

# GINGERBREAD HOUSE

Once upon a time a witch lived alone in her house in the depths of the forest. Her favorite hobby was baking yummy gingerbread; in fact, she loved gingerbread so much that she built her entire house out of it. Unfortunately, she wasn't the only one who loved it! Rude fairy tale characters passing by were eating away her walls, windows, and doors! One day, the witch decided that she'd had

enough of them all helping themselves and, paying attention to which types of gingerbread these greedy intruders liked the most, she came up with an idea on how to get rid of them once and for all ...

A tile placement game for 2 to 4 witches aged 8 and up.  
Playing time: 30 to 45 minutes

## OBJECT OF THE GAME

You are witches in the Enchanted forest, building your gingerbread house and attracting hungry fairy tale characters with colorful gingerbread: this is worth points. Completing a level of your house comes with a bonus that is also worth points. The witch who best builds her gingerbread house—and scores the most points while doing so—wins and will be declared the most cunning witch of them all!

## COMPONENTS

### PLAYER BOARDS:

4 Player Boards  
(with two different sides):

This is where you will build your house. The player boards feature 9 building spaces with a symbol on each space.

*Building space with symbol*

Place the things you collect throughout the game next to your player board.

**Treasury:**  
This is where you collect bonus cards.



Trapped fairy tale characters are collected below your player board.

**Gate:**  
This is where you collect attracted fairy tale characters.

**Pantry:**  
This is where you collect gingerbread.

**Workshop:**  
This is where you collect stairways.

**BUILDING TILES:** This is what your house is mainly built of.



**60 Double Tiles:** Each double tile features 2 building spaces with a symbol on each space and a line between the spaces.



**28 Wild Tiles:** Each wild tile features 1 building space with a star symbol.



**22 Stairway Tiles:** Each stairway tile features 1 building space with a hole in the middle (*the stairwell*).

**TOKENS:**

**72 Gingerbread Tokens:** Gingerbread attracts the fairy tale characters to your house so that you can trap them.





18 each of "red" (*heart-shaped*), "yellow" (*round*), "blue" (*square*), and "green" (*pentagonal*)

**CARDS:**



**40 Character Cards:** All character cards have the same layout.

*A character's "mood" and "type" only matter in the standard game, in which certain bonus cards refer to these features. In the introductory game, "mood" and "type" mean nothing.*

**Mood**

cheerful   
or  
bad-tempered 

**Type**

human   
or  
non-human 

Gingerbread required to trap the character

Point value

Tom Thum

Name



The reverse side of the character cards shows a cage symbol.

**20 Bonus Cards:** Which side is used depends on how you decide to play (*see next page*).



*Standard game side*



*Introductory game side*



**Scoring Pad**



**Overview Sheet**

## SETUP

Before the start of the game, you must decide together whether you will play the **introductory game** or the **standard game**. For your first play, we recommend you play the introductory game. Then set up the game as follows:

### Introductory Game


Take the **bonus cards** and turn them to the side without text. Depending on the number of players, select the following values:

- 2 witches: 1, 2, 3, 4, 5, 6
- 3 witches: 1, 2, 3, 4, 5, 6, 6, 7, 7
- 4 witches: 12 random values

### Standard Game

Turn the **bonus cards** to the side with text and shuffle them without looking at them. Depending on the number of players, select:

- 2 witches: 6 random cards
- 3 witches: 9 random cards
- 4 witches: 12 random cards

