



KING'S FORGE

MASTERWORDS



Rules of Play



The legends were true—
the griffins have returned!
The whole world has opened up
now that distinguished visitors
arrive on griffin-back weekly to see
the King. They bring fresh ideas,
new skills, and exotic materials
unlike anything we've ever seen.

If you can make the kingdom proud
by producing true masterworks,
you'll be sent abroad to represent
the kingdom, share your talents, and
see the world.

Adventure is calling!

Expansion Overview

Masterworks is an expansion for *King's Forge*. It is recommended that players already be familiar with the rules to *King's Forge* before incorporating this expansion.

Griffin's Landing and Ambassador tiles are designed to work together for a complete experience, but you are welcome to use them separately as modules.

Masterworks adds the following content to the base game:

- ♦ Exotic dice types, each with unique abilities and corresponding cards.
- ♦ Ambassador tiles, where players gain access to the new types of exotic dice during crafting.
- ♦ Visitor cards where players gain access to powerful new Gather options.
- ♦ Craft cards from each of the 4 realms, including a special monument for each realm and 2 griffin-themed items.

Additionally, there are a variety of bonus cards that were unlocked as part of *Masterworks*' Kickstarter campaign. While not considered as part of the core expansion content, these bonus cards feature all-new mechanics and game modes which can be used in part or as a whole to supplement your *Masterworks* game.

Components

26 Dice

- ♦ 6 Borealis dice
- ♦ 6 Aether Ore dice
- ♦ 6 Heartwood dice
- ♦ 6 Grimstone dice
- ♦ 2 Archive dice



51 Cards

- ♦ 32 Craft cards
- ♦ 16 Visitor cards, plus
1 alternate Sultan card
- ♦ 1 Royal Decree card
- ♦ 1 Victory card

30 Mini Cards

- ♦ 5 Aether Ore cards
- ♦ 5 Borealis cards
- ♦ 5 Heartwood cards
- ♦ 15 Grimstone cards

4 Ambassador Tiles

- ♦ Crystal Tundra
- ♦ Great Cauldron
- ♦ Hidden City
- ♦ One Tree

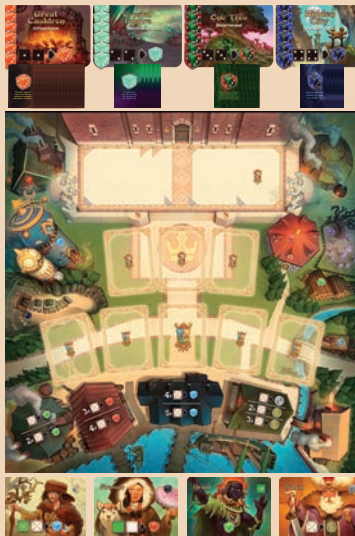
4 Variant Monuments/Request cards

1 Narwhal first player token

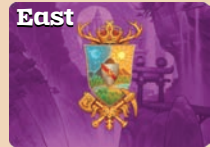
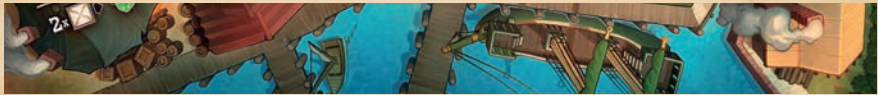
Setup

Masterworks adds two rows of options—one above the main board and the other below.

The top row, known as Ambassador's Row, gives you access to the new exotic dice.



The bottom row, Griffin's Landing, gives you more options during the Gather Phase.



Griffin's Landing

The first change you will encounter with *Masterworks* is Griffin's Landing, a new row below the main board consisting of 4 additional choices available during the Gather phase.

The Gather cards in this row are called Visitor cards and they represent artisans and representatives from distant realms arriving on griffins. Only 1 visitor from each of the 4 realms arrives per round.

Setup

Each realm's Visitor cards share a similar card back. Shuffle each set into 4 separate face-down piles below the main board. This is the only time during the game that these piles of cards are randomized. Place the piles from left to right in the following order: West, North, South, East.

