

# Black Forest

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## Introduction

The oldest known glassmaking furnace, or “Glass Hut”, in the Black Forest dates back to 1218 CE. Small settlements often sprung up around these Glass Huts to house the glass blowers and their families. Then came the charcoal burners and potash makers, who provided important base ingredients for the glassmaking process. Only a small fraction of the wood harvested was turned into charcoal: Over 90% was used to make potash, which lowers the melting point of quartz sand and gives the resulting glass a shinier finish. Wood was an essential resource for glassmaking. The glass produced in these forest Glass Huts was

often contaminated with iron oxide, which gave the resulting “forest glass” its unmistakable greenish hue.

A seemingly endless supply of trees led glass makers to relocate their operations every few years. Families would then repurpose the abandoned Glass Huts as farmhouses. Agriculture and animal husbandry provided them with sustenance and income. This resulted in countless farming estates appearing throughout the Black Forest, many of which grew into towns and villages. This marked a major chapter in the history of the Black Forest.

## Overview and aim of the game

You'll start out with a rather humble domain. To expand it, you'll travel through the Black Forest from village to village hiring skilled tradespeople. They will help you construct new buildings, work the land, and breed Livestock.

Develop your Glass Hut to expand your domain and make room for new buildings.

At the end of your journey, whoever scores the most points—mainly through buildings and Livestock—will win!

## Before your first game

**Assembling the wheels on the production tableaux:** Place the wheels on the tableaux so that the symbols on the dials match the wheels (left: ●; right: ▲) and the numbers are visible on the dials. Use the plastic pins and a bit of pressure to fasten the dials to the tableau.

**Resource markers:** Attach the stickers to the wooden disks of the matching color.



## Components

### GENERAL COMPONENTS

1 game board (double sided)



12 Small Estates



3 Buildings boards (double sided)



## GENERAL COMPONENTS (CONTINUED)

23 Forests



52 Landscape tiles

(32 Fields / Ponds, 20 Pastures)



11 Jobs



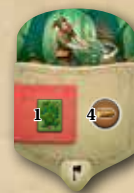
front



back

17 Tradespeople

(back: 5× Owl, 5× Fox, 5× Stag, 2× Mouse)



front



back

14 large Buildings

(back: 6× I, 3× II, 5× III)



front



back

36 small Buildings

(double sided)



Small Estates, Livestock tiles, and Forests are unlimited.  
In the unlikely event that you run out, please improvise.

1 player aid

(double sided)



1 Cuckoo Clock  
for solo play



25 pigs



25 cattle



16 Livestock tiles

3 pigs / 3 cattle

(double sided)



## PERSONAL COMPONENTS

1 each per player:

4 production tableaux

(incl. 2 dials and 2 fastening sets each)



4 Main Estates



4 Glass Huts



4 Glass Hut Progress

trackers for the Glass Huts



4 Job + Resource  
reminder tiles



5 pawns

(blue, yellow, red,  
black, white)



(The 5th pawn is required  
for solo play.)

5 player color  
tiles

(blue, yellow, red,  
black, white)

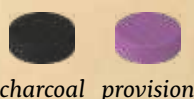


4 markers of each



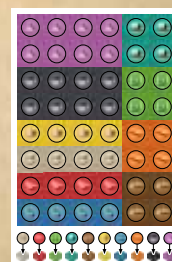
2 each per player:

8 markers of each



1x in the box:

1 sticker sheet



## Game Setup

### GENERAL SETUP

- Place the **game board** in the center of the table. Use the side corresponding to your player count.  
For **solo play**, use the side with the cuckoo clock symbol in the top left corner.  
For **2 – 4 players**, use the side that lists the additional starting resources for different player counts in the top left corner.

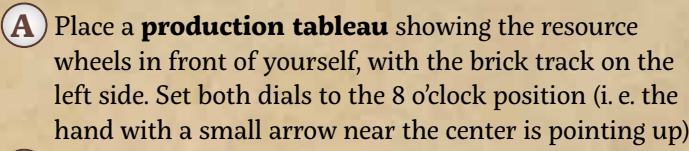
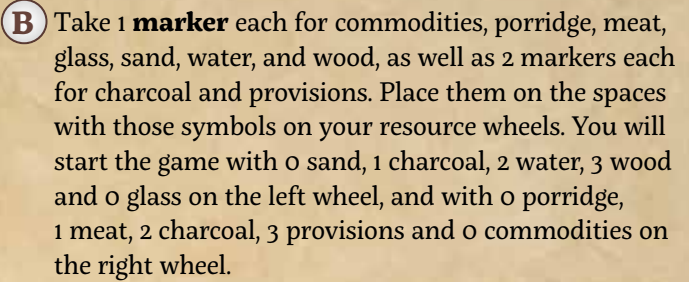
- Place the 2 larger **Buildings boards** for **small Buildings** next to the game board. The spaces have numbers on them. Arrange all small Buildings so side A is facing up, then flip 10 of them at random onto side B. Then place all Buildings on the spaces matching their numbers (keeping the same side facing up).

**FOR YOUR 1ST GAME:** Instead of flipping 10 Buildings to side B, use side A for all the small Buildings.



3. Place the small **Buildings board** for the **large Buildings board** with the side facing up that matches your player count (shown here: 1 – 3 players). Sort the large Buildings by their backs and shuffle the three stacks separately, face down. Then fill each space on the Buildings board with 1 random Building (face up) of the matching number. There will be 2 Buildings of level I, 1 Building of level II, and (based on your player count) 1 or 2 Buildings of level III. Return the remaining large Buildings to the box; you won't need them.
 
4. Sort the **Tradespeople** by their backs and shuffle each stack separately, face down. Then place 1 matching Tradesperson on each space of the 5 villages on the game board. Once all Tradespeople are placed, flip them face up.
 
5. Shuffle the 11 **Jobs** and set them in a face-down pile on the space in the bottom left of the game board.
 
6. Form a general supply for the **Small Estates, Fields, Ponds, Pastures, and Forests**, as well as the **pigs and cattle**.
7. Place the player aid in view of everyone, with the turn summary face up.
8. Randomly determine a starting player.
9. Now perform the **personal setup** for all players.
10. **2-PLAYER GAME ONLY:** Choose another pawn to act as the neutral pawn. The starting player chooses in which village it starts the game. The other player then places it on a space of their choice within that village.

## PERSONAL SETUP

- A** Place a **production tableau** showing the resource wheels in front of yourself, with the brick track on the left side. Set both dials to the 8 o'clock position (i. e. the hand with a small arrow near the center is pointing up).
 
