

FORGE & GLORY

A single-player coin flip and write game. Designed by Arthur Stone

Game Components:



4 Coin Types
(10 x Quarters, 10 x Dimes,
10 x Nickels, 10 x Pennies)



1 x Pencil

SCORE	FORMULA	YEAR	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5
SCHOOL OF IRON - Quarters							
IRON STRIKE	1-10-100						
FORGE STRIKE	1-10-100						
OUT OF IRON	1-10-100						
SCHOOL OF SILVER - Nickels							
SILVER STRIKE	1-10-100						
MADE IT RIGHT	1-10-100						
ALLOYED THE ALL	1-10-100						
SCHOOL OF STEEL - Pennies							
STEEL STRIKE	1-10-100						
FORGED IT	1-10-100						
ADD A BANG!	1-10-100						
TOTAL SCORE							
GRADING AND REWARDS							

1 x Forge Ledger
(Included in the back of the Rulebook. Contains all
Recipes and cells for tracking points)

Note: This rulebook uses USA coins, but you can substitute any of the coins listed for ones in your region - as long as they are 4 different types!

GAME OVERVIEW

You are a dwarven smith. Every strike of the hammer is a coin flip. Spend your coins wisely across your forge recipes, build your engine over 5 rounds, and score enough points before the forge runs cold. Your final score is your masterpiece and earns you a smithing title. Are you the best dwarven smith in the land?

OBJECT OF THE GAME

Score as many points as possible clearing all 5 thresholds over 5 rounds of play.

Final Scoring and Grades

After completing all 5 rounds, add your **total points** across every round to see where your forging skills rank amongst the best dwarven smiths!

- **<50, Apprentice:** Back to the mines with you.
- **50-100, Journeyman:** Solid work, solid dwarf. You earned a beer!
- **100-170, Craftsman:** The masters nod in approval. Worthy of a job.
- **170-300, Forgemaster:** Songs will be sung of your work.
- **300<, Runelord:** A legend is born. You will teach the next generation.

SETUP

1. Copy or reuse the Forge Ledger at the back of the rulebook, place it in front of you.
 2. Gather 2 x Quarters, 2 x Dimes, 2 x Nickels, in a supply pile within reach (this is your *smelting pool*).
 3. Set aside 1 x Penny, near but not included in your pool above.
 4. Gather and set aside 1 x Pencil.
 5. Gather and set aside a pile of coins (*we recommend 5 of each type above for a single play session. These are used if you increase your pool. See Increasing Your Pool below.*)
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HOW TO PLAY

Forge & Glory is played over 5 rounds of 5 phases each round.

- **Phase 1 - Flip coins:** Flip all coins in your smelting pool once.
- **Phase 2 - Build recipes:** Assign coins to Forge Recipes.
- **Phase 3 - Score the round:** Tally and compare your Round Score to the Threshold
- **Phase 4 - Level up:** Gain XP to level up your Forge Recipes.
- **Phase 5 - Raise threshold:** Continue forging with a higher threshold to beat.

Phase 1: Flip your coins!

Place all coins in your smelting pool (except Pennies).

Flip all coins in your smelting pool once.

Note: this doesn't include your Penny (only Quarters, Nickels, and Dimes). Pennies are wild-coins, for more on that see the Pennies section in Phase 2.

Increasing Your Pool

- Some recipes can increase your smelting pool of coins
- When this happens, you add the coin during your build phase, but do not flip it or let it count against your score.
- You only flip coins during the Flip Phase 1.

Phase 2: Build your forge recipes for this round.

Assign coins to the Forge Recipes located on the Forge Ledger. Any **unused coins** not assigned to a recipe will subtract -2 points from your score!

Recipes

- Each recipe has an associated *coin formula* to fulfill. The coins you assign from your smelting pool must match this formula exactly as written.

- Be sure to note when recipe formulas indicate a specific coin face (i.e. Heads vs

FORGE FUMES!

+

I: +8 pts II: +10 pts, +2 per other **RECIPE** fulfilled. III: +12 pts, +3 per other **IRON STRIKE!** fulfilled.

Tails).

