The Grimm Forest



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

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

4 Player Aid cards

These will remind you of the basic steps involved in each phase.



Front



Back

4 Player boards

Each unique Player board has a place for you to store your resources, and 5 Build Sites where you will construct your houses. (*The Build Sites are not specific points on your board; this just means that you can build a maximum of 5 houses on your board at once.*)



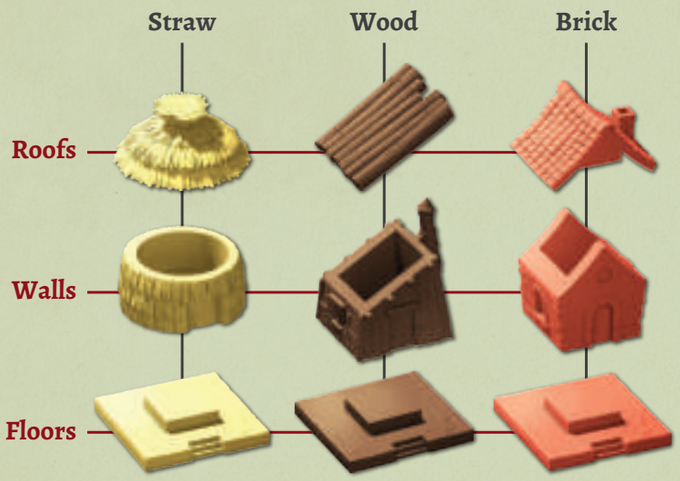






45 House sections

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



56 Fable cards

Fables 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.

The **advanced** cards should only be used in games where all players are familiar with the base game. They add depth and several new mechanics that work best when all players are experienced and can react to their effects.



Back



Sample Front

Special Types of Fables

Some Fables have a Special Type symbol in the top left corner:

Monster. This Fable is an evil denizen of the forest that goes to a Location and causes trouble there. Details on page 5.

Next Turn. This Fable activates in the next round, not the current round. Details on page 9.

Unique Location. This Fable is a special area that gets attached to a Location and affects how it works until some criteria is met. Details on page 9.

25 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.

The **advanced** Friend cards should be treated with the same consideration as the advanced Fable cards.



Back



Sample Front

50 Single Resources

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



1 Straw 1 Wood 1 Brick

15 Mega Resources

5 tokens each of Straw, Wood, and Brick. Notice that each type is worth a different amount of its resource! During the game you may freely make change with the supply.



5 Straw 4 Wood 3 Brick

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.



1 Friend 2 Fables 1 of each Resource

4 Pig miniatures



Orange Blue



Purple Green

6 Monster miniatures



Big Bad Wolf Giant Bridge Troll



Dragon Wolf Wolf

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.

1 "Prince Regal" resource die

This die controls the neutral player in a 2-player game.



Setup

2 There are a few special setup rules for 2 players on page 8.

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

General Setup



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 Make a supply of Floor, Walls, 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 Make a supply of the Monster miniatures nearby.

Player Setup



8 Each player selects a color and takes the Player board, the three Gather cards (*Gather Straw, Gather Wood, and Gather Brick*), and the 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.

Each player also takes a Player Aid card.

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

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.



Be sure to check for Friend and Fable abilities activating at each step; each card tells you when it takes effect.

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. (*Fables on top.*)
2. Reveal **all** played Fable cards. Resolve Fable cards that activate "When Revealed".



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



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

If more Monsters are played than there are miniatures to place on Locations, place the corresponding card onto that Location instead.

Alone: A pig is regarded as being alone if there are no other pigs, even if there is a monster present.

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 Collecting Resources".
4. If a Pig is alone in a Location, that player collects **all** 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 resources left over remain in that Location for the next Gather phase.
5. Resolve any remaining Fable effects, that activate at the "End of Gather Phase".
6. Each player returns their Gather card to their hand. All resolved Fable cards 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. **Any Monster miniatures on Locations are returned to the supply.**

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; its miniature must be placed at a Location now), and Green reveals Chinny Chin Chin (which activates before Gathering). Blue places the Bridge Troll miniature at the Brickyard, hoping to catch other players gathering there.