- B** Take 1 **marker** each for commodities, porridge, meat, glass, sand, water, and wood, as well as 2 markers each for charcoal and provisions. Place them on the spaces with those symbols on your resource wheels. You will start the game with 0 sand, 1 charcoal, 2 water, 3 wood and 0 glass on the left wheel, and with 0 porridge, 1 meat, 2 charcoal, 3 provisions and 0 commodities on the right wheel.
 
- C** Take 1 **brick marker** and place it on the space with value 3 on the brick track.
- D** Take 1 **Job + Resource reminder tile** and place it on the indicated space on your right resource wheel.
- E** You start with **extra resources** based on the player count and your place in the turn order. (See *Gaining and Spending Resources*, p. 4). The starting player gains no extra resources. The extra resources the other players receive are shown in the top left of the game board. (The example below shows the 2nd player in a 3-player game.)
  - **2-player game:** 2<sup>nd</sup> PLAYER: 1 pig
  - **3-player game:** 2<sup>nd</sup> PLAYER: 2 wood | 3<sup>rd</sup> PLAYER: 1 provision, 1 meat
  - **4-player game:** 2<sup>nd</sup> PLAYER: 2 brick | 3<sup>rd</sup> PLAYER: 1 cattle | 4<sup>th</sup> PLAYER: 1 glass
- F** Take 1 **Main Estate** and place it to the right of your production tableau.
- G** Take 1 **Glass Hut** and 1 **Glass Hut Progress tracker**. Place your Glass Hut as shown below on the large stable on your Main Estate. Place your Progress tracker on the bottom space of the Glass Hut.
- H** Take 2 **Fields**, 2 **Ponds**, and 3 **Forests**. Place them on the spaces indicated on your Main Estate.
- I** Choose a color. Take the **pawn** and the corresponding player color tile.

## PERSONAL SETUP



# General Rules

Before we explain how to play, we'll explain your production tableau, your Domain, the game board, and the Jobs.

## YOUR PRODUCTION TABLEAU

Your production tableau shows two resource wheels. The left wheel is your Glassmaking wheel, and the right wheel is your Cooking wheel. The numbers in the center of the wheel indicate how much of each resource you currently have.

Each wheel has 2 sections: One large and one small, separated by the hands of the dial. The resources in the large sections are basic resources. Brick also counts as a basic resource, although its number is indicated by the track on the left, not on the wheels. Glass, provisions, and commodities are shown in the small sections of the wheels and are refined resources.

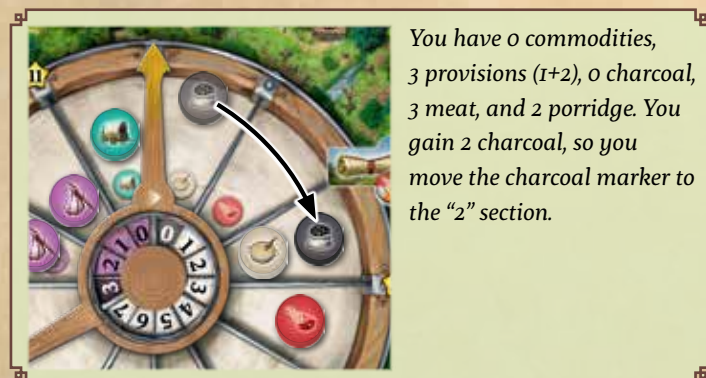


## GAINING AND SPENDING RESOURCES

Whenever you gain resources from an action or spend resources, **move the markers** on your wheels and/or the brick track accordingly. You **do not** move the dials when gaining or paying resources.

For **basic resources**, move the markers clockwise when gaining them, and counterclockwise when spending them.

For **refined resources**, it's the opposite (gaining: Move markers counterclockwise; spending: Move them clockwise).



You can never advance the marker of a basic resource higher than 7 or the marker of a refined resource higher than 3. Similarly, you can never have fewer than 0 of any resource.

## CHARCOAL AND PROVISIONS

You have 2 markers each for charcoal and for provisions.

For them, the following rules apply:

- When **gaining** resources, you can only gain them on **one** of the wheels.
- When **spending** resources, you can spend them from **both** wheels.

### This means:

Whenever you **gain charcoal**, you can choose on which wheel to move the charcoal marker, but you can't split it between both markers. You can also never increase your charcoal on one wheel by decreasing it on the other.

When you **spend charcoal**, you may split it between both wheels (e. g. When spending 4 charcoal, you could spend 1 from the Cooking wheel and 3 from the Glassmaking wheel).

Whenever you gain or spend **provisions**, you can always split it between both markers (since they are on the same wheel).

## PRODUCING GLASS, PROVISIONS, AND COMMODITIES

The resource wheels not only store your resources, but also produce refined resources.

Both wheels have two dark markings in the center. One is in the large section on the "0" space, the other in the small section on the "3" space. Whenever **both** of those spaces on a wheel are empty (i. e. without any resource markers on them), you **immediately** and **automatically** produce resources.

Turn the dial of the resource wheel clockwise until at least one of the spaces with dark markings is no longer empty.

In other words: You can (and must) produce **whenever** you can turn the dial clockwise without moving any resource markers, **until** that is no longer the case.

This is how you produce glass, provisions, and commodities: As they increase in number, the number of your basic resources decreases. (They are used up during production.) You **must** produce **immediately** and **cannot** choose not to. This also applies if you gain multiple resources at once and the first resource gained causes both marked spaces to be empty.



(1) You just gained 2 charcoal, and now both marked sections of your Cooking wheel are empty. You must immediately turn the dial.

(2) You are only able to turn the dial 1 space before the marked space of the small section is no longer empty. You now have 5 provisions (2+3), 1 commodity, 1 charcoal, 1 porridge, and 2 meat. You lost 1 porridge, 1 charcoal, and 1 meat, but gained 2 provisions (1+1) and 1 commodity.

## GAINING REWARDS

- You **must** take everything you can take (unless the rules explicitly allow you to decline).
- You **cannot** choose to forfeit part of the reward.
- When you gain a reward consisting of various parts (for example: More than one type of resource), you may choose the order in which you receive them.
- If you can produce partway through gaining a reward, you must produce before gaining the next part of the reward.
- If you gain more resources than you are allowed to store on your wheels, the remainder is lost.
- If you gain Landscape tiles or Forests but have no empty spaces in your Domain (and you don't want to make room for them, see *Anytime Actions* on p. 10), they are wasted.

## YOUR DOMAIN AND ESTATES

Your Domain consists of your Main Estate (your starting board), all your Small Estates, and everything on them. Each board is considered to be its own Estate (except your production tableau).

