

# Dice Upon a Time

Adventures in Grimms' tales



Book of  
Rules

A game by Istvan Szauer



# Setup

- 1 Place the game board on the table.
- 2 Separate the cards into decks (Magic Items, Story cards and Quest cards separated by value), shuffle and place them face down next to the game board.
- 3 Put the tokens next to the board.
- 4 Put the Snake Die next to the Snake field.
- 5 Each player chooses or draws a Character card, takes the respective figure and places it on the Town in the middle of the map.
- 6 Each player chooses a color and takes the set of 5 dice.
- 7 Put 6 random Event cards face-down next to the board at the slots marked by Roman numerals.
- 8 Choose the starting player and take the starting player marker.

## Tip

The player who has most recently defeated a dragon (online or offline) begins the game. In case of a tie, decide randomly.

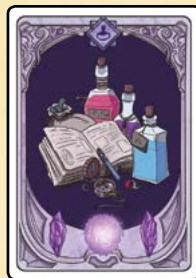
- 9 From the starting player, in clockwise order, every player draws 1 Magic Item card and 2 Quest cards of any value combination. (The higher the value the more complex the quest.)

**Magic Items are always hidden, but the Quest cards go face-up next to the players' Character cards.**

Quest cards  
(40 cards)



Magic Item cards  
(18 cards)



Story cards  
(64 cards)



Rabbit tokens  
(5 pieces)



1 Snake Die





Quest tokens (4 pieces):  
The Crossbow of the Angels, The Old  
Sword of the Old Soldier, The Devil's  
Three Golden Hairs, The Magic Pipe



Tokens (54 pieces):  
Coin, Apple, Bread



# Goal of the game

The player who collects the most **Adventure Points (AP)** by  
completing quests will be the winner.

Adventure Points are the values on the back of the **Quest cards**.



## Example of a player's starting set:



Character cards  
(9 cards)



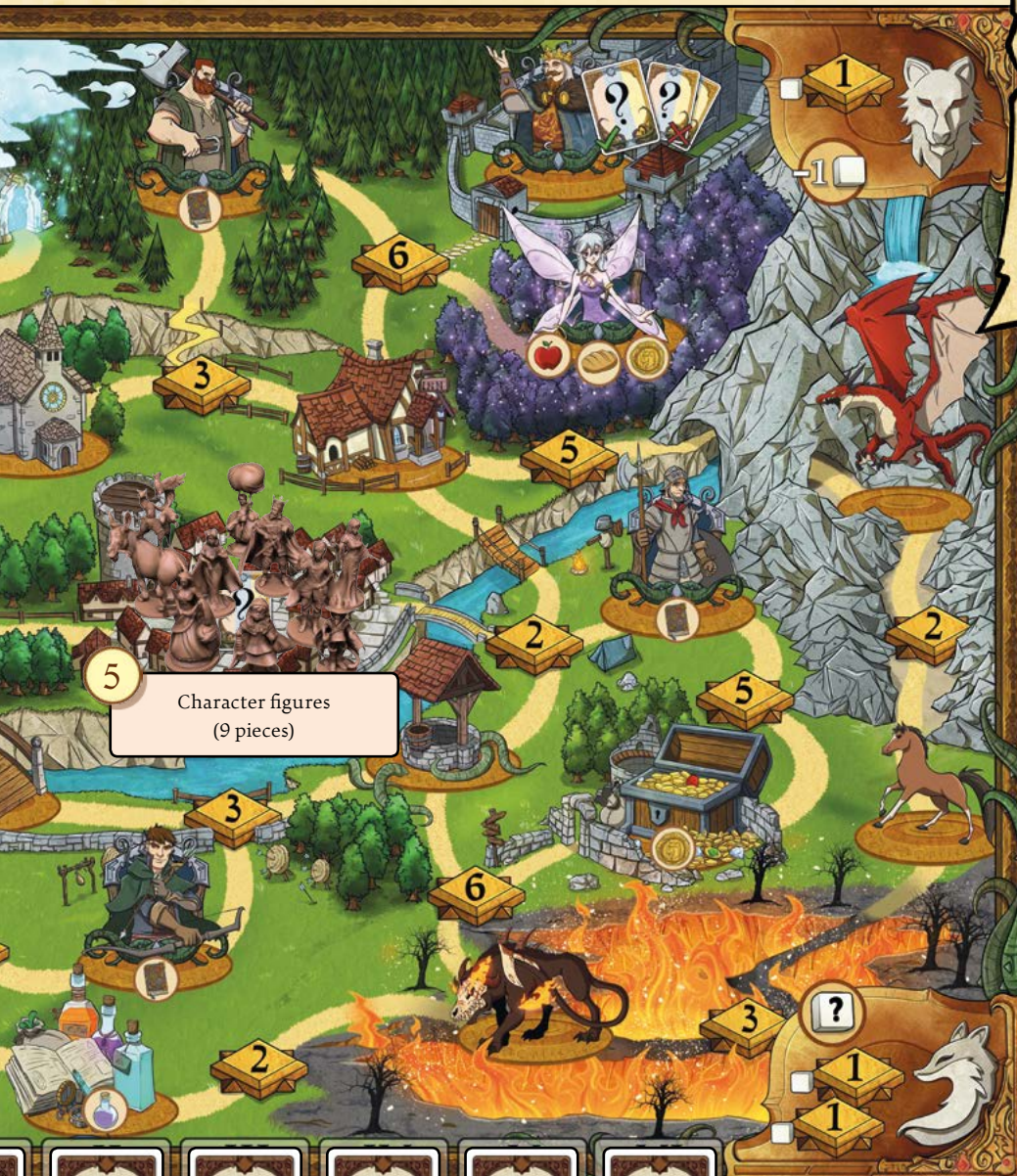
Unique dice (5 per player)  
(25 pieces)