Visitor Cards

These Gather locations are available from the start of the Gather Phase just like standard Gather cards. Visitor cards are different, however, because each player may only select 1 Visitor card per round. Only 1 may be used per round because hosting or working with a guest takes a lot of time and the King wants things to go well.

Normally when you select a Gather card, you replace that card with the top card of the Gather deck until no more Gather cards are available. That is not how the Visitor cards work. Since only 1 visitor arrives from each realm per round, reveal only 1 card from every pile each round. At the start of each round, flip over the top card from each realm.

Using Visitor Cards

Once selected, move the card to your play area and choose which of the two actions on the card you will activate:

GIFT ACTION: The ability in the upper right hand corner is a gift from that guest for hosting them during their brief stay in the kingdom. Every gift is a free action.



COLLABORATION ACTION: The ability across the bottom of the card is a collaborative action that represents a cultural exchange program. These actions are more powerful (i.e., cheaper) than traditional Gather card abilities because the visitor provides some of the labor, materials, and mentorship.

During cleanup, all Visitor cards on display this round (whether chosen by a player or still on display in Griffin's Landing) are placed face-down on the bottom of their respective realm piles. Flip the top card of each pile over at the start of next round.

Each pile of Visitor cards will cycle through its 4 cards during the game, 1 per round. After 4 rounds, each pile will have displayed all 4 of its unique Visitor cards. Each pile repeats itself in the exact same order. For example, the card on top of each pile at the start of the game will be the same cards that will be on display for the fifth round of the game.

Important Notes

- ♦ The Workshop may not copy any of the actions on a Visitor card.
- ♦ Floating Market can only copy standard dice (metal, wood, gem, magic, glass).
- ♦ The colored crafting bonuses may only be used for similarly colored dice.
- ♦ The white die generated by the Archives is similar to the Library die in that it may be used as any color, but you do not return it to the stock during cleanup. The die purchased at the Archives is a permanent addition to your supply.

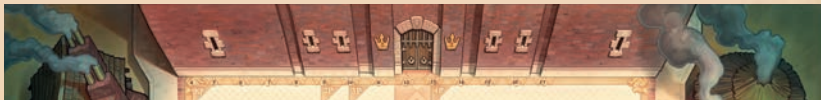
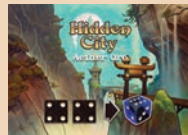
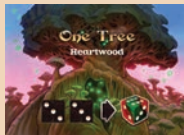
Ambassador's Row

So how do you get access to the exciting new exotic dice? You meet with foreign ambassadors at the Palace during crafting!

Because griffins have made world travel so much easier, each realm now has a staff of ambassadors living at the Palace. These ambassadors conduct business and welcome gifts and services from the local smithies. In exchange for these services, each realm will offer samples of their exotic materials to the smithy making the best offer each round.

Each Ambassador tile proudly showcases an image of the source for each exotic die:

- ◆ The industrious **Great Cauldron** (West)
- ◆ The solemn **Crystal Tundra** (North)
- ◆ The magnificent **One Tree** (South)
- ◆ The mysterious **Hidden City** (East)



When you place dice on the tile, you are not traveling to the distant location where the exotic dice are sourced, you are merely meeting with the ambassadors at the Palace.

Setup

Take the 4 tiles with the default side face-up (marked by the *Masterworks* expansion icon in the lower right-hand corner). Place the tiles above the main board from left to right in the following order: West, North, South, East.

This will arrange the crafting costs in an escalating order from a pair of metal-1 dice on the left (Great Cauldron) up to a pair of metal-4 dice on the right (Hidden City). For convenience, you may also place the exotic dice and mini cards near their respective Ambassador tiles.

Bidding for Exotic Dice

During crafting, players may place dice on the Ambassador tiles just as they would when crafting an item. These tiles follow all basic item crafting conventions, such as:

- ♦ The dice displayed on the tiles are the minimum required value of that dice type needed to satisfy the ambassadors.
- ♦ If a player meets the minimum crafting expectation of the tile, they move the tile to their play area just as they would if they had crafted an item. But just as with items, players crafting later in the round may attempt to craft a better offer to “steal” the tile from the earlier player.
- ♦ Subsequent bids must match all dice and exceed at least 1 die. If this happens, return the dice from the existing bid to that player’s smithy tile and the tile passes to the new player.
- ♦ Players may attempt to craft on more than 1 Ambassador tile, but not more than once on a single tile.