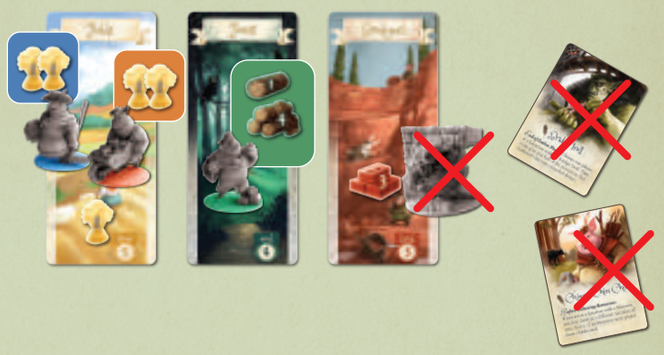


All Gather cards are revealed; Blue and Orange both reveal Fields, and Green reveals Brickyard, where the Troll is! They all place their Pigs. Then Green's Fable (Chinny Chin Chin) activates; happily it allows her to move her Pig away from a Monster, so she decides to head over to the Forest.



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. The Bridge Troll miniature is returned to the supply.

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	
WALLS	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*).

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; each Player Board has 5 Build Sites.



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 Wood Walls to go on the Wood Floor you built on an earlier turn. (Notice that although you have enough resources to build a Wood Floor, you may not because you already have a Wood house underway.) You decide to build the Wood Walls. You pay the 4 Wood back to the supply, take a Wood Walls section from the supply, and stack it on top of your Wood Floor.

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

D) Special Actions

Some **Friend** cards permit *Special Actions.* Each card tells you how its Special Action works. A Special Action **does** count as one of your two Actions in your Build phase, and you may only perform each Special Action **once** per turn. It is possible and legal to use one Friend's Special Action and acquire a new Friend and use their Special Action on the same turn.



The Fairy Godmother card's Special Action allows you to draw 2 Fable cards... pretty powerful stuff!

FRIENDS

Friends are characters from other fairy tales who will aid you with special powers. Friends are gained whenever you build walls, and may also be gained by using some Friend and Fable cards, or by taking the 1st Builder Bonus. Each time you gain a Friend, 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.

Special Actions: Some Friends grant Special Actions. Each Friend's Special Action can only be used once per turn during the Build Phase. It is sometimes possible and legal to use one Friend's Special Action, acquire a new Friend, and then use the **new** Friend's Special Action on the same turn.

You drew a Friend (Rumpelstiltskin) from the deck because you built a Walls 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 were 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 at least one player has three complete houses, the game ends! (*They **do not** have to be one of each type of house... they may be any combination of house types.*)

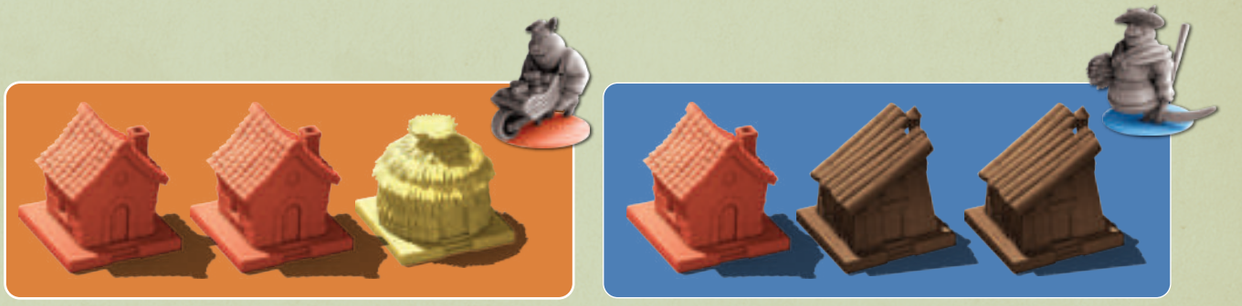
If there is just **one** player with 3 complete houses, **that player wins the game!**

- *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.*

  The winner is the tied player who built more Brick houses. If that is tied, it is the tied player who built more Wood houses. 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!*



Tie Breaker example: The Orange player has built 2 Brick Houses and 1 Straw House. The Blue Player has built 1 Brick House and 2 Wood Houses. Orange built more Brick houses, so Orange is the winner!

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 take half of the resources from one of the Locations 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, place the Prince Regal Resource Die next to the Gather Location Boards.

At the start of each Gather phase, roll the Resource Die. The Prince immediately collects **half** of the resources from that Location (*rounding down*); return the resources he collects to the supply. Both players then choose their Gather and Fable cards, and play proceeds as normal.

If any Location has **more than 10 resources** on it, Prince Regal does **not** roll, and instead automatically takes from the Location with the **most** resources. If more than one Location has more than 10 resources and they have equal amounts, Prince Regal prefers Brick first, then Wood, then Straw.

- Prince Regal is not considered to be "at" the Location he takes from; therefore he does **not** affect Fable cards that specify if a player is alone or not, and he does **not** get caught by Monsters.