Starting player  
marker



Player's Guide cards  
(2x2 cards)



Character figures  
(9 pieces)



Event cards (12 cards)



Thumbling tokens  
(3 pieces)





# Gameplay

Play proceeds clockwise. In your turn you must place one die, you can move your figure, collect resources, complete quests and acquire cards.

## At the beginning of a chapter

### 1. Roll the dice

At the beginning of every chapter players roll their dice and place them next to their Character cards without changing the result. This forms their pool of unused dice.

A chapter normally consists of 5 turns per player, as a player has normally 5 dice and places 1 die per turn before the next player goes.

### 2. Reveal the next Event card

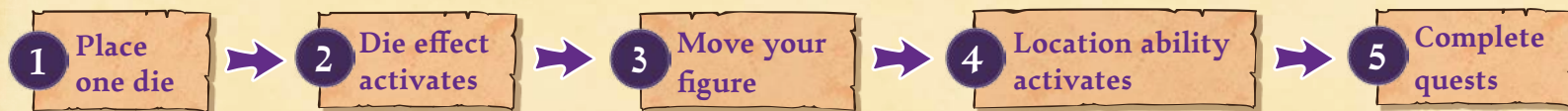
The game consists of 6 chapters (rounds). At the beginning of every chapter flip the next Event card face up. The face-down Event cards indicate the number of the remaining rounds.

The Event card overrides the rules for that given turn.



*To those who like to plan ahead, we recommend to place the Event cards face-up during the set-up.*

## A player's turn



## Order of the phases of a player's turn

**Tip**

See the Guide cards for reference during the game.

### 1 Place one die

The first move of the active player is to place a die from their pool on the board into any of the dice sockets, including the four Forest Spirit fields in the corners of the board. By placing a die, players activate the route.

Dice can be placed on top of each other as well.

### GENERAL DICE PLACEMENT RULES:

1. The newly placed die has to have **at least the value (same or higher)** indicated by the socket or the die on which you wish to place it.
2. A dice stack may consist a **maximum of 3 dice**.
3. The special faces of the dice are **worth 6**. This means they can be placed on value 6 (or lower) sockets or dice, and value 6 (or special face) dice can be placed on top of them.

### Example:

The red player places a value 5 die on the value 5 socket.



The white player places also a value 5 die on it.



The green player puts a special face die on top of the previous two dice. The special face is value 6, so it activates the route.





## 2 Die effect activates

In the event a special face die is placed into a dice socket, or onto another die, the ability of that face gets activated.



See section “Special die faces” on page 7 for details.

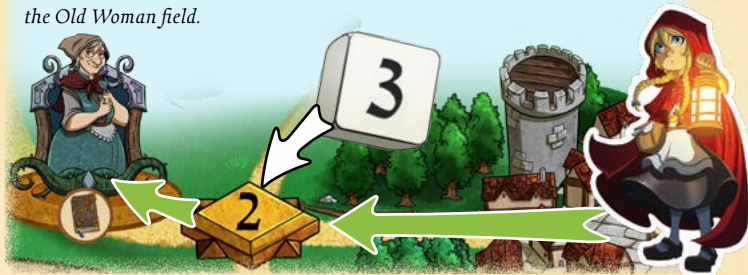
## 3 Move your figure

The active player may move their figure **to an adjacent field** if they have activated the route by placing a die in its socket.

Normally one die can be placed per turn, this way one route can be activated and therefore one movement is possible.

### Example:

Little Red Riding Hood is standing on the Town field. She puts a value 3 die on the route to the Old Woman. Now she has activated the route and can move to the Old Woman field.