At the very end of cleanup, the player who crafted the best offer with their dice receives a die of that type from the supply.

You may bid on a tile if there are no dice of that kind available in the stock. By the end of the round, exotic dice of that type may once again be available in the stock.

Unlike when you craft an item, Ambassador tiles return to their place above the board after cleanup.

Exotic Dice Cards

When a player gets an exotic die, they should also take the corresponding mini card for that die. Place that die and any subsequent dice of that type on the mini card.

Exotic dice do not go onto your smithy tile; instead, they remain on their respective mini cards until you activate them.

The mini cards for Aether Ore, Borealis, and Heartwood also serve as a player reference for how that exotic die works. Grimstone, however, works differently.

Grimstone comes in 8 different types on a total of 15 mini cards. Some types are more common (3 of each card) and others are more rare (only 1 of each). Shuffle these mini cards to create a Grimstone deck that will be placed near the supply of Grimstone dice.



When a player wins the bid at the Great Cauldron tile, they draw 2 Grimstone cards and keep 1 to go with their new Grimstone die. The discarded mini card is returned to the bottom of the Grimstone deck.

It is possible for a player to have multiple Grimstone cards. However, because Grimstone is volatile and unpredictable, the following rule is very important:

Each player may only roll 1 Grimstone die per craft phase.

If you have multiple Grimstone dice and cards, you must clearly indicate which one you are using prior to rolling. You may not look at the result of the Grimstone die and then choose which type of Grimstone you would like to use.

Rules for Exotic Dice

- ♦ Exotic dice may be the target of bonuses from standard gather abilities and tokens.
- ♦ Aether Ore, Borealis, and harvested Heartwood may match or be modified by Grimstone dice.
- ♦ Exotic dice may not be stolen by the Peddler.
- ♦ The Academy die, Archives die, Library die, and Laboratory may not create exotic dice.
- ♦ The Cemetery die does affect exotic dice. However, they are not returned to your smithy tile—they are placed back on their mini card. They did not get used, so you still have them.

Activating Exotic Dice

Until you use an exotic die, it remains in your play area from round to round. In this way, you may save up exotic dice for a critical turn later in the game.

All exotic dice are single use only. Once you activate an exotic die it will return to the stock at the beginning of the Cleanup Phase.



Aether Ore

The mountains surrounding the Hidden City are enchanted to obscure that community from the rest of the world. The enchantment instills the metal ore from that region with a special magical charge.

When you roll Aether Ore, it may be used as either a metal or a magic die.

Even though the magic charge is short-lived, the ore still functions as normal metal after initial use. When you return an Aether Ore die to the stock during cleanup, exchange it for a metal die which goes directly to your supply.



Borealis

A glimmering crystal grows on the frigid plains of the Crystal Tundra. The crystals absorb the dancing

lights of the Aurora and glow and pulse as if they were a living organism.

Borealis displays an uncanny ability to copy any substance it is placed near overnight. When you roll a Borealis die, it may be the type of any standard die rolled with it during the Craft Phase. This includes metal, wood, gem, magic, and glass.

Borealis cannot copy exotic dice, Library, Cemetery, Farm, Academy, or Gold dice. Even though a Heartwood is a wood or gem after being harvested, it was not rolled with the Borealis, so Borealis may not mimic a harvested Heartwood die.



Heartwood

The ancient One Tree symbiotically nurtures the lush jungles and rainforests of the Southern realm.

Heartwood is a plant that retains its magical connection to the One Tree no matter where it is. Heartwood grows quickly, even without any apparent food or water, and its sap can be turned into glistening amber jewels with healing powers.

Heartwood is never rolled. At any time, a player may harvest a Heartwood die for either a wood or a gem die of that value.