This recipe requires a Quarter with Heads and a Quarter with Tails to fulfill!

- **Once a recipe is fulfilled** - it can no longer be fulfilled until the next round.
- **Once a coin is assigned** to a recipe it can no longer be used for any other recipes that round. Your smelting pool and recipes resets in the next round during the Flip phase.

Fulfilling a Recipe

- Once a recipe's coin formula is fulfilled **you gain the results listed** on the recipe immediately.
- Recipes have 3 Tiers. **You only gain the result** of the tier you've unlocked on any recipe. See Phase 4: Leveling Up! for more on Tiers.
- **Many recipes give you points**, but some affect your coin pool or other recipes - the order in which you fulfill recipes matters!
- You can **use the Forge Ledger** to mark what recipes you fulfilled in each round!

TIER	ROUND 1 ≥ 15 Pts	ROUND 2 ≥ 24 Pts
I II III	☒ ☐	☒ ☐
d, +4 if FORGE FUMES! fulfilled.		
I II III		

EXAMPLE OF PLAY: *IRON STRIKE!* costs 1 Quarter to play. Arthur places any 1 quarter from his pool onto the recipe. It is now fulfilled and he gains the resulting 3 points from the recipe. He'll note this in the next phase when scoring the round. Next, Arthur fulfills *ALLOYS FOR ALL!* This recipe requires a Nickel, Dime, and a Quarter all of the same face value. Luckily, Arthur has those coins in his smelting pool. After fulfilling these 2 Forge Recipes he now only has 1 Nickel and 1 Dime left!

Pennies: The wild coin.

- At any time during your build phase you can deploy a Penny into your Smelting Pool.
- Pennies act as **wild coins**. They can take the place of any other coin, but not the face value.
 - *Example: A Penny with heads can take the place of any Quarter, Nickel, or Dime heads in a forge formula.*
- Once a Penny is deployed - it is gone for the entire game. You can gain additional Pennies through specific Recipes!

Deploying a Penny

- Flip the penny and place it in your Smelting Pool.
 - If the Penny landed Heads: No negative results!
 - If Tails: Tally -1 point from your final round score.

Remember: Unused coins - Any unused coins left in your smelting pool will subtract -2 points from your Round Score in the next phase. Be sure to optimize how you fulfill recipes and spend all your coins to get the maximum score!

Phase 3: Score the round!

Tally the results of all fulfilled recipes as your Round Score in your Forge Ledger. Compare this to the current Score Threshold to see if you advance to the next round.

+ Recipe Points (add checked recipe pts)		
- Penalties (-2/unused, -1 Penny tails)		
= ROUND SCORE		
Cleared Threshold?		
XP Earned		

Note: Remember, any unused coins left in your smelting pool subtract -2 points from your Round Score. And any Tails-face Pennies subtract -1 point even if they get used in a Forge Recipe.

Score Thresholds - what your Round Score needs to meet/beat to advance!

- Round 1: 15 pts
- Round 2: 24 pts
- Round 3: 32 pts
- Round 4: 42 pts
- Round 5: 55 pts

Advancing to the next round: If your Round score **meets or surpasses** the Score Threshold you can advance to Phase 4. If not, you lose! See **End of Game** below.

Example of Play: Arthur is on Round 1. He deployed his Penny and it unfortunately landed on Tails, meaning he has -1 point to tally for his final Round Score. He used the Penny on the TEMPERED

STEEL! Recipe to reflip one of his Quarters to Heads. He now has 2 Quarters of Heads and uses them for FORGE FUMES! At Tier 2 Resulting in a score of 12 +2 per other recipe fulfilled this Round. Finally he used his two Dimes (heads and tails) on FINESSE IT! To score 5 + double any one other recipe which he used on FORGE FUMES!. He didn't use his 2 Nickels. Tallying his final score he got: 12 + 4 (from FORGE FUMES!), 5 + 10 (FINESSE IT!), -4 from the two unused Nickels, and -1 from the Penny Tails. The resulting Round Score is 26 which clears the Round 1 Score Threshold and Arthur advances!

Phase 4: Leveling up!

Assign XP to recipes to level them up based on the amount you scored in Phase 3.