You may place a die in any of the board dice sockets (e.g. to block the way of an opponent), but your figure can move to an adjacent field only when you have activated that route by placing a die in its socket.

In case you would like to use a route where you already placed a die in one of your previous turns, it must be activated again by placing another die from your pool.

## 4 Location ability activates

As soon as the active player's figure arrives on a location with a special ability, it gets activated.

See section “Locations on the board” on page 6 for details.

## 5 Complete quests

In the last phase the active player can complete quests if the requirements are fulfilled.

### Important:

Requirements cannot be contracted. One resource token can be used for one quest only.



## Passing the turn

It can happen that a player gets blocked or cannot move with their lower value die.

Players may choose to pass their turn when they cannot or don't wish to place a die on the map. By doing so, they give up all of their upcoming turns for that chapter.

### Tip

Instead of passing, it may be wise to use the abilities of the available Forest Spirits (if any) to gain advantages for the next chapter.

See section “Forest Spirits” on page 8 for details.



## At the end of a chapter

A chapter ends when all the players have used all their dice or passed their turns.

### Note

Some field or card effects may grant the players extra dice, or the opportunity to reuse their dice or move without placing a die. This can result into cases when some players run out of dice, while others still have some.

### THE PLAYERS TAKE THEIR DICE BACK FROM THE GAME BOARD IN THE FOLLOWING ORDER:

#### 1. Check the Forest Spirit fields:

Take the Snake Die, take the Rabbit Token, hand over the starting player marker, take and set the dice that have been put on the Fox field.

If nobody won the reward of the Rabbit field, the starting player marker stays with the previous starting player.

#### 2. Take back all the remaining dice from the board.

#### 3. Turn the Character cards back with their ability side up (if used).



### Example:

Quests “Take 2 Apples into the Church” and “Discard 2 Apples” cannot be contracted.

If you have two Apples, you can either discard them to complete the 2 AP quest, or take them into the Church to complete the 3 AP quest.





# Locations on the board

## Town

The Town is the starting field at the beginning of the game. When arriving on this field later in the game – either by normal movement or by card effect – the player can draw a Quest card.



## King

On this field you can draw 3 Quest cards (from any deck in any combination), keep one of them, and put the rest back to the bottom of their decks.



## Fairy

On the Fairy field you can take one of the resource tokens of your choice: a Gold Coin, a Loaf of Bread or an Apple.



### Note

The Fairy and the King are both powerful locations, but you can get there only by a value 6 die. In addition, both of them are dead end routes. At popular places like these there's a higher risk of getting blocked because of the dice placement rules.

## Resource fields:

### Gold Coin, Bread, Apple

Arriving on one of these fields you can take one token from the supply. These tokens are mainly used for fulfilling quests. The number of the tokens is not limited. In the unprecedented case they would run out, just replace them with something.



### Tip

It's worth it to keep tokens that seem to be useless at a certain point of our journey, for you can never know what will be written on your next Quest card you draw.

## Supporting characters:

### Huntsman, Old Woman, Woodsman, Soldier

When arriving on one of these fields, the player must immediately draw a Story card.

Remember: You cannot complete any quests before drawing the Story card, since the location ability (4th phase) has priority to quest completion (5th phase).



## Other locations:

### Clouds, Hell, Big Sea, Big Mountains

These fields do not have any abilities or effects. Players will visit them to complete quests.







## Steed fields

When arriving on one of these fields, the player may immediately jump to another Steed field.

The ability of the Steed fields compensates for their position and makes it easier to reach the locations near the borders.



## Magic Items field

When arriving on this field, the player can immediately draw a Magic Item card.



# Special die faces

If you were lucky enough to roll some of your dice at the beginning of a chapter with their special faces up, you can use their abilities during your adventures. The value of the special faces is 6.

When the active player places a special face die into a dice socket (or on another die) as a normal dice placement action, that special face gets activated immediately.

## Normal values

Every set of dice has one die with no special face, but some of its more valuable faces appear on it more than once.



## Magic Item face

When activating this face you can immediately draw a Magic Item card.



## Story card face

When activating this face you must immediately draw a Story card.



**Important:** If a player activates a Story card die and moves to a field where a second Story card is to be drawn, draw the two cards separately, one after the other. There's a chance that the first card, drawn because of the die, will send the character to another location. In this case, the second Story card must not be drawn, as the character has lost their way, and did not arrive at the original destination Story card field. (See the "Order of a player's turn".)



## Ban face

OTHER players can place only their Ban die on top of a Ban die.

Players can override their own Ban die with their other dice with at least value 6.



## Token doubling face

If you activate a die with this special face and you would take tokens after moving, you can take one extra token of that type.

This face is valid only for taking tokens on the Resource fields, not for cards. (So you cannot draw two Quest cards, Magic Item or Story cards by this effect.)