## THE GAME BOARD

There are 5 villages printed on the game board (2 large and 3 small). The large villages contain 4 Tradespeople each and the small villages contain 3 Tradespeople each. There are also several spaces on the game board where Jobs will be placed throughout the game. Some of them are inside the villages and some are outside them. With one exception (see *Begging*, p. 8), your pawn will always be either in a village between 2 Tradespeople, or on a Job outside a village. You will move along the paths between the villages and Job spaces throughout the game. The travel cost is 1 provision per path. This is indicated next to each path.



## JOBS

During setup, you formed a face-down pile of Jobs.

As soon as your Cooking wheel produces for the 2nd time (i. e. when the dial moves the Job + Resource reminder tile), you immediately reveal 1 Job from the pile. **You also gain 1 basic resource of your choice.** Then return the reminder tile to the box.

There are 2 types of Jobs.

- **LOCATION JOBS** | You can identify Jobs with a **fixed location** on the game board by their green mountain background and a white symbol in the top left corner. When you reveal a Location Job, place it on the space on the game board that matches its symbol.
- **TRADESPERSON JOBS** | The other type of Job has a village background with a black symbol in the top left corner. These are always **assigned to a specific Tradesperson**. When you reveal a Tradesperson Job, place it on the Job space of the village with the matching Tradesperson. If there is already a Job in that space, instead place the new Job in the closest (clockwise) village that does not have a Job. If you move the Tradesperson to another village by spending commodity (more detail later: See *Spend 1 commodity*, p. 6), leave the Job where it is and do not move it. Even though the Job space is next to one of the spaces for player pawns, you can complete this Job from **any** space in that village (see *Complete a Job*, p. 7).

All Jobs are one-use. Once you complete a Job, place it next to your production tableau. Then reveal a new Job from the pile and place it on the game board as described above. A detailed description of all Jobs can be found on page 12 in the appendix.

There will never be more Jobs in play than 3, except for a 4-player game, where the maximum of Jobs is 4.



# Gameplay

You take turns in clockwise order, beginning with the starting player. When it's your turn, you can either perform a standard turn, or go Begging (see p. 8).



A **standard turn** consists of up to 3 steps, in this exact order:

1. **Spend 1 commodity (optional)**
2. **Movement**
3. **Action**

When you go **Begging**, you may have to move your pawn, then you gain 1 provision and end your turn.

## A STANDARD TURN

### 1. SPEND 1 COMMODITY

This part of your turn is optional. You may spend exactly 1 commodity  to swap the Tradesperson **Traveling Merchant**  with any other Tradesperson. It doesn't matter which village or villages the Traveling Merchant and the other Tradesperson are in. Your pawn does not have to be adjacent to one of the two.

You **cannot** spend more than 1 commodity in a single turn.

**IN A 2-PLAYER GAME:** After swapping the Traveling Merchant with another Tradesperson, you must move the neutral pawn to an empty space in any village. The neutral pawn blocks whichever space it is in.



### 2. MOVEMENT

You **must** move your pawn. If you can't perform any of the actions of a space, you cannot move to that space. You must choose another space instead.

If you cannot move, you **must** go Begging instead of taking a standard turn (see Begging on p. 8).

When you move, you can choose to move your pawn:

- a) within the same village;
- b) to another village; or
- c) to a Location Job.

### Moving within the same village

When you move within a village, place your pawn on another empty space between 2 Tradespeople in that village, at no cost.



### Moving to another village

To move your pawn to another village, move along the printed paths. Each path has a travel cost of 1 provision (printed next to it). If you travel further than 1 village, add the travel costs of all paths you traveled along and spend that amount of provisions. You must always choose the cheapest path available.

Place your pawn in an empty space between 2 Tradespeople in that village.

If the village you moved to contains other pawns, you must pay those players **basic** resources. Pay them 1 basic resource of your choice each. You can pay them a resource that they don't have room for. They may also choose to decline the resource. Either way, you must still spend the resource.

You only have to pay other players in **the village you moved to**, not those along your way.

If you can't pay the travel cost or the resource cost to the other players, or if all spaces in a village are occupied, you cannot move to that village.

**IN A 2-PLAYER GAME:** If the neutral pawn is in the village you moved to, you must spend 1 resource of your choice.

### Moving to a Location Job

Moving to a Location Job works just like moving to another village. You must pay the travel cost (in provisions) for each path you travel along.

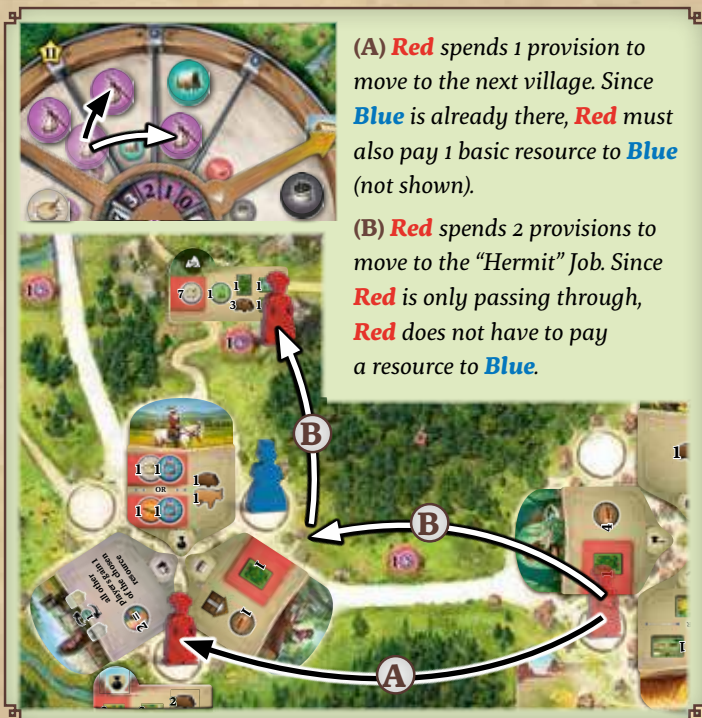
You may only move to a Location Job if you then complete it as your action (see the action *Completing Jobs* on p. 7). If you cannot complete a Location Job, or there is no Job in that space, then you cannot move there.



Keep an eye on your provisions, or you might get stuck!  
Make sure you always think ahead a couple turns.

### Only on your first turn

Instead of moving your pawn, place it in any empty space between 2 Tradespeople. This costs no provisions or resources. Then proceed with your action.



### 3. ACTION

You perform 1 action. Depending on whether you are in a village or at a Location Job, choose one of these options:

- Visit 1 or 2 adjacent Tradespeople
- Complete 1 Job, if available

#### a) Visit 1 or 2 adjacent Tradespeople

You can visit one or both Tradespeople adjacent to your pawn as a single action.