Prince Regal example: At the start of the round, the Prince Regal die is rolled, and it shows Brick. The Brickyard Location has 5 Brick on it. Since half of 5 rounded down is 2, Prince Regal's 2 Brick is returned to the supply, leaving 3 behind.

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

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.

Next Turn - A Fable with this symbol has an effect that takes place during the **following round**. After playing, place the card on the bottom of the Gather Location Boards so it is visible by all players. It is important and polite to remind all players of the Next Turn effect at the start of the next round.

Unique Locations - A Fable with this symbol is played **onto** a Gather Location and stays in play until its discard condition is met. There can only be 1 Unique Location played onto each Gather Location. If the Unique Location's discard condition is met, it is discarded at the very end of the Gather Phase after all of its other effects have been resolved.



A Friendly Game ~ End of Gather Phase

Take 2 resources of your choice from one opponent at your Location.



Big Bad Wolf ~ End of Gather Phase

Monster! For each player at the ***Big Bad Wolf***'s Location, **you** must select **one of** their Wood or Straw Houses (*if they have any partially or completely built*); return that house's **top-most section** to the Supply.



Bridge Troll ~ End of Gather Phase

Monster! Choose **one** player at a Location with your ***Bridge Troll***. That player must give you **half** of all the resources they Gathered this turn (*rounded down*).



Chinny Chin Chin ~ Before Collecting Resources

If you are at a Location with a Monster, you may move to a different Location of your choice, once per turn only. If **no** Monsters were played this round, draw 1 Fable card.



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.



Crystal Ball ~ When Revealed

Choose one player and peek at their face-down Gather card. If you wish, you may then change your Gather card.



Curse of Darkness ~ When Revealed

All opponents must shuffle **all** of their Gather cards (*including the one they had played*) and randomly play a new one. Your opponents may peek at their new random Gather cards, before resolving any remaining Fable cards.



Cutting Corners ~ End of Gather Phase

If you are **alone** at your Location, place this card on your Player Board, where it becomes one extra Build Site. Each House section you build **on this site** costs 1 less resource to build than usual.



Dragon ~ Before Collecting Resources

Monster! All players at the Dragon's Location must discard **all resources** from their Player Board.



Fairy Food ~ Next Turn

Next Turn! At the start of the round, place this card onto one Location of your choice. At the End of the Gather Phase, **all** players in this Location gain **any 3 resources** of their choice from the supply. Discard at the end of the turn.



Ghostly Whispers ~ End of Gather Phase

If you are alone at a Location, draw 4 Fable cards. Keep 2 of them and discard the rest.



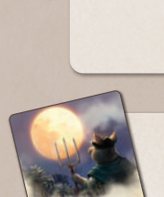
Giant ~ End of Gather Phase

Monster! All players at the Giant's Location must discard their Friend (*if they have one*), **all** Fable cards from their hand (*if they have any*), and 1 resource **of each type** they have on their Player Board.



Grandma's House ~ When Revealed, End of Gather Phase

Unique Location! When revealed, play it to a Location of your choice. While ***Grandma's House*** is in play, any played Monster **must** be sent to this Location (*possibly breaking the 1-Monster-per-Location rule*). At the End of the Gather Phase, **all** players in this Location gain **any 2 resources** of their choice from the supply. Discard at the end of the turn **if** there are any Monsters in its Location.



Harvest Moon ~ End of Gather Phase

Choose a Location where **no** player Gathered this turn (*if there are any*), and take **half** the resources from that Location (*rounded down*).



Hidden Vault ~ End of Gather Phase

All players (*including you*) at your Location gain 2 resources from the supply of one type produced at that Location. (*If the Location is the Market, each player may choose their own type.*)



Hired Help ~ When Revealed, Next Turn

Next Turn! When revealed, you must **either** pay any 2 resources to the supply, **or** immediately discard this card. If you pay the 2 resources, then **next turn** double the amount of resources you Gather by taking a matching amount of the same type from the supply.



Little Helpers ~ End of Gather Phase

If you are **alone** at your Location, gain 2 extra actions during this round's Build phase.



Lonely Castle ~ When Revealed, End of Gather Phase

Unique Location! When revealed, play it to a Location of your choice. At the End of the Gather Phase, any player who is **alone** in this Location gains **1 of each resource** from the supply. Discard at the end of the turn **if** there are **3 or more** players in its Location (*or both players in a 2p game*).



Magic Flute ~ When Revealed

Any Monster card played this turn immediately comes into your hand before it is placed or resolved. These Monster cards have no effect at all in the current turn but may be played normally by you later.



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** discard their current Friend (*if they have one*) and accept the new Friend.