On the Fairy field you can draw 2 of the SAME type of tokens. (The doubling effect lets you draw 2 tokens, but they cannot be of different types.)





# Forest Spirits

If you get blocked or just would like to gain special advantages, you can turn to the Forest Spirits for help. Four animals in the four corners of the board symbolize spells that our characters can cast. Players can place dice on these fields' sockets in their turn, just like any other sockets on the board. The Forest Spirit fields have the lowest value (1), therefore any dice can be placed here. Mostly the lower value dice will be used here.



## Rabbit

### Starting player + Free movement

The maximum number of dice on this field is 3, so a dice stack can be built here like on the sockets of the map.

The player whose die is on the top of this stack (or if it is the single die on this field) **at the end of the chapter** gets the 2 rewards of the Rabbit field:

- **First reward:** The winner of the Rabbit field will be the starting player from the next chapter and has the starting player marker until another player takes it from them in some way.
- **Second reward:** The winner can take a Rabbit Token. They can use it in their turn to move to an adjacent field without placing a die.

The Rabbit Token is equivalent to the die placement. After using it, the token must be put back to the supply, don't place it on the board. When using it, the player may not place a further die in the same turn.



The Rabbit Token can be used to pass through a path which already has 3 dice in the socket or a Ban die.



## Wolf

### Gobbles up the dice

While the other Forest Spirits give their rewards for the next chapter, the ability of the Wolf gets activated immediately when a player places a die in its socket.

**When the active player activates the Wolf field by placing a die in the socket, all players in clockwise order must place one of their unused dice on the field.**

This field can be activated once per chapter, even if the dice socket gets freed up by some effect (e.g. taking back a used die). Dice stacks may not be built here.

If the active player places a special face die into the socket of the Wolf field, the ability of that die gets activated. The discarded dice of the other players do not get activated, as they were not placed as a normal die placement action.



## Snake

### +1 Snake Die (unless it slips out of your hands)

The maximum number of dice on this field is 3, so a dice stack can be built here like on the sockets of the map.

The player whose die is on the top of this stack (or if it is the single die on this field) at the end of the chapter gets the reward of the Snake field: the Snake Die.



**Snake Die:** The winner can add this die to their set of dice **for the next chapter**. At the beginning of the next chapter roll it together with the other dice.

**If the result is:**



The Snake Die can be used in this chapter like any other normal face die. This is a great advantage, since this player will have an extra action opportunity compared to the others.

At the end of the chapter put the Snake Die back on the Snake field (and then give it to the player who wins it this or in an upcoming chapter).



You lost the die, put it back on the Snake field.



You lost the die, but can immediately take 1 respective token from the supply (the Gold Coin, the Bread or the Apple).



Then put the Snake Die back on the Snake field.



## Fox

### The sneaky trickster

One die can be placed in each of the two sockets of the Fox field. No dice stacks may be built here.

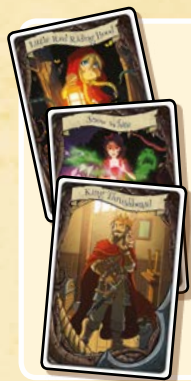
At the end of the chapter players take their dice back from the board, also from the Fox field. When rolling your dice at the beginning of the next chapter, the dice taken from the Fox field can be set to any face instead of rolled.



**Tip** Handle these dice separately. It's easy to forget about them and roll them together with the other dice.



# Card types



## Character card

Players choose (or draw) their Characters during the game set-up.

Some Character abilities can be activated only once per chapter. Once used, turn the character card over till the beginning of the next chapter to indicate that it has been already used.

*The abilities of the Character cards are listed in the Appendix on page 12.*

### Tip

*Character abilities are optional. We recommend ignoring them during the first game or when playing with small children.*

### Note

*The power of the Character abilities is very dependent on the situation. There will be games where some abilities will be hardly useful, while others will be used quite often. Therefore, sometimes they might seem imbalanced, but in fact their power is strongly influenced by the course of the game.*



## Quest cards

The goal of the game is to collect the most Adventure Points (AP). Most of the APs will come from the Quest cards. These are the Main Quests. Main Quest cards must be separated into three decks during the set-up, based on their AP value indicated by the numbers 2-4 on the back of the cards.

**Whenever a player draws a Quest card, it is up to them which deck they choose to draw from. Value 2 quests are the easiest, while value 4 are the most complex to fulfill.**

**Players' Quest cards are always open. Whenever you draw a Quest card (at the beginning or during the game) put it face-up next to your Character card. This means the Quest is active.**

**When you complete a Quest, turn that card face down. Face-down Quest cards are passive, indicating the Adventure Points you get for them at the end of the game.**

The limit of the active Main Quests (Quest cards) is 4 per player.