If you visit both, you visit one after the other, in the order of your choice.

Each Tradesperson has either 1 effect or offers you a choice of 2 effects.

There are 3 different types of effect:

- You gain the reward shown.  
Example: The Cattle Farmer gives you 1 cattle.  
The Builder allows you to construct 1 Building for its cost (see Constructing a Building on p. 8).
- You gain a reward based on the elements in your Domain.  
Example: The Glass Miller gives you 1 sand per Pond in your Domain. The Herder gives you 1 porridge per cattle in your Domain.
- You spend something to gain a reward. You may do this exactly once. You must always pay the cost **before** you gain the reward. The cost is shown on a red background. It might also involve removing a Forest from your Domain. This gives you more space to place Buildings or Landscape tiles.  
Example: When you visit the Brickmaker , you spend 1 charcoal to gain 4 brick. When you visit the Woodworker , you remove 1 Forest from your Domain to gain 1 wood and construct 1 Building.



#### b) Complete a Job

##### • VILLAGE JOB

If you're in a village with a Job, instead of visiting Tradespeople, you can use your action to complete the Job. You can do this from any space within that village.

##### • LOCATION JOB

If you traveled to a Job outside the villages, you **must** use your action to complete the Job. (If you can't, then you were not allowed to move there.)

To complete the Job, you'll usually have to pay something. The cost is shown on a red background. After paying the cost, gain the reward shown on the Job. Then place the Job next to your production tableau. It cannot be completed again. Reveal a new Job and place it in its corresponding place on the game board (see Jobs on p. 5). If the Job pile is empty, you do not reveal another Job. If you reveal a Job that would be placed in a village that already has a Job, place it in the closest (clockwise) village that does not have a Job. All Jobs are explained in detail on p. 12 in the appendix.



## BEGGING

Instead of a standard turn, you can decide to go Begging. If you can't move (for example, because all spaces in your village are occupied and you have no provisions for travel), you **must** go Begging.

To go Begging, perform the following steps:

1. If your pawn is in a village, place it in the center of the village. (If your pawn is outside the villages, ignore this step.)
2. Gain 1 provision, then immediately end your turn.



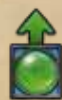
**Red** has no commodities, no charcoal, and no provisions. **Red** would like to travel to the next village, but has no way to gain provisions in their current village with a standard turn. So instead, **Red** decides to go Begging. **Red** places their pawn in the center of the village, gains 1 provision, and immediately ends their turn.

## REWARDS

Tradespeople and Jobs give you a variety of rewards. You may gain the various parts of a reward (e.g. more than one resource) in any order. You **cannot** forfeit part of the reward. Remember: If you can produce while you are gaining rewards, you **must** produce **before** taking the next part of the reward.

Remember: You can never advance the marker of a basic resource higher than 7 or the marker of a refined resource higher than 3. If the marker of a resource would exceed this, the excess is forfeited.

In this section, we'll explain more about the **Glass Hut Progress** and **Constructing a Building** rewards, as well as how to house Livestock in your Domain. You can find detailed descriptions of all Tradespeople on p. 16 and detailed descriptions of all Buildings on p. 12 in the appendix.



## GLASS HUT PROGRESS (AND EXPANDING YOUR DOMAIN)

Whenever you gain the Glass Hut Progress reward, move your Progress tracker up the track by the number of steps indicated. When the marker reaches the top space, your Glass Hut relocates. Take a Small Estate and add it to the right side of your Domain. Take 2 Forests from the supply and place them on the spaces indicated on that new Estate. This Small Estate and everything on it are now part of your Domain.

Now place your Glass Hut over the stable on the new Small Estate. Set your Progress tracker back at the bottom space of the track. If you still have Glass Hut Progress steps remaining, advance the tracker accordingly.



Medieval forest Glass Huts required large amounts of firewood, and so were frequently relocated to more heavily wooded areas.



## CONSTRUCTING A BUILDING

Whenever you construct a Building, you can choose any Building on the Buildings boards.

To construct a Building, you must first pay the cost indicated on the left side of the Building.

Then take the Building from the Buildings board and place it on 1 empty space (or, in the case of large Buildings, 2 empty spaces) in your Domain. Spaces are considered to be empty if they have no Landscape tile, Forest, Building, or stable. If the Building provides you with an "instant" reward, gain that reward immediately. As usual, you must gain the entire reward and cannot voluntarily forfeit parts of it. If the reward consists of various parts, you can choose the order in which you gain them.



Small Buildings cost 0, 1, or 2 glass (they are sorted in columns accordingly), while all large Buildings cost 3 glass. The left-hand side of both Building boards for small Buildings shows the main reward given by the Buildings in this row. If you need a specific resource, look here to see which Buildings can provide it.

### Example of Glass Hut Progress and Expanding your Domain



You gain 2 Glass Hut Progress steps.

(1) The first step advances the tracker to the top space, so (2) you take a Small Estate.

(3) You place 2 Forests and (4) your Glass Hut on that Estate. (5) Since you still have 1 Progress step left, you advance the Progress tracker 1 step up from the bottom.

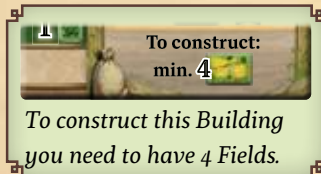
You construct the Water Tower, by spending 1 glass and 3 brick. You place it on an empty space in your Domain. The Water Tower gives you 1 water per empty space in your Domain, so you gain 4 water.



There are 4 different types of Building effects. You can identify the different types by their background color and the illustrations in the foreground. Some Buildings have more than one effect.

Almost all Buildings will also score you points at the end of the game. You can find their points value in a star in the top right corner, or halfway down the right side for large Buildings.

Some Buildings have a condition that you must fulfill when constructing them. They are characterized by a wooden background and a sack.



## DIFFERENT TYPES OF EFFECT

### Conversion

Buildings with a blue background and a gold arrow give you a conversion ability that you can use (almost) anytime (see *Anytime Actions* on p. 10).

You can use them before and / or after your action.

When visiting Tradespeople, you may also perform the conversion after visiting the first Tradesperson but before visiting the second. You **cannot** use the conversion **during** your action, e. g. while paying the cost to construct a Building.

To use the effect of a Conversion Building, pay the cost to the left of the gold arrow to gain the reward on the right. You can do this multiple times in a row. Remember to check after each reward whether it triggers production (turning the wheels).



The Clay Pit allows you to convert 2 water into 3 brick (almost) anytime during your turn.

Don't underestimate the value of Conversion Buildings!