Powerful Friends ~ End of Gather Phase

Each opponent who shares your Location **loses** 1 of their actions in the Build phase this round. For each affected opponent, you **gain** 1 action in the Build phase this round.



Roar ~ Before Collecting Resources

All opponents who share your Location must shuffle **all** of their Gather cards (*including the one they had played*) randomly select one of them, and immediately move to that Location. (*If they select their current Location, they simply stay there.*)



Royal Wedding ~ When Revealed, End of Gather Phase

Unique Location! When revealed, play it to a Location of your choice. At the End of the Gather Phase, any player who is **not** in this Location must discard **1 resource of their choice** from their player board. Discard at the end of the turn **if** there are **no** players in its Location.



Search the Past ~ End of Gather Phase

If there is **at least one** opponent at your Location, look through the Fable discard pile and take any 2 Fables of your choice into your hand.



Share the Wealth ~ End of Gather Phase

All opponents who Gathered 5 or more resources this turn must give you 2 of those resources. (*If they gathered more than one type, they may choose which types to give you.*)



Spy Network ~ End of Gather Phase

Gain 1 Fable card from the Fable deck for **every** player (*including yourself*) at your Location.



Taxation ~ Next Turn

Next Turn! At the end of the Gather phase, all opponents **not** at your location must discard **half** of the total resources on their Player Board (*rounded down*). They **must** discard all available Brick before discarding Wood, and all available Wood before discarding Straw.



Thoughtful Gift ~ End of Gather Phase

Choose one opponent and give them **up to 3** of **one type** of resource. That opponent must give you the **same number** of resources of one **different** type (*of their choice*) in return.

You may only choose an opponent who has enough resources (*of a different type than the one you are giving*) to complete the exchange. You **may** choose to exchange zero resources.



Wandering Trader ~ End of Gather Phase

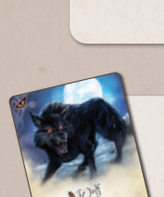
All players in your Location (*including you*) may discard **2** resources of one type to take **3** resources of one **different** type from the supply.



Wishing Well ~ When Revealed

Without looking at them, swap **any 2** face-down Gather cards before they are revealed. Continue as if the players had played the swapped cards. (*At the end of the round, players take their own Gather cards back.*)

Players whose Gather cards were swapped may peek at them once they have been swapped, before resolving any remaining Fable cards.



Wolf ~ Before Collecting Resources

Monster! If there is at least one player at the ***Wolf***'s Location, discard all resources from that Location before any player can collect them.

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.



Aladdin ~ Start of the Round

Wish: Predict out loud whether you will end up Gathering alone or with other players. At the end of the Gather phase, gain 1 of each resource from the supply if you were **correct**.



Ali Baba ~ Start of the Round

Sneaky: Steal 1 resource of your choice from one opponent's Player Board. If they Gather in the same Location as you, you must give them back the stolen resource.



Cinderella ~ After Gather Cards are Revealed

Magic Coach: Move to your Gather Location and gain 2 of the resources from the Location **before** any opponents move. Then all players (*including you*) commence Gathering as normal.

Cinderella gains the 2 resources before a ***Wolf*** would steal them. The resources gained by ***Cinderella*** are not part of the Gather so are not counted by ***Bridge Troll*** and ***Share the Wealth***.



Evil Queen ~ Start of the Round

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



Fairy Godmother ~ Special Action

Magic Wand: **Special Action!** Gain 2 Fable Cards.

You may **discard** ***Fairy Godmother*** during your turn to discard 2 Fable cards from your hand, and gain 2 resources (*of your choice in any combination*) from the supply.



Frog Prince ~ End of Gather Phase

The Spell is Broken: If you are **not alone** in your Location, discard the ***Frog Prince*** and gain a new Friend from the deck. Do not redraw the Frog Prince. Then gain 1 resource of your choice from the supply.



The Gingerbread Man ~ After Gather Cards are Revealed

You Can't Catch Me!: Instead of going to your Location (*and before other players go to their Locations*) you may choose to take 1 resource of your choice from each Location.

If you use his ability, you do **not** Gather this round; you are therefore **not** considered to be alone nor with other players for purposes of Fable cards.



The Golden Goose ~ End of Gather Phase

Golden Eggs: If you are **alone** in your Location, gain 1 resource of your choice from the Supply.

You may **discard** ***The Golden Goose*** during your turn to gain any 2 resources of your choice from the Supply.



Goldilocks ~ Special Action

This One is Just Right: **Special Action!** Draw the top 3 Fable cards from the deck and peek at them. Choose 1 to add to your hand, and put the other two back on top of the deck in any order.