Side Quests and Curses are not limited (see section "Story cards" on page 10).

There are 4 types of quests in this game:

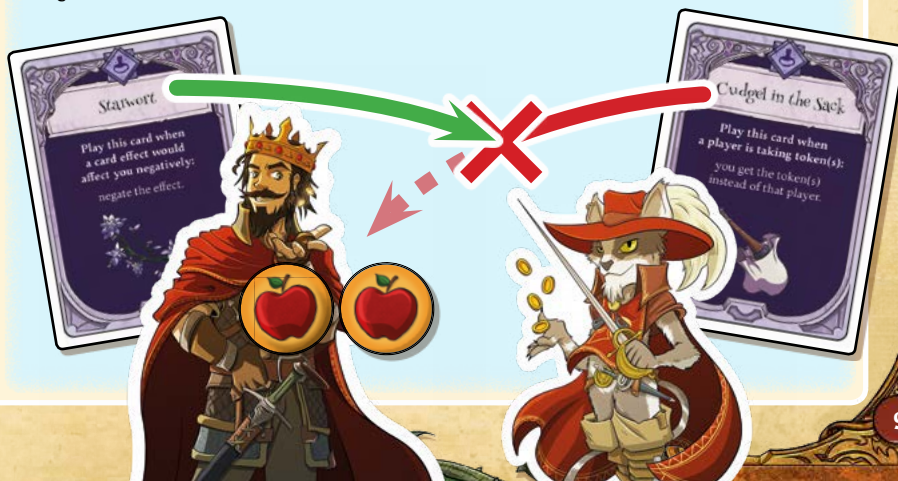
- Visit a given location.
- Collect the resources and deliver them to the location specified by the card.
- Collect and then return the resources to the supply (discard) specified by the card.
- Pick up a special quest item from the location and deliver to another location specified by the card.

Some Quest cards require special items. These items can be collected only by the owners of these Quest cards when visiting the location specified on the given card.

Incomplete active Main Quests have no negative effects at the end of the game.

### Example:

King Thrushbeard would take two Apples, but Puss in Boots plays Magic Item "Cudgel in the Sack". He would take the two Apples from the King, if he didn't ward it off with Magic Item "Starwort".



## Magic Item cards

These cards are kept secret, don't show them to the other players. These cards can be obtained mainly by activating the Magic Item die face or the Magic Item field on the board.

These cards can be activated both in the active player's own turn and in an other player's turn, but only when triggered by the event written on the card.

Magic Item cards can be activated only once. Activated and discarded Magic Item cards all go into one discard pile that can be reshuffled when the draw pile runs out.

*A detailed description of these cards can be found in the Appendix.*





## Story cards

When you activate a Story card die face or a Supporting character field on the board, you must draw a Story card and read it aloud. There are five types of Story cards in the deck, in three colors: green Good Luck and Side Quest cards, red Bad Luck and Curse cards and blue Mini Quest cards.

All types of these cards are open information to all players. Side Quests go face-up next to the active Quest cards.

### Note

Those who don't like luck factor in board games can leave the Story card deck in the box. The game is playable without this element. In this case the Story card die face is a normal value 6 and the Supporting character fields are normal fields without any ability.

## NORMAL GOOD AND BAD LUCK CARDS:

Normal Good and Bad Luck cards take effect immediately. After the effect put them on a common discard pile.

Bad Luck cards take effect immediately. The active player must choose from two negative effects. In case only one effect is possible to happen, that effect must be chosen. If neither of the effects can be carried out, discard the card without fulfilling either of them. After the effect put them on a common discard pile.

There are several Bad Luck cards that have no negative effect to the active player but reward the other players. The active player decides which effect to carry out. The active player takes no benefit in these cases, only the other players get the chosen reward.

### Tip

*"You choose: Every opponent can get a Gold Coin - OR - Every opponent can get an Apple."*

*In a case like this it's good to consider which reward would get the opponents closer to or further from completing their active Quests.*

Example of a green Good Luck card:  
"You get an Apple."



Example of a Bad luck card:

"Discard a token  
- OR -  
Discard an unused Magic Item card."

*If the player has no tokens but has unused Magic Item cards, they must choose the latter effect.*



## GREEN SIDE QUESTS AND CURSE CARDS:

Drawn Curse cards and green Side Quests must be placed face-up in front of the players, because they can influence the number of APs at the end of the game.

Green Side Quests give extra APs, but only if their conditions are met at the end of the game.

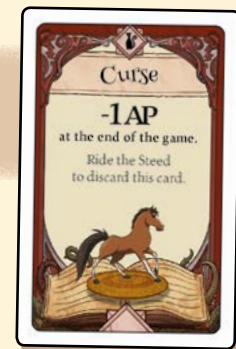
Curse cards are worth negative APs at the end of the game. However, you can get rid of these cards by fulfilling the requirements listed on them.