**Instant, one-time reward**  
Buildings with a beige background and a barrel in the foreground give you a one-time reward immediately after construction. They have no lasting impact on the game apart from their points value (unless they have another effect).



The Hotzenwald House provides a one-time reward of 3 sand and 1 cattle.

### Permanent

Buildings with a red brick background and a wagon wheel in the foreground have permanent effects. They are usually "each time" effects, i. e. they trigger whenever you take a specific action or gain a specific reward.

After constructing the Glaswald Lake, each time you expand your Domain (i. e. each time you take a Small Estate), you gain 3 sand.



### End of game points

Buildings with a yellow background and a lantern in the foreground score you points at the end of the game. This type includes most of the large and some of the small Buildings. Unless they have additional effects, they have no other impact on the game.

This is in addition to the Building's normal points value.

At the end of the game, in addition to the 4 points it scores by default, the Village Church scores 1 extra point for each empty space adjacent to the Village Church on the same Estate.



## HOUSING LIVESTOCK

Some rewards and Buildings give you Livestock (cattle or pigs).

The following rules apply for housing Livestock:

- A **Pasture** can house up to 3 Livestock of the same type, i. e. up to 3 cattle or 3 pigs.
- A **Stable** can house up to 2 cattle, but not pigs.
- A **Forest** tile can house up to 1 pig, but not cattle.

You start the game with 1 stable on your Main Estate. You can gain further stables progressing your Glass Hut. Whenever your Glass Hut relocates, the stable underneath becomes available.




- You can relocate the **Livestock** in your Domain at any time.
- If you can't house or can no longer house an animal in your Domain, you don't gain it (or must return it to the supply, if you already had it).

## ANYTIME ACTIONS

You can use “anytime” actions at any time, even during another player’s turn, with one exception. The exception is: When visiting Tradespeople, you **cannot** use anytime actions **while** visiting a Tradesperson. You can, however, use them between visiting the first and the second Tradesperson.

You may use anytime actions to make room for something before you gain it.

## END OF THE GAME AND SCORING

The end of the game is triggered at the end of your turn if one or both provision markers on your Cooking wheel have reached or passed this symbol . You must loudly announce that the end of the game has been triggered. Each player (including you) takes one final turn.

Then proceed to scoring. Flip over the medium-sized Buildings board and place your pawns on the 0 space of the scoring track. Then score your points on the score track.

You score:

- 1 point per **glass**
- X points based on the position of your **Cooking wheel**.  
You score the points that the large hand of the dial is pointing at.
- 2 points per **Small Estate**
- 1 point per **Livestock** on a Pasture (Livestock that’s not on a Pasture doesn’t score any points.)
- X points for your **Buildings** (as printed in the star)
- X points for *End of game points* Building effects (see p. 9)



The player with the highest score wins the game. In the case of a tie, if one of the tied players triggered the end of the game, that player wins. Otherwise, the winner is the tied player who would be next to take their turn.



- (1) You score 2 points for your 2 glass.
- (2) You score the 7 points that the large hand of your Cooking wheel is pointing at.
- (3) You score 2 points for your Small Estate.
- (4) You have 3 cattle on a Pasture. They score you a total of 3 points. The cattle in your stables score you no points.
- (5) You score a total of 16 points for your Buildings.
- (6) The “Smokehouse” large Building scores an extra 6 points because you have 6 Ponds.

Your total score is  $2 + 7 + 2 + 3 + 16 + 6 = 36$  points.



## 2-player game

### SETUP

Before the game starts, take another pawn of an unused color. The starting player chooses which village this neutral pawn is placed in, and the other player chooses the exact space within that village.

### JOBS

The second player to reveal a Job (when their Cooking wheel moves the reminder tile) immediately reveals another Job. They only gain 1 basic resource of their choice, as usual. From now on, there will be 3 Jobs available. When you complete a Job, reveal a new Job as usual.

## Solo play

### SETUP

You set up the game as usual, with the following differences:

- Use the side of the game board with the cuckoo clock symbol.
- Place the Cuckoo Clock on the first space of the Years tracker.
- Take all 5 pawns.



### GAMEPLAY

#### General gameplay

The solo game plays out over 5 years (rounds). In each round, you take 5 turns by placing the 5 pawns one after another. Steps 1 (Spend 1 commodity) and 3 (Action) of each turn use the same rules as the multiplayer game. When you have placed all 5 pawns, the round ends. Advance the Cuckoo Clock 1 space along its track and take back all your pawns. Then begin the next round.

#### Movement

Instead of moving around the board with a single pawn, one after the other you place the 5 pawns onto a Location Job or an empty space between 2 Tradespeople.

#### TRAVEL COSTS

The usual rules for travel costs still apply.

This means that if you place a pawn in the same village as the previous pawn, you pay no travel cost. However, if you place a pawn in a different village than the previous pawn, you have to pay the travel cost in provisions (based on the previous pawn).


Placing the first pawn each round never costs provisions.

#### RESOURCE COSTS FOR PAWNS IN THE VILLAGE

If you place a pawn in another village **and** there are already pawns in that village, you must spend 1 resource per pawn already there.


**Important exception:** When you place the **white pawn**, you pay no resources for the pawns already in that village.

#### Traveling Merchant

When visiting the Tradesperson **Traveling Merchant** , you gain 2 basic resources as usual. The 1 basic resource for the others (in a multiplayer game) is not given to anyone.

### GAMEPLAY

#### 1. Spend 1 commodity

After spending 1 commodity to swap the Tradesperson **Traveling Merchant** , you must move the neutral pawn to an empty space in any village. This may be the same village, but it cannot stay in the same space.

#### 2. Movement

The space with the neutral pawn counts as occupied. If you move to the village with the neutral pawn, you must spend 1 basic resource of your choice.

### Jobs

When your Cooking wheel produces for the second time, reveal 3 Jobs instead of 1. You gain exactly 1 basic resource of your choice, just like in the multiplayer game.

#### Changing the Tradespeople at the start of round 4

Before you start placing the pawns in round 4, remove all the Tradespeople from the game board. Place them again in the appropriate places as described in the game setup on page 3 under point 4. Then continue the round as usual by placing the pawns.

#### Begging

If you need to go Begging, skip 1 turn by placing the pawn to the side instead of on the board and gain 1 provision.

#### Scoring

When playing solo, try to beat your own personal high score. For reference, here are the titles that some scores will give you.

20 points: Water carrier	50 points: Master builder
30 points: Smallholder	60 points: Glass Hut master
40 points: Large scale farmer	70 points: Duchess

On your last turn, you placed the **Red** pawn, so your travel cost is calculated from **Red's** position.