Hansel & Gretel ~ Build Phase

Hungry: All opponents' **Walls** sections cost one extra resource (*of the appropriate type*) to build. They must give that extra resource to **you**, instead of paying it to the supply.



The Huntsman ~ Start of the Round

Monster Slayer: At the Start of the Round, **all** opponents **must** play a Fable card, if they have any. **If** any Monster is present in your Location, cancel its effects and gain 1 resource of each type from the supply.



Jack the Giant Slayer ~ After Gather Cards are Revealed

Beanstalk: Add 2 resources to your Location, of one type produced there. You may **discard** ***Jack the Giant Slayer*** to cancel the effects of the ***Giant***.



Little Mermaid ~ When Gained, Special Action

Cruel Bargain: When Gained, choose 2 of your Gather cards to keep in your hand, and place the rest face down under the ***Little Mermaid***; you may not use those face-down cards while the ***Little Mermaid*** remains your friend (*but will get them back when you lose her by acquiring a new Friend*). As a **Special Action**, gain **1 of each** resource.



Pinocchio ~ Start of the Round

Liar, Liar...: Declare out loud which Gather card you will be playing. At the end of the Gather phase, if you told the truth, gain 2 resources of any one type produced at the Location you declared.



Puss in Boots ~ Special Action

Beguile: **Special Action!** Build a house section, following all of the normal rules. You may pay part of the cost using 1 appropriate resource from an **opponent's** Player Board.



Rapunzel ~ Start of the Round, Special Action

Locked Away: At the start of the round, take 2 resources of one type of your choice from the supply and place them on ***Rapunzel***. As a Special Action **if** you are **alone** at a location, gain **all** resources on ***Rapunzel***.

The resources will accumulate if they are not removed with the Special Action. You may choose to add a new type of resource to ***Rapunzel*** each round. If you lose ***Rapunzel*** as a Friend while resources remain on her, they are returned to the supply.



Red Riding Hood ~ Special Action, Discard

Wolf Lore: **Special Action!** Discard the top 5 Fable cards from the deck into the face-up discard pile. If there are any ***Wolf*** cards among the discarded cards, take them into your hand; if **none** of the discarded cards were a ***Wolf***, draw 1 Fable from the deck.

You may **discard *Red Riding Hood*** to cancel the effects of a ***Wolf*** or the ***Big Bad Wolf***.



Robin Hood ~ Build Phase

Rob From the Rich: At the end of the Build phase, each opponent that has **more** total resources than you on their Player Board must give you 1 resource of their choice.



Rumpelstiltskin ~ Start of the Build Phase, Special Action

Master Craftsman: At the start of the Build phase, gain 1 Straw from the supply. As a **Special Action**, you may discard **all** of your Straw to the supply, to take **the same amount** of either Wood **or** Brick (**your choice which, but one type only**) from the supply.



The Seven Dwarfs ~ End of Gather phase

Secret Tunnels: If you are **alone** at your Location, you may perform 1 additional Build phase action on your turn.



Sleeping Beauty ~ Start of the Round

Endless Dreams: Choose any player (*including yourself*). That player **must** take the top card from the Fable deck and play it as their **only** Fable card this round, as if it had been played from their hand.

The player may **not** look at the Fable card until it is revealed; they must play their Gather card without knowing what the Fable will be.



Snow White ~ End of Gather Phase

The Fairest in the Land: All opponents at your Location must give you a Fable card of their choice from their hand. If an opponent at your Location has **no** Fable cards, they must give you one resource of **your** choice from their Player Board.



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.



Tom Thumb ~ Start of the Round

Gather Scraps: You may take 1 resource from a Location of your choice.



The Wood Cutter ~ Special Action, Discard

Sharpened Axe: **Special Action!** Gain 2 Wood and place 2 Wood onto the Forest Location.

You may **discard *The Wood Cutter*** to cancel the effects of any one Monster.

Keywords found on Fable and Friend cards

Gaining Resources: Unless specified, all gained resources are taken from the Supply.

Alone: A player is alone if no other players are in their Location. A player is still considered alone if a Monster is in their Location.

Gather: This refers specifically to resources collected from a Location during the Gather Phase. Does not include resources gained from bonuses granted by Friend or Fable cards.

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Errata

Updates 1 March 2018

Page 3:

- Correction to quantity of single resources.

Page 5:

- Reinforcement of the definition of "Alone".
- Highlight that Monster miniatures are returned to the supply at the end of the Gather round.

Page 7:

- Clarification of the process of gaining Friend cards.

Page 11:

- *Evil Queen* reworded for clarity.
- *Frog Prince* reworded for clarity.
- *Jack the Giant Slayer* was incorrectly labelled as *The Huntsman*.

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