Example of a green Side Quest:  
"...if you are in the Town at the end of the game."



Example of a Curse card:

"Ride the Steed to discard this card."





### Blue Mini Quests:

The blue Mini Quests don't give any AP but some kind of other reward. They go face-up next to your active Quest cards and you can decide later, whether or not to fulfill them.

Some blue Mini Quests' condition is to visit certain locations on the board. This means that if the player stops by at that given location later in the game, they complete the blue Mini Quest and get the reward.

#### Tip

*"Discard 1 token. Reward:  
Draw a Quest card."*

*This can be a useful or a permissible move, but sometimes it isn't worth it to complete right away. It can be rewarding to set it aside in front of you and use it tactically.*



Activated and discarded Story cards all go into one discard pile that can be reshuffled when the draw pile runs out.

## The End: Scoring

The game ends after Chapter 6 (when there are no more Event cards to flip face up). Then the scoring begins.

1. All players count the Adventure Points (AP) on the back of the completed Quest cards.
2. Count the positive APs on the completed green Side Quest cards and the negative APs on the remaining Curse cards.

The player who collected the most Adventure Points wins.

Is it a tie? Possible. If it's a tie, the winner is who can kill more flies with one blow.

### Dear Players,

Now you know all the rules. You are ready to go and start your adventures in the world of the Grimm tales. Should any questions arise during the game, look to the Appendix for the answers.

Have a successful journey and magical adventures.

Become legends.





# Appendix



## Card combinations

It can happen that some effects trigger other effects as well. In these cases you must follow the order of the activation.

### Example 1:

Snow White has got a Loaf of Bread and wants to move on the Huntsman field to complete her quest: "Give 1 Loaf to the Huntsman". She places the Story card die and draws a Story card that says she must immediately go to the Big Sea or the Big Mountains.



She could not finish the quest there, so she plays a Magic Item card that negates the effect of the Story card.



Arriving to the Huntsman this way, the field effect gets activated: she draws a second Story card that makes her discard her single Loaf of Bread she was taking to the Huntsman.

Snow White is unlucky today.



### Example 2:

Sleeping Beauty places the Doubling die and arrives on the Apple field.



Instead of taking 1 Apple, she could take 2, but she also plays a Magic Item card which modifies this to 3.



The tricky Puss in Boots waited till the end of her action and tops off this nice combination with a Magic Item card that gives him the newly acquired 3 Apples.





# Game variants

## Cooperative game

### GOAL OF THE GAME

In this game mode players do not compete against each other, but work together to collect as many APs as possible before the end of the 6th chapter. When a player completes a Quest, turn that Quest card face down.

### CHANGES IN SET UP

Lay all the Quest cards face up next to each other, visible to all players.

### CHANGES IN RULES

- At the beginning of the game players don't draw Quest cards, as all of them are face up, available for everyone to complete.
- The abilities of some Characters (e.g. Thumbling) are not useful in this mode, you might want to avoid choosing them.
- Some Story and Magic Item cards are not applicable in this mode (e.g. "Draw a Quest card"). When drawing such a card, players can decide to draw a new one instead.
- The effects of some elements and cards can turn from positive to negative and vice versa compared to the competitive mode.

**Tip**

*"You choose: Every other player can get an Apple - OR - Every other player can get a Loaf." becomes positive in this mode, while the Ban face (X) dice that block other players must be carefully chosen when and where to use to do the least possible harm.*

**Tip**

*To make the game more challenging, it is recommended to exclude the Magic Item and Story cards by 5 players.*

## Peaceful game or messing with other players?

You decide. The game offers you both ways: live and let live (or even help your fellow players) or use your dice and Magic Items to hinder your opponents.

## Beginner mode / Language independent version

This game is playable without English knowledge as well. This game mode is recommended for those who have difficulties with the English language or reading itself. Especially recommended for smaller children.

If the group chooses to play the beginner/language independent game mode, leave the Story cards and the Magic Items in the box.

In this case the Story card and Magic Item die faces become regular value 6 faces. The Supporting character fields and the Magic Item field also become regular fields with no ability.

The only text remaining in the game this way is on the Character cards describing their abilities. Using the Character abilities is optional.

All the core game elements have an icon system which doesn't require reading.

When you draw a Curse, green Side Quest or blue Mini Quest card, put it next to the Quest cards. These are also available to complete for all players.

Story cards with positive and negative AP (Curse and green Side Quest cards) also count towards the final score.

### THE END OF THE GAME

The game ends after Chapter VI. Count the AP values of all the completed main and side Quests and the not completed negative AP Curse cards. The below table shows the completion level.