All Heartwood dice start the game with a value of 1. During cleanup, all Heartwood dice in the game gain +1 each round until reaching the value of 6. Heartwood dice are always in sync with each other. If Heartwood is already at 6 when it enters cleanup, all the plants wither to dust, only to reveal a vibrant new plant emerging from the ashes. Set the value of all Heartwood dice back to 1 and the cycle is repeated.



Grimstone

For generations, the witch community treated cauldron residue like the smelly, irritating nuisance that it is. Then an accidental discovery revealed how to turn all that waste into exciting but unpredictable magic rocks and stones.

While dozens of different types of Grimstone exist in the Western realm, only 8 specific types are licensed for non-witch use:

ROCKS

Any Grimstone with “Rock” in its specific name focuses on whether any other dice in your pool match the value of that Grimstone die, after rolling all of your dice during the Craft Phase. When multiple dice match the Grimstone die, you may choose which die gets the bonus.

POP ROCK (3): +3 to any 1 die that matches the value of the Pop Rock. Alternatively, you may add +1 to any die of your choice.

SHOCK ROCK (1): This is the more volatile version of the Pop Rock—you must use it the round after acquiring it or the Shock Rock explodes and returns to the stock. Add +4 to a die matching the Shock Rock. If no die matches the Shock Rock, you get nothing... and you should probably run for cover.

SOFT ROCK (3): Add +2 to up to 2 dice matching the Soft Rock. Alternatively, you may add +1 to any die of your choice.

HARD ROCK (1): This is the more volatile version of the Soft Rock. Add +2 to up to 3 dice matching the Hard Rock. If no dice match the value of the Hard Rock, you rocked too hard and get no bonus.

STONES

Grimstone cards with “Stone” in their name apply the face value of the die to its game effect. When multiple dice match the conditions of the Grimstone, you may choose which die gets the effect.

BOONSTONE (2): Add the value of the Boonstone to your lowest valued die. The Boonstone may not boost a die above the value of 6.

CAPSTONE (2): Add the value of the Capstone to your highest valued die. The Capstone may not boost a die above the value of 9.

ROLLING STONE (2): You may re-roll a number of dice up to the value of the Rolling Stone.

GOBBLESTONE (1): Gobblestones are kept as pets by young witches and are thought to have restless imp spirits trapped in them.

By returning up to 3 dice to your smithy tile, you can “feed” a Gobblestone in order to use it. Until they’re fed, Gobblestone cannot be used to craft because they have no type. They gain +1 per die fed to it and then become that type of die.

For example, if you roll a Gobblestone and it is a 3, and then return 1 metal and 1 wood die to your smithy tile, the Gobblestone becomes a 5 metal/wood die.

Royal Decree

Royal Decrees are optional rules.

The King wants to send skilled craftspeople abroad to represent the kingdom. Therefore, he needs to know you can make truly impressive items in order to make the kingdom proud. This decree requires that a player craft a masterwork item in order to win the game.

NEW GAME TERM

Any item ranked #100 or above is considered a **masterwork**.

When using the *Masterworks* Royal Decree, initial setup requires a modification of the items in order to guarantee that the King’s expectations are met. For all player counts, select 3 masterworks that will be placed near the other items in front of the Palace.

Then, select the remaining items based on the number of players:

2 players: 8 standard items, 3 masterworks

3 players: 9 standard items, 3 masterworks

4 players: 12 standard items, 3 masterworks

5 players: 15 standard items, 3 masterworks

The crafted item that triggers the endgame must be a masterwork. For example, when a player is ready to craft their fourth item in a 3-5 player game (fifth item in a 2-player game), that player’s next crafted item must be a masterwork.

The masterwork does not need to be 1 of the 3 items traditionally available for crafting—any of the 3 masterworks in the game may be crafted. You do not even need to craft the lowest ranked masterwork first.

You may only attempt to steal a masterwork if you have already crafted the prerequisite number of items needed to end the game.

After crafting a masterwork, you may attempt to craft additional lower ranked items if they are still available and you are able to do so.

The win conditions remain the same as for the base game:

- ◆ The game ends once a player has claimed at least 4 craft cards (5 craft cards in a 2-player game). The player with the most crafted items is the winner!
- ◆ If 2 or more winning players have claimed the same number of craft cards, the player with the highest ranked item is the winner.