You choose to travel to the adjacent village, so your travel cost is 1 provision. Since the **Blue** pawn is already in this village and you are placing the **Black** pawn, you must pay 1 resource.






If instead you had placed the **White** pawn, you wouldn't have to spend the resource.



# Appendix

## JOBS

NAME	LOCATION	EFFECT
<b>Brickmaker</b>		Spend 7 wood to gain 5 brick, 4 sand, 4 water, and 1 glass.
<b>Cook</b>		Spend 5 meat to gain 5 wood, 5 sand, 5 porridge, 4 charcoal, and 3 provisions.
<b>Glass Miller</b>		Spend 7 charcoal to gain 4 brick, 4 wood, 1 glass, 1 cattle, and 1 pig.
<b>Landowner</b>		Remove 3 Fields from your Domain to gain 2 Pastures, 2 pigs, and 2 cattle. Immediately place the Pastures on an empty space in your Domain.
<b>Lumberjack</b>		Remove 3 Forest tiles from your Domain to gain 5 wood, 4 meat, and 1 cattle.

NAME	SYMBOL	EFFECT
<b>Captain</b>		Spend 5 water to gain 1 provision and build 1 small building for free.
<b>Count</b>		Spend 5 sand to gain 5 porridge, 2 glass, and 3 Glass Hut Progress steps.
<b>Feudal Lord</b>		Pay 2 provisions to gain 2 Glass Hut Progress steps, place 1 Forest, 2 Fields, 1 Pond, and 1 Pasture. Place those on empty spaces in your Domain.
<b>Freiburg</b>		Spend 7 brick to gain 3 charcoal, 3 meat, 3 water, 1 glass, and 2 Fields. Immediately place the Fields on empty spaces in your Domain.
<b>Hermit</b>		Spend 7 porridge to gain 1 glass, 3 pigs, 1 Pond, 1 Pasture and 1 Forest. Place those on empty spaces in your Domain.
<b>Market</b>		Spend 5 Livestock of any kind to gain 3 of each basic resource.

## SMALL BUILDINGS

👉 = anytime conversion

⚡ = instant one-time reward





∞ = permanent effect

★ = end of game points

No.	NAME	COST	TYPE	EFFECT	VP
01A	<b>Clay Pit</b>	1 wood, 3 water	👉	Spend 2 water to gain 3 brick.	1
01B	<b>Brick Basin</b>	1 wood, 4 water	⚡	Immediately gain 1 brick per Pond in your Domain.	2
02A	<b>Tenement Building</b>	1 glass, 3 brick	👉	Spend 2 meat to gain 2 brick and 2 wood.	3
02B	<b>Day Laborer Square</b>	1 glass, 2 brick, 2 wood	👉	Spend 1 porridge to gain 1 brick.	3
03A	<b>Kiln</b>	2 glass, 2 brick	👉	Spend 2 charcoal to gain 3 brick.	4
03B	<b>Half-timbered House</b>	2 glass, 1 brick, 2 wood	⚡	If you have 5 wood after construction, immediately gain 7 brick.	4
04A	<b>Lumber Storage</b>	3 water, 2 sand	∞	Whenever you add a Small Estate and have less than 3 wood, move your wood marker to 3.	1
04B	<b>Log Driver</b>	4 porridge	⚡	Immediately gain 7 wood.	0
05A	<b>Ox Stable</b>	1 glass, 1 brick, 2 wood	👉	Remove 1 Forest tile from your Domain to gain 1   2   3   4 wood for 1   2   4   7 cattle in your Domain.	1
05B	<b>Carving Workshop</b>	1 glass, 2 brick, 2 wood	👉	Spend 1 porridge to gain 1 wood.	3
06A	<b>Sawmill</b>	2 glass, 2 brick, 2 wood	👉	Remove 1 Forest tile from your Domain to gain 3 wood.	2
06B	<b>Shadow Mill</b>	2 glass, 3 brick, 2 wood	👉	Remove 1 Forest tile from your Domain to gain 1 wood and 2 porridge.	3
07A	<b>Glaswald Lake</b>	4 brick, 1 water, 1 Forest tile	∞	Whenever you place a Small Estate, gain 3 sand.	1
07B	<b>Mortar Mixer</b>	2 brick, 1 meat, 1 porridge	⚡	Immediately gain 2 water and 3 sand.	1
08A	<b>Hotzenwald House</b>	1 glass, 2 brick, 2 wood	⚡	Immediately gain 3 sand and 1 cattle.	2
08B	<b>Tavern</b>	1 glass, 1 brick, 2 wood	👉	Spend 1 water and 1 porridge to gain 2 sand.	3