2 players	3 players	4-5 players	
0-30 KP	0-45 KP	0-60 KP	This level equals to the value of the evil step-sister's job.
30+ KP	45+ KP	60+ KP	You tried it, but this is still not enough for becoming heroes.
40+ KP	60+ KP	80+ KP	Mother Holle would be proud of you. But you can do better than this.
50+ KP	75+ KP	100+ KP	Nice job! Your story will be passed down from generation to generation.
60+ KP	90+ KP	116+ KP	Welcome to the end of the story! You did all the quests! But... Can you complete them within fewer chapters next time?

Didn't succeed as expected? Cheer up and play once again!

## 2 player variant

The two player mode has the same rules as the normal game, with one change: The maximum height of the dice stacks is 2 dice (in every socket, including the Rabbit and the Snake field).

Any effects that modify the dice stacks by a plus or minus must be applied to a default number of 2 dice in the stacks.

## Short and Extra Long game modes

You can reduce the play time by playing the short version of only 3 chapters.

For those who never want to end the game, we present the Extra Long variant, which lasts until the end of the chapter in which the last Quest card is drawn. Scoring follows the end of this chapter. Using the Event cards in this game mode is optional.



# Card information

## List of the Magic Items with Notes



### The Wishing-Table

The rule of the Doubling die applies: all 3 tokens must be the same type.



### Cloak of Invisibility

The card effect activates only once, even if the second card is also a Bad Luck card.



### The branch from the hazel-bush

This card can be used not only when visiting a resource field, but whenever getting token(s), regardless of the source.



### The Golden Ball

This card can be played against any negative effect. Regardless of whether the negative effect is caused by a player or not. It doesn't work in cases when losing tokens was the player's own decision (e.g. completing a quest).



### Spirit in the Bottle

If you play this card when a player is acquiring more than one card, or when more than one player is drawing cards at the same time, you can collect all those cards.



### The Wonderful Ball of Yarn

After rerolling, the player can reconsider which one of their dice to place on the board.



### The Golden Horse

After arriving next to the other player, the location ability can be activated.

King Thrushbeard can activate his Character ability upon arrival.



### The White Snake

The player rolling the token can of course keep that token. You can play this card also for your own roll (so you can reroll the Snake Die keeping the token you won before).



### Starwort

This ability can be used in defense against any other card's effect that would directly affect you negatively. It cannot be used against Character and location abilities, but Curse cards can be negated with it, for example.



### The Blue Light

You can choose the Snake Die as well, if you have placed it on the board.



### Magic Mirror

If you play this card when another player is acquiring more than one card, or when more than one player is drawing cards at the same time, you can collect all those cards. Remember to keep the rule of a maximum of 4 active Quests: you must choose which cards to discard until you have only 4 active Quests left.



### Seven-league Boots

This card resets any die, even a Ban die.



### Cursed Ring

With this effect you can pass on a Curse card that you acquired earlier.



### Crystal Ball

The effect of the card lasts until the end of the action.



### Wishing-cap

King Thrushbeard may not use his ability when playing this card.



### Magic Beans

In the two player variant (where dice stacks consist of a maximum of 2 dice) this card allows to place a 3rd die on the top.

The other two points of the Dice placement rules still apply, so you can place only a same or higher value die.



### Cudgel in the Sack

If you play this card when a player is acquiring more than one token, or when more than one player is taking tokens at the same time, you can collect all those tokens.



### The Golden Bird

This card must be played right after the roll. It cannot be used for dice rolled earlier.

For example if you rolled 1 or 2 at the beginning of the turn, but you acquire this card during the turn, you can use it only next time you roll 1 or 2.

The card can be played after the normal roll at the beginning of the chapter or during the chapter when some effect causes a reroll of a die.



## List of Character abilities and Notes



### Little Red Riding Hood

Her ability can be used only for movement.

The Ban die cannot be overridden by this ability.



### Puss in Boots

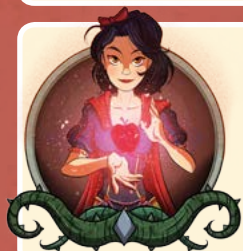
He may activate this ability also when completing a Quest.

It can be activated once per chapter, so only 1 token can be converted.



### Brave Little Tailor

His ability does not affect Ban dice.



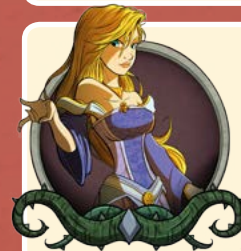
### Snow White

Her ability gets activated also when drawing a Magic Item as a result of a card effect.



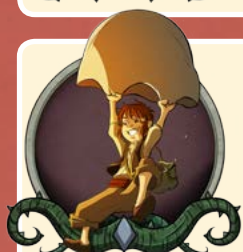
### King Thrusbeard

When visiting the Steed for a Quest he may activate his ability after completing the Quest.