Deluxe Craft Cards

(BONUS CONTENT)



These 8 craft cards are special versions of previously released items. Players may elect to use these “deluxe” versions of the items when playing with the *Masterworks* expansion. They have the same rank and crafting formulas they have

always had, but these have a special ability connected to the *Masterworks* content. These abilities can only be used once per game. After one has been used, flip the card to the side without the ability to show the ability is no longer available.

SPIRIT KITE (#11)

The skies of the Hidden City are filled with kites. As the kites zip across the sky they channel the enchantment protecting the city.

Special ability: Re-roll 1 of your Aether Ore.

CELEBRATION HORN (#22)

The ambassadors have learned that these horns often indicate a party is going on and gladly join any celebration that they find. This is a great way to get their support and assistance.

Special ability: Re-roll 1 of your exotic dice.

SACRED SWORD (#34)

A well-made Sacred Sword can boost or recharge an Aether Ore die.

Special ability: Add +2 to an Aether Ore result or reuse an Aether Ore. When reusing an Aether Ore, simply keep the die instead of returning it to the stock. Because it does not return to the stock, do not collect a metal die after the first use of that Aether Ore die.

OBEY WAND (#49)

The witches of the West animate large wooden statues to create dancing Wicker Men during Full Moon celebrations. These celebrations normally end with large bonfires of the Wicker Men once the magic enchantments wear off. However, if an animated Wicker Man is sufficiently entertaining, it will not meet a fiery end. In those cases, the wood is turned into these wands which are coveted for pranks and general mischief.

Special ability: Make an opponent re-roll an exotic die. A die cannot be re-rolled after bonuses have been applied to it, so you only have a few moments after a player first rolls their crafting dice to make them re-roll an exotic die. After a brief pause of a few seconds, the opportunity has passed and that player continues their turn unabated.

ENGAGEMENT BROOCH (#61)

While known simply as a witch's brooch outside of the West, this brooch is recognized by witches as an engagement gift representing the web—and potential sting—of love.

Special ability: Once per game, you may gain a Grimstone die. Since this is a gift from the witch community, you may choose any card available in the Grimstone deck. After choosing your card, be sure to reshuffle the Grimstone deck.

HOLIDAY TOYS (#65)

When you successfully craft this item, the Toy Factory at the North Pole catches wind of your accomplishment and sends a recruiter to inspect your work and speak with you during the next round.

Special ability: Next round, you get a “Toy Factory” bonus action that only you may use. You must still pay its activation cost. Whether you use it or not, be sure to place the item back under your smithy tile as this special ability is only available next round.

DREAMTIME OPAL (#94)

Most opals come from the Australian continent. This one is special, though, because it contains Aboriginal “dreamtime” magic that can turn any plant into a Heartwood.

Special ability: Once per game, you may get +2 to a wood or gem die or gain a Heartwood die.

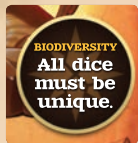
SNOW BRINGER (#97)

In the North, they can use ice swords to change the weather! Many a Snow Bringer sword has been drawn not to strike an enemy but to dissuade them from attacking at all due to sudden blizzard conditions.

Special ability: Once per game, you may get +3 to a Borealis die or gain a Borealis die.

Variant Monuments

(BONUS CONTENT)



These 4 Variant Monuments have a crafting limitation based on their realm's culture:

CHIMERA STATUE

The rainforests in the South thrive on biodiversity. All dice must be a unique value.

THUNDERBIRD CEREMONY

Western individualism encourages individuals to celebrate being different and unconventional. All dice must be odd-numbered.

IMPERIAL DRAGON

There are intense superstitions against the number 4 in the East. No die may be 4.

RADIANT INUKSUK

The collective spirit of humility is part of the Northern way of life. No dice may be 5+.

Play new scenarios using these monuments!
<http://bit.ly/MWscenarios>

Ambassador Requests

(BONUS CONTENT)



The items on the backs of the Variant Monuments represent special requests from the visiting ambassadors and introduce new game mechanics.

