

KING'S FORGE

Glassworks





Description du jeu

Glassworks est une extension pour le jeu King's Forge. Il est recommandé que les joueurs soient déjà familiers des règles du jeu de base King's Forge avant de jouer avec cette extension. Cette extension ajoute :

- „ Un nouveau matériau de fabrication, les dés Verre.
- „ Un nouvel emplacement de ressources permanent avec ses règles spécifiques.
- „ De nouvelles cartes Ressource et Objet ; beaucoup d'entre elles sont en lien avec la nouvelle mécanique Verrerie.
- „ Six nouvelles cartes Apprenti (, utiliser si vous jouez avec l'extension Apprentices).

Matériel

- 28 dés
 - „ 26 dés bleu-vert translucides Verre
 - „ 2 dés jaunes , 8 faces pour la carte ... Academy †
- 26 cartes
- „ 8 cartes Objet
 - „ 8 cartes Ressource
- 6 tuiles Verrerie

Glassworks Gather Card Overview

King's Forge: Glassworks includes 8 new Gather Cards to diversify your game. These cards are welcome to be shuffled in with your non-Forest/non-Mine Gather cards before the start of every game. Rules clarifications are listed below.

Bank

TOP: Allocate one Gem or Magic die to move one gem die from the Stock to your Smithy tile. The allocated die is returned to you during Clean-up.

BOTTOM: When a player claims the Bank card, they must place X number of their unused dice on it immediately (X can be "0"). At any point during the rest of the round, that player may remove a die from Bank and place it on their Smithy tile to add 1 pip to any one die. This effect may be repeated on the same, or different dice. Do note that this would allow a player may move dice from Bank to their Smithy tile during the Gather phase, and then also used the Astrologer card during

the start of the Crafting phase to retrieve the dice on their Smithy Tile and roll them during Crafting.

Cellar

TOP: Allocate four dice of any type(s) to move one gem die and one wood die from the Stock to your Smithy tile. Three of the dice are returned to the Stock and one to you during Clean-up.

BOTTOM: Allocate one die of any type to place one Glass die directly into your Supply. Additionally, you may increase the pip value on any one rolled die this round by one. The allocated die is returned to the Stock during Clean-up.

Foundry

TOP: Allocate three dice of any type(s) to move two Glass dice from the Stock to your Smithy tile. Spent dice are returned to your Smithy Tile during Clean-up.

BOTTOM: Allocate nine dice of any type(s) to place four Metal dice directly into your Supply. The allocated dice are returned to you during Clean-up.

Furnace

TOP: Allocate three one wood die to move two Glass dice from the Stock to your Supply. The spent die is returned to the Stock during Clean-up.

BOTTOM: Allocate one die of any type; this die will be returned to the Stock during Clean-up. Until the end of the round, you may activate this card to increase one rolled die by two pips and an additional rolled die by one pip. These bonuses may not be combined or saved. For instance, if you rolled a “1” when using the Laboratory card during the Gathering phase, you can use the “+2+ to increase this die to “3,” but may not use the “+1” for anything else this round.


Glassblower

TOP: Take two Glass dice from the Stock and places them into your Supply. Then, in clockwise order, each opponent takes two Glass dice from the Stock and places them onto their respective Smithy Tiles. Remember, Glass dice are finite and not all players may gain their requisite number of dice.

BOTTOM: Allocate one Glass die which

will be returned to the stock during Clean-up. At any time during the rest of the round, you may use this ability to re-roll ANY NUMBER of just-rolled dice.

Laboratory

TOP: Allocate one Glass die and then roll any die available (this die can be borrowed from any player’s supply, Smithy Tile, or the Stock as long as this die is returned to the place it came from). The rolled die may be affected by  modifiers. If the resulting roll is 1-3, place a Wood die onto your Smithy Tile. If it is 4-6, place a Gem die onto Your Smithy Tile. The spent Glass die is returned to the Stock during Clean-up.

BOTTOM: Your unused Glass dice may be used as Metal, Wood, or Gem types during Crafting this round. However, please note that whenever Glass is used to fulfill the requirements on a Gather card, it is returned to the Stock during Clean-up and NOT back to a player’s Smithy Tile. These glass dice are returned whether or not they were placed on a “Glass” space on a Craft card. See rules section above for more clarifications.

Undercroft

TOP: Take a Glass die from the Stock and place it onto your Smithy Tile.

BOTTOM: Allocate five dice of any type(s) to move one Magic die from the Stock to your Smithy tile. In clockwise order, all opponents then move one Metal die from the supply to each of their respective Supplies. It is possible that all players may not receive a Metal die if the Stock runs out, as each of the main dice types is finite.

Academy

TOP: Allocate five dice of any type(s) to move one Gem die and one Magic die the Stock to your Smithy tile. All spent dice are returned to the Stock during Clean-up.

BOTTOM: Allocate three dice of any type(s); two of these will be returned to the Stock during Clean-up. During Crafting, roll the 8-sided yellow die alongside any other unused dice you have. You may use ⬇ abilities to modify it and use it as ANY TYPE. Note that the value of the die can be 8 or higher! This may result in making

a Crafted item VERY DIFFICULT to steal by the other players, though not impossible with enough ⬇ bonuses. At the end of the round, make sure to return the yellow die Stock. The yellow dice are not meant to be finite; if more than one player is in possession of this ability (e.g. a second player copies this card using the Workshop Gather card and the Uma apprentice card is in play), substitute dice may be used.

Credits

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