- 1 Place the selected bonus cards in the middle, in view of all players. Return the remaining bonus cards to the game box—you will not need them.
- 2 Shuffle the **character cards** (showing a cage on the reverse side ) and place them with the cage side facing up next to the display of bonus cards. This is the **draw pile**. Draw 4 character cards from the pile and place them face up in a row next to the draw pile. This is the **character line**, containing the characters currently roaming through the forest to be attracted and trapped.
- 3 Place the **wild tiles**, **stairways**, and **gingerbread tokens** in separate piles, in easy reach of all players. This is the **general supply**.
- 4 Each witch takes a random **player board**, placing it in front of her. Return any remaining player boards to the game box. Additionally, each witch gets a **stairway tile**.
- 5 Turn the **double tiles** face down (so the side without symbols is facing up) and shuffle them. Deal each witch 15 face-down double tiles as her **personal draw pile** near her player board. Return any remaining double tiles to the game box—you will not need them.
- 6 Each witch draws 3 **double tiles** from her personal draw pile, placing them **face up** in front of her (so that you can see the symbols).
- 7 Determine a starting witch (e.g., the witch who last visited a forest).

- 8 Beginning with the witch to the right of the starting witch and in counter-clockwise order, each witch selects a character card from the character line, placing the selected card at the gate (above her player board). Do not draw a replacement card yet.



Whether you use the front or reverse side of the player board is up to you.

After all witches have selected exactly 1 character card each, replenish the character line to 4 character cards again.

You must select a card, but do not worry: if you do not like your card, you can get rid of it later.

## HOW TO PLAY

Once you have set up the game, you can start building your houses and trapping greedy fairy tale characters! The game is played in turns. The starting witch goes first. Then the next witch in clockwise order takes her turn, and so on, until the end of the game. On your turn, you **must** take one of the following two actions:

1 **Build and Afterward Trap a Character**

OR

2 **Take Two Stairways**

### 1 **Build and Afterward Trap a Character**

This action consists of three parts, which must be played in the following order:

#### A. BUILD ...

Take one of the three double tiles that are face up in front of you and place it on your player board, so that the symbols are facing up. Then carry out the effects of the symbols you just covered with your double tile.

Proceed as follows:

- You must place the double tile over building spaces printed on your player board or previously-placed tiles. (1).  
**BUT:** – The double tile must be placed flat on solid ground.  
 – You may not place a double tile on top of only one other double tile. The line in the middle of the double tiles is supposed to remind you of that.
- Before you place a double tile, you may place **one or more** stairway tiles from your Workshop **stacked on top of each other** on a **single** building space. If you do, you must place the double tile over the stairways (*and an adjacent tile*). (2).



#### Who Needs Stairs Anyway?

Sometimes you would like to cover two symbols that are not on the same level. You cannot just place a double tile there, unless you place stairway tiles first to "raise" the symbol to the appropriate level. (The symbol remains visible through the hole in the stairway tile.) Also, stairway tiles help you with completing a level or increase the overall height of your house.

- After placing a double tile, you may carry out the effects of the newly covered symbols. If you place stairway tiles, consider the symbol that was visible through the hole. It is up to you which symbol you carry out first. You are not required to carry out a symbol.

#### SYMBOLS AND EFFECTS

An effect is triggered whenever you cover a symbol with a tile. The following explains the various symbols and effects:



**Gingerbread:** You bake yummy gingerbread! Take the matching gingerbread token from the general supply (if any remain) and place it in your personal supply. (*BUT: You cannot have more than 10 gingerbread tokens in your pantry; see "Supply Limits."*)

**Stairway:** You build yourself a nice stairway! Take one stairway tile from the general supply (if any remain) and place it in your personal supply. (*BUT: You cannot have more than 4 stairway tiles in your workshop; see "Supply Limits."*)



**Exchange:** You magically turn one gingerbread into another! Exchange one gingerbread token in your personal supply (*if available*) for a gingerbread token from the general supply.

**Cage:** The delicious smell of your pastries attracts fairy tale characters to your gate! Choose one of the following two options:

- Take a character card from the character line and place it at your gate (*above your player board*).

or

- Draw three character cards from the draw pile. Look at the cards without showing them to the other players, choose one, and place it face up at your gate. Return the other two cards face down to the bottom of the draw pile in any order.

