

FERRUM'S FORGE

GUILD BUILD WARS

AN INTRIGUING TILE PLACEMENT GAME
BY KEDRIC WINKS AND KEN BOYTER FOR 2 - 6 PLAYERS

THE REBUILDING OF FERRUM'S FORGE

After a vile cataclysm, the city is ripe for development. Shanty towns spring up overnight; different guilds vie for control of the burgeoning population of Ferrum's Forge. Each guild is determined to dominate the rebuilt city to become the most powerful guild and therefore the wealthiest.

AIM OF THE GAME

The aim of the game is to score the most points. Points are only totalled once the last tile has been laid and the game is over. Each player must choose a different guild to play, each scoring points in a different way.

SET UP

Place the starting tile (featuring the gigantic statue of Ferrus the Blacksmith) face up in the centre of the playing area. Each player is dealt three tiles and chooses a Guild Guide card. They are also given guild meeples (Geeples) and tokens listed on their card. The three tiles are the player's starting hand; they may look at them and do not show them to other players. All other tiles are placed to one side, face down. Players decide who goes first.

TAKING A TURN

Players take turns clockwise. During your turn you must complete a tile action and you may complete a special action. Your available actions are listed on your Guild Guide card, as well as an example scoring diagram on the back. Pay special attention to them, as they will be different from every other Guilds' guide.

TILE ACTIONS

The two common tile actions are laying a tile and rotating a tile. Laying a tile means taking one of the tiles from your hand and placing it down so that at least one edge is completely flush with the edge of a tile that has already been played. If the tile that you lay is the last in your hand, immediately draw three new tiles from the unused tiles. Rotating a tile means picking up an existing tile and replacing it in the same place but facing a different way. You may only rotate tiles that are at the edge of the city (meaning that they have at least one edge that is not touching another tile). You can not rotate any tile that has another player's geeples or token on it.

SPECIAL ACTIONS

The two most common special actions are placing a geeples and moving a geeples. Placing a geeples is the first time one of your geeples is played. Place in the centre of any unoccupied tile. Moving a geeples is taking a geeples and moving from its current tile to another unoccupied tile. A geeples can only be moved between tiles that have a continuous road linking them. To move over a break in the road then a geeples must use one special action to move to the centre of the tile and then may continue from that tile along the new road with a subsequent special action in a subsequent turn.

END OF THE GAME

When the last unused tile is picked up, each player has one last turn and then the game is over. Players then count their scores. Each guild score points in different ways which are listed on their guild cards.