At the start of a game of *Masterworks*, you may add 1 of these items to a craft in addition to the standard items requested by the King. Because the item is unranked, it is available on the side and may be crafted at any time. Crafting an Ambassador Request counts towards your total of items crafted, but as these are all unranked they will not help you with any end-game tie-breakers.

CHIMERA SCULPTURE

The Southern ambassadors want a sculpture inspired by their legendary and revered chimera. Your sculpture must be a truly unique work that captures the spirit of the chimera.

Reward: *Survival of the Fittest*

After crafting the Chimera Sculpture, you will get a free die from the Southern ambassadors. The free die that you receive corresponds to whichever die type had the highest value when you crafted the Chimera Sculpture.

THUNDERBIRD INITIATION

The Western ambassadors have requested that a new Thunderbird Lodge be built in the kingdom to help citizens with their spiritual quests. The ambassadors are very open to what this “sweat lodge” may entail, but they know it should convey a reverence for nature and mystical power.



Hybrid Crafting Requirements:

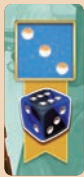
Either die may be used to fulfill this requirement. When stealing, as long as a crafted die meets the value required, the rarer die type is always preferred by the King, even if it is a lower value. For example, if there was an item with a hybrid 3-wood/magic crafting requirement, then a 3-magic die exceeds a 5-wood die.

Reward: *Rolling Thunder*

For the rest of the game, at the start of your crafting action, roll all of your dice for this Crafting Phase. Choose 1 die and set it aside at that value, then re-roll all the other dice and resume your crafting action.

CELESTIAL DRAGON

The heavens above will soon align in a way that is very auspicious for the business ventures of the Eastern ambassadors. To commemorate the event, the ambassadors have commissioned a smaller, intricate version of the Jade Dragon.




Boosting Bonus: The 3-magic on the gold banner at the bottom of the card is a Boosting Bonus. It is not required that you have a magic die to craft this item, but the player who crafts the best version of this item and meets this optional crafting requirement gets a Borealis die at the end of the round. That player is rewarded for going above the minimal expectations for crafting the item.

Reward: *Good Fortune*

Eastern ambassadors work to make sure your path is auspicious and free from bad luck. For the rest of the game, all of your rolled 4's get +1. Dice modified to a 4 are not eligible for this bonus—only natural 4's from your initial crafting roll get “corrected” by the Eastern ambassadors.

ANCIENT INUKSUK

The Northern ambassadors have commissioned a historically accurate recreation of the original Radiant Inuksuk for this season's holiday festivities. It must be perfect!

 **Locked Dice:** The Lock icon on a die means that only that specific value is accepted; anything higher or lower is rejected. The first player crafting it may still be stolen from if the boosted gem granting a Borealis die is out-crafted.



Boosting Bonus: The 3-gem is a boosting bonus. The player who crafts the best version of this item and successfully meets this optional requirement gets a Borealis die at the end of the round.

Reward: *Knightly Gifts*

You will be visited by silent knights granting you progressively better gifts over the next 4 cleanup phases. This round you receive a metal, next round a wood, then a gem, and finally, a magic die.

Parting Gifts

(BONUS CONTENT)

Finally, the last 3 bonus cards are for use with previous editions of *King's Forge* or will require the *Glassworks* expansion to be used:

- ♦ **An additional Sultan card** with a yellow “Automatic 6” icon is for owners of the first and second edition of *King's Forge*.

This allows previous edition owners to use a Sultan card that matches the icons on your version of the game board.

- ♦ The **Harmony Staff** is a reissue of the Singing Staff from the *Glassworks* expansion. The Singing Staff was incorrectly ranked at #102 in its first printing, but the Harmony Staff has the correct rank of #104. This allows owners of everything to put all their items in numerical order without any gaps from 0-135.
- ♦ The **Legendary Dragonfly** is a bonus main deck version of the Dragonfly Charm from the *Gold* expansion’s “Charming” scenario. At rank #136, it is the only item in the main deck that requires 1 of each standard die type.

Credits

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EXPANSION DEVELOPMENT: Dann May

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