Attracting fairy tale characters to your gate "reserves" them so that only you can trap them later. You can have at most two characters attracted at the same time (see "*Supply Limits*"). You can return attracted characters face down to the bottom of the draw pile at any time, e.g., to make room for better cards.



**Wild:** Everything is fair game! Carry out any one of the above effects.

### BONUS:

Whenever you cover **two of the same symbol**, you may carry out the effect **three times** instead of just two times. This is witchcraft!

If you cover **two wild symbols**, you may carry out **any three effects** (*same or different*).

**Important:** You do not get the bonus, if you cover only one wild and one other symbol, even if you choose the same effect (see *2<sup>nd</sup> example*).



- Examples:**
1. Alice places a double tile over two blue gingerbread symbols, receiving not two but three blue gingerbread tokens from the general supply (thanks to the bonus).
  2. Bob covers a yellow and a wild symbol, receiving one yellow gingerbread from the general supply and carrying out another effect of his choice. Even if he chooses to take a second yellow gingerbread, he does not get a third as a bonus, as he did not cover two of the same symbol.
  3. Clarissa wants to cover two exchange symbols, one of which is two levels down from the other. She places two stairway tiles on top of the lower of the two exchange symbols, "raising" it by two levels. She then places a double tile on top of the stairs (and the neighboring exchange symbol). She may exchange up to three gingerbread tokens from this.
  4. Dale covers two stairway symbols, for which he would normally get three stairway tiles (thanks to the bonus). However, he already has two stairway tiles, so he only gets two more, because you can have at most 4 stairway tiles in your supply (see "*Supply Limits*").
  5. Alice covers two wild symbols. She may now carry out any three effects (same or different). She chooses to take a stairway tile and two red gingerbread tokens.
  6. Bob covers two cage symbols, allowing him to attract up to three fairy tale characters. However, because you can only have at most two character cards at the gate, he cannot keep all three of the cards.

## B. ... AND AFTERWARD TRAP A CHARACTER ...

After building, you can finally trap those nasty creatures! Select a card from the character line or from your gate. Pay a number of gingerbread tokens from your personal supply (returning them to the general supply), as printed on the card. This is the "cost" of trapping the character:

**Examples:** 1. Clarissa traps Snow White from the character line by discarding 2 red and 2 green gingerbread tokens.

2. Dale traps Jackalope from his gate by discarding one gingerbread of each type.



Place the trapped character card below your player board. Trapped characters are worth points at the end of the game, as printed on the card. If you have enough gingerbread tokens in your supply, you can trap multiple character cards in one turn, one after the other:

**BUT:** Do not replenish the character line until the end of your turn!

### Placing a Wild Tile

Each character you trap encourages you to expand your house! Whenever you trap a fairy tale character, you immediately get a wild tile from the general supply, which you must place on your player board.

- You may place a wild tile on top of another wild tile.
- You cannot place stairway tiles underneath a wild tile.

After you place the wild tile, you may carry out the effect of the covered symbol as usual. You may use any gingerbread received from placing a wild tile right away to trap another character, if possible.

### Important:

- You may only trap fairy tale characters after you place a double tile (*not before*).
- Remember that you can trap more than one character each turn.
- **Do not forget to immediately place a wild tile whenever you trap a character.**

## C. ... AND MAYBE COMPLETE A LEVEL?

Occasionally, you will complete a level of your house, i.e., fill a 3x3 area on your player board at the same elevation.

At the end of your turn, determine how many new levels you have completed that turn. For each newly completed level, you may select a bonus card from the middle. Place the selected card(s) face up in your treasury (to the left of your player board).



Some bonus cards have the same name. You are, indeed, allowed to have multiple cards with the same name.

**BUT:** No witch may have more than three bonus cards! When you complete the fourth or a higher level, you do not get a bonus card any more. Bonus cards cannot be discarded or exchanged for other cards. (There is a sufficient number of bonus cards in the middle for all witches.)

