any four dice from your supply to move one gem die from the stock to your supply for use this round. The two dice allocated to the **X** space return to stock during Clean-up. The other two allocated dice are returned to your Smithy tile during Clean-up.

**BOTTOM:** Allocate two wood dice from your supply to move two gem dice from the stock to your Smithy tile. The two dice allocated to the **X** space return to stock during Clean-up.

## LIBRARY

**TOP:** Allocate one gem die and any one other die from your supply to move one metal die and one magic die from the stock to your Smithy tile. The gem die allocated to the **X** space returns to stock during Clean-up. The other allocated die returns to your Smithy tile during Clean-up.

**BOTTOM:** Allocate one wood die and any two other dice from your supply to move one Library die from the stock to this card. Use the Library die in the Craft phase this round as any color on a Craft card. The Library die does not enter a player's supply so it may not be stolen by the Peddler card. The Library die is always returned to stock during Clean-up. Two Library dice are provided in case a player duplicates this action through the Workshop card. Your allocated dice are returned to your Smithy tile during Clean-up.

## MILL

**TOP:** Allocate any two dice from your supply to move two wood dice from the stock to your Smithy tile. The two dice allocated to the **X** space return to stock during Clean-up.

**BOTTOM:** Allocate one gem or magic die and any three other dice from your supply to move three wood dice and two metal dice from the stock to your Smithy tile. The gem or magic die allocated to the **X** space is returned to stock during Clean-up. The other three allocated dice are returned to your Smithy tile during Clean-up.

## NORTH MINE

**TOP:** Allocate any two dice from your supply to move two metal dice from the stock to your Smithy tile. The allocated dice are returned to your Smithy tile during Clean-up.

**BOTTOM:** Allocate any two dice from your supply to gain a one-time-use ability to re-roll any number of dice you just rolled. The allocated dice are returned to your Smithy tile during Clean-up.

## PEDDLER

**TOP:** You may claim this action at no cost to move one metal die from the stock to your Smithy tile.

**BOTTOM:** Move any four dice from your supply to an opponent's supply. Choose one unused die from that opponent's supply and move it to your Smithy tile. Dice that are in use on a Gather card or on a player's Smithy tile cannot be stolen with the Peddler.

## SHRINE

**TOP:** Allocate any four dice from your supply to move one gem die from the stock to your Smithy tile. The die allocated to the **X** space is returned to stock during Clean-up. The other three allocated dice are returned to your Smithy tile during Clean-up.

**BOTTOM:** Allocate any seven dice from your supply to move one magic die from the stock to your Smithy tile. The allocated dice are returned to your Smithy tile during Clean-up.

## SOUTH MINE

**TOP:** Allocate any two dice from your supply to move two metal dice from the stock to your Smithy tile. The allocated dice are returned to your Smithy tile during Clean-up.

**BOTTOM:** Allocate any two dice from your supply to gain a one-time-use ability to flip any number of rolled 1's to 6's. The allocated dice are returned to your Smithy tile during Clean-up.

## TAVERN

**TOP:** Allocate any three dice from your supply to gain a new die based on a die roll. Take one gem die from the stock and roll it. If the die is not cancelled by the Cemetery and is 3 or higher, place the gem die on your Smithy tile. If the die is not cancelled by the Cemetery and is 1 or 2, return the gem die to the stock and move a metal die from the stock to your Smith card. The allocated dice are returned to your Smithy tile during Clean-up.

**BOTTOM:** Allocate any one die from your supply. Gain a one-time-use ability to flip one die you just rolled to its opposite face. The allocated die is returned to your Smithy tile during Clean-up.

## WEST FOREST

**TOP:** Allocate any two dice from your supply to move one wood die from the stock to your Smithy tile. Allocated dice are returned to your Smithy tile during Clean-up.

**BOTTOM:** Allocate any one die from your supply to gain a one-time-use ability to add 2 pips to one die you just rolled. The allocated die is returned to your Smithy tile during Clean-up.

## WORKSHOP

**TOP:** Allocate any one die from your supply to copy any Gather card action already used by another player this round. You must also allocate the appropriate dice to activate the copied action and you receive the same benefit as the original player. Your additional dice allocations are subject to the same "return to stock" or "return to Smithy" requirements of the original Gather card action. The die allocated to the Workshop card is returned to your Smithy tile during Clean-up.

**BOTTOM:** Allocate any two dice from your supply to move one wood die from the stock to your supply for use this turn. The die allocated to the  space is returned to stock during Clean-up. The other allocated die is returned to your Smithy tile during Clean-up.

## Credits

**Designer:** Nick Sibicky

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**Developer:** Clever Mojo Games

**Publisher:** Game Salute

## King's Forge Kickstarter Backers

We'd like to thank the following Kickstarter Backers for suggesting the following cards:

Iron Golem suggested by David Fleury

Dice of Deciet suggested by Chris Schreiber

Trumpet suggested by Chris Schreiber

Wizard's Goblet suggested by Emmanuel Delgadillo

Dragon Whistle suggested by Donald Denbo

Arch Wizard's Orb suggested by Richard Bliss

Thank you to all of our backers for their contributions and encouragement in making King's Forge a reality!