No.	NAME	COST	TYPE	EFFECT	VP
09A	<b>Sand Sifting Plant</b>	2 glass, 2 brick, 1 wood		Spend 1 meat to gain 2 sand.	5
09B	<b>Clockmaker</b>	2 glass, 1 brick, 2 wood		Move each basic resource marker of which you have 0 to 1. Immediately take another turn. In solo play you take another turn with the pawn you just placed. Move it instead of placing it and pay the travel cost from your starting village to the village you moved to. If applicable, pay resources for any pawns in the village you moved to (unless you move the white pawn).	3
10A	<b>Forestside Herder's Hut</b>	1 brick, 3 wood		Whenever you visit the <b>Herder</b>  Tradesperson, gain 1 charcoal.	1
10B	<b>Coal Merchant</b>	5 brick, 2 wood		Immediately gain 4 charcoal on each wheel.	1
11A	<b>Potash Manufacturer</b>	1 glass, 4 wood	 	Immediately remove the charcoal marker from your Glassmaking wheel. Return it to the box.	2
11B	<b>Renderer</b>	1 glass, 1 brick, 2 meat		Immediately gain 6 charcoal. You may immediately convert exactly 1 meat to 3 charcoal.	3
12A	<b>Charcoal Pile</b>	2 glass, 1 brick, 1 wood		Spend 1 wood and 1 meat to gain 3 charcoal.	5
12B	<b>Storehouse</b>	2 glass, 5 brick		Immediately gain 3 wood, 3 charcoal, 2 meat, and 1 sand.	3
13A	<b>Well</b>	3 brick, 3 wood, 1 water		Spend 1 porridge to gain 1 water.	1
13B	<b>Cistern</b>	4 brick		Whenever you move and enter the village with the <b>Cook</b>  Tradesperson, gain 2 water. You do not gain this water if moving within the same village.	1
14A	<b>Water Tower</b>	1 glass, 3 brick		Immediately gain 1 water per empty space in your Domain.	2
14B	<b>Lakeside Forest Cabin</b>	1 glass, 4 wood		Whenever you remove a Forest tile (no matter how), gain 1 water.	3
15A	<b>Cooperage</b>	2 glass, 2 brick, 1 wood		Spend 2 wood to gain 3 water.	4
15B	<b>Bathhouse</b>	2 glass, 2 brick		Whenever you move the <b>Traveling Merchant</b>  (by spending 1 commodity), gain 1 water.	4
16A	<b>Grain Mill</b>	5 wood		Remove 1 Field from your Domain to gain 3 porridge.	1
16B	<b>Larder Tunnel</b>	5 wood		Immediately gain 1 water, 1 meat, and 3 porridge.	1
17A	<b>Festival Ground</b>	1 glass, 2 wood, 1 charcoal		Immediately gain 1 meat, 1 porridge, and 1 pig.	2
17B	<b>Grocer</b>	1 glass, 1 brick, 1 wood		Immediately spend 3 different resources to gain 5 porridge.	3
18A	<b>Lord's Manor</b>	2 glass, 3 wood		Remove 1 Pond from your Domain to gain 2 water OR remove 1 Field from your Domain to gain 1 porridge.	4
18B	<b>Cabinet Painter</b>	2 glass, 1 brick, 2 wood		Whenever you gain glass (no matter how), gain 1 porridge per glass gained. Producing glass also counts as gaining it.	3
19A	<b>Bar</b>	3 wood, 2 water, 3 charcoal		Immediately gain 3 meat and 4 porridge.	1
19B	<b>Ham Cellar</b>	5 brick, 1 wood		Whenever you gain meat from the <b>Butcher</b>  Tradesperson, gain 1 extra meat.	1
20A	<b>Trout Fishery</b>	1 glass, 3 brick, 2 wood		Remove 1 Pond from your Domain to gain 1 water and 1 meat.	3
20B	<b>Alehouse</b>	1 glass, 3 brick, 2 wood		Immediately gain 2 water, 2 meat, and 2 porridge.	2
21A	<b>Slaughterhouse</b>	2 glass, 3 brick		You may immediately spend 3 Livestock (pigs and/or cattle) to gain 6 meat.	4
21B	<b>Lake Fishery</b>	2 glass, 2 wood		Whenever you use the <b>Gardener</b>  Tradesperson to gain 1 Pond, you may immediately convert 1 water to 2 meat.	4
22A	<b>Watering Trough</b>	2 brick, 1 wood, 3 water		Spend 2 water to gain 1 pig OR spend 3 water to gain 1 cattle.	2
22B	<b>Forester's Lodge</b>	1 brick, 2 wood		Immediately gain 1 pig per 2 Forest tiles in your Domain.	1

No.	NAME	COST	TYPE	EFFECT	VP
23A	<b>Tannery</b>	1 glass, 1 brick, 2 water		Whenever you spend pigs at the <b>Butcher</b>  Tradesperson, place them on this Building. Up to 5 pigs can be on the Tannery. At the end of the game, score 2 points per pig on it.	0
23B	<b>Pig Farm</b>	1 glass, 1 brick		Whenever you gain 1 Field from the <b>Farmhand</b>  Tradesperson and have at least 2 pigs in your Domain, gain 1 pig.	1
24A	<b>Feeding Farm</b>	2 glass, 2 brick, 1 wood		Immediately gain 1 Livestock of your choice per Field in your Domain.	3
24B	<b>Beechnut Gatherer's Hut</b>	2 glass, 1 wood		Immediately place 1 Pasture in your Domain. From now on, each Forest tile in your Domain can house 1 extra pig.	4
25A	<b>Schauinsland House</b>	3 brick, 2 wood		If you have at least 2 Pastures in your Domain, immediately gain 3 cattle.	0
25B	<b>Feeding Trough</b>	1 brick, 1 wood, 2 sand		Spend 2 porridge to gain 1 pig OR spend 3 porridge to gain 1 cattle.	0
26A	<b>Alpine Hut</b>	1 glass, 3 wood		Immediately gain 1 cattle per empty Pasture in your Domain.	2
26B	<b>Farrier</b>	1 glass, 3 brick, 1 wood		Spend 3 charcoal to gain 1 cattle.	4
27A	<b>Breeding Station</b>	2 glass, 3 wood		Immediately gain 1 matching Livestock for each of up to 4 Livestock pairs in your Domain.	3
27B	<b>Cattle Farm</b>	2 glass, 1 brick, 1 wood, 1 water		Whenever you gain 1 Field from the <b>Farmhand</b>  Tradesperson and have at least 2 cattle in your Domain, gain 1 cattle.	3
28A	<b>Irrigation System</b>	2 brick, 4 wood		Spend 2 water to place a Pasture in your Domain OR spend 4 water to place a Pond in your Domain.	1
28B	<b>Wilderness Hut</b>	3 brick, 4 wood, 2 meat		Immediately place Landscape tiles of your choice (Field, Pond, Pasture) on all empty spaces on this Estate that are horizontally or vertically adjacent to this Building. You may choose a mix of different tiles.	1
29A	<b>Clearing House</b>	1 glass, 4 wood, 1 Forest tile		Immediately place 2 Fields OR 1 Pond OR 1 Pasture in your Domain.	3
29B	<b>Wildlife Park</b>	1 glass, 4 wood		Immediately place up to 3 Pastures on this Estate.	1
30A	<b>Farm Laborer's House</b>	2 glass, 3 brick, 3 wood		Whenever you move the <b>Traveling Merchant</b>  (by spending 1 commodity), gain 1 porridge per Field in your Domain (max. 4).	3
30B	<b>Farmhouse</b>	2 glass, 2 brick, 1 wood		Spend 1 porridge and remove 1 Field from your Domain to place 1 Pasture in your Domain.	3
31A	<b>Glass Furnace</b>	2 brick, 1 wood		Spend 2 meat to gain 1 Glass Hut Progress step.	2
31B	<b>Glassworks</b>	4 brick, 3 meat		Immediately gain 3 Glass Hut Progress steps.	2
32A	<b>Glass Blower</b>	1 glass, 3 brick, 2 wood		Spend 1 meat and 2 porridge to gain 1 glass.	3
32B	<b>Storage Shed</b>	1 glass, 3 wood, 1 charcoal		Immediately gain 3 glass.	0
33A	<b>Bakery</b>	2 glass, 1 brick, 1 wood		Spend 1 water and remove 1 Field from your Domain to gain 2 provisions.	3
33B	<b>Guildhall</b>	2 glass, 2 wood, 2 meat		If you have 1 glass and at least 3 provisions after construction, immediately gain 3 Glass Hut Progress steps.	4
34A	<b>Knight's Manor</b>	4 brick, 4 wood		At the end of the game, lose 1 point per empty space in your Domain, up to a maximum of 5 points.	6
34B	<b>Distillery</b>	3 brick, 1 wood, 1 charcoal		Whenever you visit the <b>Farmhand</b>  Tradesperson as the first Tradesperson, instead of visiting the other adjacent Tradesperson, you may spend 2 water to visit any other Tradesperson in any village, without moving your pawn.	2