**Important:** By means of stairway and wild tiles, you can complete more than one level in a turn, receiving a corresponding number of bonus cards. The bonus cards are explained in detail on the overview sheet.

## BONUS CARDS

In the **introductory game**, every bonus card is worth a set number of points.

In the **standard game**, this is not so simple. How many points each card is worth is detailed on the overview sheet.

- Each bonus card counts on its own. (E.g., if you have both *Chimneys*, you will score them separately.)
- Some bonus cards are capped at 12 points (indicated by the term "max. 12 points").

## OR

### Take Two Stairways

Instead of building, you can discard one of your face-up double tiles to take up to two stairway tiles from the general supply.

**Important:** When taking this action, you may not trap any fairy tale characters. (Normally, you only consider this action if you cannot place a double tile.)

If you built your house such that you cannot place a double tile any more, you must choose the "Take Two Stairways" action. If the supply is out of stairway tiles, you get nothing. Your turn ends immediately, but you must still discard a double tile.

## END OF TURN

If you have face-down double tiles left in your personal draw pile, take one and place it face up in front of you (so you have three face-up double tiles in front of you again).

Replenish the character line to 4 face-up cards again, if need be, by drawing cards from the draw pile and placing them face up in the line.

### Component Count:

The general supply is limited. If you run out of stairway or wild tiles, you do not get any. The same applies to gingerbread tokens, if one type is unavailable temporarily.

**Important:** If one type of gingerbread is unavailable, you do not get another type in its place. If all wild tiles are gone, you can still trap fairy tale characters; you simply will not get any wild tiles for that.

### Supply Limits:

**At no point** in the game may you ever have more than 10 gingerbread tokens, 4 stairway tiles, 3 bonus cards, and 2 attracted character cards at the same time.

At any time, you can discard gingerbread tokens from your personal supply (returning them to the general supply), without any compensation. The same applies to attracted characters: you can return them to the bottom of the draw pile at any time, e.g., to make room for new ones.

**BUT:** You may not discard your bonus cards.

## GAME END AND SCORING

Even witches need to rest eventually! The game ends when no witch has any face-up double tiles left in front of her. Then tally your scores and determine the winner, using the provided scoring pad:

- Each trapped character card is worth the printed number of points. (Remaining attracted characters at your gate do not count.)
- In the **introductory game**, each bonus card has a fixed point value.
- In the **standard game**, the bonus cards do not have fixed values. The card texts tell you how many points the bonus cards score. (The bonus cards are explained in detail on the overview sheet.)
- Finally, you get points for the gingerbread tokens left in your supply. Every two gingerbread tokens are worth 1 point (rounded down). The types do not matter for this.

The witch with the most points wins.

In case of a tie, compare the heights of your houses, i.e., the number of complete and incomplete levels—the taller house breaks the tie. If still tied, enjoy your shared victory.

**Special case:** In the very unlikely event that all stairway tiles are gone and no player can place a double tile any more, the game ends prematurely. Scores are tallied as normal.

**Scoring example for the standard game:**

Alice has trapped 7 fairy tale characters: She scores  $4 + 2 + 4 + 10 + 2 + 6 + 8 = 36$  points for that.



Alice has the following 3 bonus cards:



**Rolling Pin:** She scores 2 additional points for the Hunter, the Dragon, and the Frog King, which is worth  $3 \times 2 = 6$  points total.

**Broom:** Alice has 3 "bad-tempered" fairy tale characters (Rubezahl, the Dragon, and the Frog King). This is worth 6 points.

**Chimney:** Alice has five levels in her house, of which four are completed. Unfortunately, this is not enough. She does not score any points for this bonus card.

Finally, Alice has 7 gingerbread tokens left in her supply: She scores 3 points for that.



	Alice	
	36	
	6	
	6	
	0	
	3	
	51	

In total, Alice has  $36 + 6 + 6 + 0 + 3 = 51$  points.