### Sleeping Beauty

If you use special face dice for her ability, they do not get activated as this is a discard action, not a regular die placement.

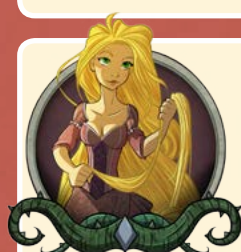


### Thumbling

His ability can be used only 3 times in a game. To help track this we have included 3 special tokens for him. When activating the ability, you can discard a token to indicate this.

In the short game variant Thumbling has only 2 tokens. In the extra long variant, players can agree before starting the game how many times he may use his ability.

In the cooperative game mode, Thumbling's ability is irrelevant.



### Rapunzel

Her ability can be used at the beginning of the chapter when everyone rolls the dice.

Her ability can be used only once per chapter. One single die can be rerolled once; even if she had more than one 1 or 2 value dice, or if the reroll gives the same result as before.



### The Musicians of Bremen

In the two player variant (where dice stacks consist of a maximum of 2 dice) this ability enables the player to place a 3rd die on a stack.

## Frequently Asked Questions

Should you get lost in the rules or spot an unclear point, you can check the FAQ at [koronaboardgames.com](http://koronaboardgames.com).

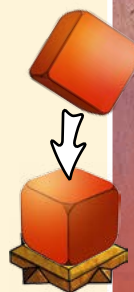
- Do I get the Rabbit token or the Snake Die immediately when I place a die on that field? Can I set the die immediately after placing it on the Fox field?

- These three Forest Spirits give their rewards only at the end of the chapter. The Rabbit token and the Snake Die go to the player who won the bid: the player who put their die on the top of the stack (or has the single die on that field). The die you put on the Fox field is to be set only at the beginning of the next chapter when rolling your other dice.



- If I want to take a path where my die is on top of a stack, do I need to add another die to the stack? (E.g. I want to go back to the previous field.)

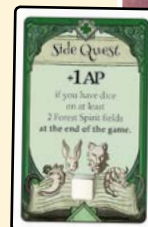
- Yes. Every movement is preceded by a die placement. You can move only if you activate the route.



"If you have dice on at least 2 Forest Spirit fields at the end of the game."

- If another player activated the Wolf field and I lost a die there, does the lost die on the Wolf field count here?

- Yes. It doesn't matter how your dice got there, the point is that they are on the Forest Spirit fields.





## Summary of the gameplay

1. At the beginning of a chapter everybody roll their dice.
2. The starting player begins their turn: they place a die to activate a route, following the dice placement rules. If it was a special face die, it takes effect.
3. Then the active player moves to an adjacent field through the activated route.
4. If the destination field has an ability, it takes effect.
5. Then the active player can complete quests, if the requirements are met.
6. After that the next player goes. The chapter ends when all the players have used all their available dice, or passed their turn.
7. Then everybody take their dice back and the next chapter begins.

### Tip

There can be more than one figure on one field at the same time. This is called Encounter in the game. When two (or more) players meet (their figures are on the same field), they can exchange resource tokens, active Quest cards (including Side Quests), Magic Item cards with each other by common assent.

### Thanks to the Backers:

Kickstarter is like the glass-blower's shop. Many many beautiful, shiny glass figures are born and put on the shelves every day. There are bigger and smaller, unbreakable and fragile, fine chiseled and raw ones. But which one will be taken off of the shelf by the customer who enters the shop? It depends solely on the person.

The meaning of the life of such a glass figure is only to be bought, taken home, and put on the shelf among the favourites. You, our dear Backers, you have taken this game off of the store shelf, thus you have given meaning to it's existence.

*This thought tells more than any Thank You.*

### Huge thanks to my wonderful Teamates for their great job:

Balázs Lenhardt, because if Korona Games didn't exist, I wouldn't be able to write these words here. Our artist team has created a very cool visual universe: Tosin Matteo and Balázs Gracza graphic designers and Daniel Latzkovits 3D modeller. The proofreading job of Kenneth Seech was invaluable.

Special thanks to Andrea Lorincz, with whom we consider this game as an own child; I turned to her first whenever I got lost in the dark forest of the Grimm world.

### The Team:

**Game Designer:** Istvan Szauer

**Artwork:** Tosin Matteo

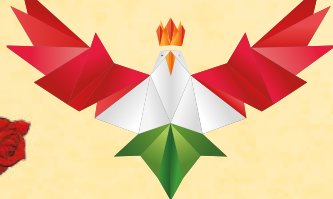
**Translation:** Andrea Lorincz


**Layout:** Balázs Gracza

**3D modeller:** Daniel Latzkovits

**Coordinator:** Balázs Lenhardt

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