No.	NAME	COST	TYPE	EFFECT	VP
35A	<b>Fort</b>	1 glass, X brick, 1 wood		X (brick cost) is equal to the number of other players. From now on, pay no resources to other players to move into a village containing their pawns. In a 2-player game, the neutral pawn counts as another player (X is 2). In solo play, X is 1.	3
35B	<b>Hermit's Hut</b>	1 glass, 1 brick, 1 wood		When you construct this building, there must be no other Buildings on that same Estate. You may construct further Buildings on that Estate later, though.	4
36A	<b>Village Church</b>	2 glass, 3 brick, 2 wood		At the end of the game, score 1 extra point per empty space on this Estate that is horizontally or vertically adjacent to this Building.	4
36B	<b>Colonization House</b>	2 glass, 1 brick, 1 wood		At the end of the game, score 2 extra points per set of 1 Field, 1 Pond, and 1 Pasture in your Domain, up to a maximum of 10 points.	1

## LARGE BUILDINGS

NAME	COST	EFFECT	VP
<b>Castle Hotel</b>	3 glass, 3 brick, 1 wood	After constructing this Building, you can no longer add Small Estates. If your Glass Hut Progress tracker reaches the top space, nothing happens, and any additional Progress steps are lost. Spend 1 Glass Hut Progress step to gain 1 meat. You cannot perform this conversion if your Progress tracker is on the bottom space. At the end of the game, score 1 extra point per Small Estate.	5
<b>Charcoal Storage</b>	3 glass, 2 brick, 2 wood, 3 charcoal	Spend 2 wood to gain 1 charcoal. At the end of the game, score 1 extra point per 2 charcoal.	7
<b>Construction Yard</b>	3 glass, 3 brick, 3 wood	At the end of the game, score 2 extra points per adjacent Building on this Estate.	5
<b>Farm Store</b>	3 glass, 3 brick, 3 wood, 5 porridge	At the end of the game, score 2 extra points per meat.	5
<b>Farmer's Residence</b>	3 glass, 4 brick, 4 wood, 1 Forest tile	To construct the Farmer's Residence, you must have at least 4 Fields in your Domain. Spend 4 porridge to place a Field in your Domain. At the end of the game, score 1 extra point for each Field in your Domain.	5
<b>General Hospital</b>	3 glass, 2 brick, 2 wood, 2 water, 3 porridge	-	10
<b>Hardware Store</b>	3 glass, 3 brick, 3 wood	At the end of the game, score 1 extra point per set of 1 brick and 1 wood. <i>Example: If you have 2 brick and 3 wood, score 2 extra points.</i>	7
<b>Hunting Lodge</b>	3 glass, 3 brick, 3 wood, 3 Forest tiles	-	10
<b>Inn</b>	3 glass, 1 brick, 2 wood, 1 meat	Spend 2 water to gain 1 porridge. At the end of the game, score 1 extra point per porridge.	5
<b>Livestock Farm</b>	3 glass, 2 brick, 4 wood	At the end of the game, score 2 extra points per Pasture with at least 2 Livestock on this Estate that is horizontally or vertically adjacent to this Building.	5
<b>Reservoir</b>	3 glass, 6 brick	At the end of the game, score 1 extra point per water.	6
<b>Sand Storage</b>	3 glass, 2 brick, 2 wood, 1 sand	Spend 2 porridge to gain 1 sand. At the end of the game, score 1 extra point per sand.	5
<b>Smokehouse</b>	3 glass, 2 brick, 3 wood, 1 Field	To construct this Building, you must have at least 3 Ponds in your Domain. At the end of the game, score 1 extra point per Pond in your Domain.	5
<b>Thermal Baths</b>	3 glass, 3 wood, 3 charcoal, 2 Ponds	-	10

## TRADESPEOPLE



back



### Brickmaker

Spend 1 charcoal to gain 4 brick.



### Builder

You may construct 1 Building (p. 8).



### Carpenter

You may construct 1 Building (p. 8) OR gain 1 Glass Hut Progress step (p. 8).



### Furnace Maker

Spend 3 brick to gain 2 Glass Hut Progress steps (p. 8).



### Woodworker

Remove 1 Forest tile from your Domain. You gain 1 wood and may construct 1 Building (p. 8). You may spend the wood gained on the construction cost. You are not allowed to only gain wood OR build.



back



### Butcher

Spend 1 pig to gain 2 meat OR spend 1 cattle to gain 3 meat.



### Cattle Farmer

Gain 1 cattle.



### Herder

Gain 1 porridge per cattle in your Domain OR gain 1 wood per pig on a Forest tile in your Domain.



### Landowner

Spend 1 water and 1 porridge to gain 1 pig and 1 cattle OR spend 1 water and 1 brick to gain 1 pig and 1 cattle.



### Pig Farmer

Gain 1 pig.



back



### Cook

Gain 1 porridge per Field in your Domain OR gain 1 | 2 | 3 meat for 2 | 4 | 6 Ponds in your Domain.



### Farmhand

Spend 1 wood to gain 1 Pasture OR gain 1 Field. Place the Pasture or the Field on an empty space in your Domain.



### Gardener

Spend 1 brick to gain 1 Pond (place it on an empty space in your Domain) OR gain 1 water per Pond in your Domain.



### Glass Miller

Gain 1 sand per Pond in your Domain.



### Traveling Merchant

Choose a basic resource. You gain 2 of that resource, and all other players gain 1 of that resource. You must loudly announce this. The others may choose not to gain the resource.



back



### Charcoal Burner

Spend 1 wood to gain 4 charcoal.



### Lumberjack

Remove 1 Forest tile from your Domain to gain 4 wood.

## Credits

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Version 1.2



### ADVICE FOR GETTING STARTED

- To begin, choose 1 or 2 Buildings that provide a permanent benefit, e.g. an anytime conversion. If they combine into a chain conversion, even better. Use Tradespeople to collect the resources to construct Buildings as soon as possible
- Gain Ponds, Fields, and/or Livestock to improve the effect of Tradespeople like the Gardener and Herder.
- Large Buildings will score you a lot of points at the end of the game. But they are very expensive, so don't construct them too early. Plan ahead.
- Keep an eye on your fellow players, or they might foil your plans (such as constructing a large Building).



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