Designer: Phil Walker-Harding  
 Illustrations: Andy Elkerton  
 Editing: Ralph Bienert,  
 Grzegorz Kobiela  
 Graphic Design: atelier198



© 2018 Lookout GmbH  
 Elsheimer Straße 23  
 55270 Schwabenheim  
 Germany  
 www.lookout-games.de

Questions, suggestions or criticism?  
 Contact us at:  
 buero@lookout-games.de

If you have any damaged or missing parts, please contact us at:  
 parts.asmodeena.com

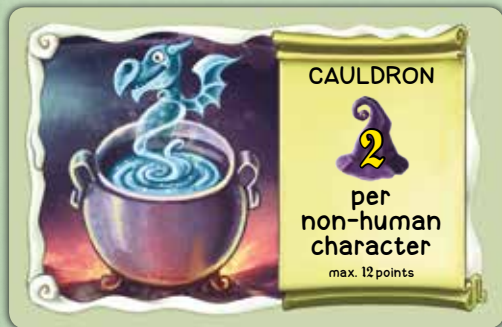


## BONUS CARDS OVERVIEW



### CHIMNEY (2 cards total):

Chimneys reward you for building a tall house: a 6- and 8-level house is worth 4 and 9 points, respectively. The levels do not have to be completed to count. You do not get any points from a Chimney if your house has fewer levels than required.



### CAULDRON (2 cards for humans and 2 cards for non-humans)

Cauldrons reward you for trapping a lot of humans or non-humans. Depending on the Cauldron, you get 1 or 2 points for each trapped character of the respective type. You can get at most 12 points per Cauldron.

(Note that "Hansel and Gretel" show two human symbols, i.e., they count as 2 cards for the respective Cauldron.)




### BROOM (1 card for cheerful characters)

This Broom rewards you for trapping a lot of characters with the "cheerful" symbol. You get 2 points for each such character. You can get at most 12 points from this Broom.



### BROOM (1 card for bad-tempered characters)

This Broom rewards you for trapping a lot of characters with the "bad-tempered" symbol. The following table shows how many points you get. You can get at most 12 points from this Broom.

	Points
1	1 Point
2	3 Points
3	6 Points
4	9 Points
5 or more	12 Points

### Example:

Clarissa has trapped four bad-tempered characters: this is worth 9 points.

## BONUS CARDS OVERVIEW



### BAKING OVEN (1 card for each type of gingerbread)

Baking Ovens are not only worth points at the end of the game. When you take a Baking Oven, you immediately get gingerbread tokens of a particular type. Count how many symbols of that type are currently showing in your house. Then take an equal number of gingerbread tokens of that type from the general supply. (Remember the limit of 10 gingerbread tokens in your supply.)

Then turn the Baking Oven to the reverse side (without text). At the end of the game, you will get 2 points for the Baking Oven.

*Example: Dale has just completed a new level of his house and selects this Baking Oven.*

*There are currently 3 red gingerbread symbols in his house. As a result, he receives 3 red gingerbread tokens from the general supply and turns the Baking Oven to the reverse side.*



### TREASURE CHEST (2 cards total)

Treasure Chests reward you for completing many levels of your house: 3 and 4 completed levels are worth 3 and 5 points, respectively. You do not get any points from a Treasure Chest if your house has fewer completed levels than required.



### ROLLING PIN (1 card for each type of gingerbread)

There is one Rolling Pin for each type of gingerbread. Count how many characters you have trapped showing the respective type of gingerbread (as their "cost"). You get 2 points for each such card (regardless of how many symbols it shows). You can get at most 12 points per Rolling Pin.

(Cards like "Hansel & Gretel" do not count for this, because they do not show any particular type of gingerbread.)



### MAGIC WAND (2 cards total)

Magic Wands reward you for trapping a lot of "expensive" characters. You get 1 and 2 points for each character "costing" 4 and 6 gingerbread tokens, respectively. You can get at most 12 points per Magic Wand.