XP is earned based on how much you scored in the previous round compared to the threshold.

Round Score	XP Earned
Met threshold exactly	1
Exceeded threshold by 1 - 5 points	2
Exceeded threshold by 6 - 12 points	3
Exceeded threshold by 13 - 20 points	4
Exceeded threshold by 21 or more points	5

Leveling up Forge Recipes: Each Forge Recipe has 3 Tiers. All Recipes start at Tier 1. Advancing a Tier costs an increasing level of XP. See the table below for leveling up Forge Recipes:

Forge Recipe Tier Advance	XP Cost
1 → 2	1 XP
2 → 3	3 XP

Remember: You only get **the result for the Recipe Tier** you've unlocked. You **do not** gain the current result in addition to the previous tier's result.

Phase 5: Raise the stakes!

Advance to the next round and note the new threshold score to beat.

Round Score Thresholds

- Round 1: 15 pts
- Round 2: 24 pts
- Round 3: 32 pts
- Round 4: 42 pts
- Round 5: 55 pts

Victory Check and End of Game

Tally all Round Scores into a **Total Score**.

Winning the game: If you met or surpassed all 5 thresholds, congrats! You are a remarkable dwarven smith! Compare your Total Score to the list below to see your final Dwarven Smith title.

End of Game/Loss: If you failed to meet or beat a threshold on any round, fear not, you may not be the best dwarven smith, but you're still worthy of a title. Compare your Total Score to the table below to see your final Dwarf Smith title.

- **<50, Apprentice:** Back to the mines with you.
- **50-100, Journeyman:** Solid work, solid dwarf. You earned a beer!
- **100-170, Craftsman:** The masters nod in approval. Worthy of a job.
- **170-300, Forgemaster:** Songs will be sung of your work.
- **300<, Runelord:** A legend is born. You will teach the next generation.

RECIPES APPENDIX

School of Quarters - Iron

Recipe Name	Formula	
<u>IRON STRIKE!</u>	1 Quarter, Any face	
Tier 1: Score +3 points.	Tier 2: Score +5, +1 point per Heads in the Smelting Pool this Round.	Tier 3: Score +7 points, +2 per Heads in Smelting Pool this Round. +4 points if FORGE FUMES! is also fulfilled this Round.
<u>FORGE FUMES!</u>	1 Quarter, Heads + 1 Quarter, Tails	
Tier 1: Score +8 points.	Tier 2: Score +10 pts, +2 points per other recipe fulfilled this round.	Tier 3: Score +12 points, +3 points per other recipe fulfilled this Round (+6 points if IRON STRIKE! is fulfilled this Round).
<u>CAST OF IRON!</u>	1 Quarter, Tails + 1 Nickel, Any face + 1 Dime, Any face	
Tier 1: Score +10 points, +1 point per Tails in pool this Round.	Tier 2: Score +12 points, +2 points per Tails in pool this Round. Gain +1 Penny.	Tier 3: Score +14 points, +3 points per Tails in pool this Round. Gain +1 Quarter.

School of Nickel - Silver

Recipe Name	Formula	
<u>SILVER POLISH!</u>	1 Nickel, Any face	
Tier 1: Add +1 Nickel to your Smelting Pool permanently.	Tier 2: Add +1 Nickel. Score +1 point per coin in your pool.	Tier 3: Add +2 Nickels. Score +2 points per coin in your pool.
<u>MAKE IT SHINE!</u>	1 Nickel, Heads + 1 Nickel, Tails	
Tier 1: Lower the score threshold by -2 Points for this Round.	Tier 2: Lower the Score Threshold by -3 Points for this Round. Gain Points equal to the current Round number.	Tier 3: Lower the Score Threshold by -4 Points for this Round. Gain Points equal to the current Round number.
<u>ALLOYS FOR ALL!</u>	1 Nickel + 1 Quarter + 1 Dime, (all coins must be same face)	
Tier 1: Gain +1 coin of any type permanently. Score +4 points.	Tier 2: Gain +1 coin of any type permanently. Score +6 points. Score +2 points if all three coins in this formula are Heads.	Tier 3: Gain +1 coin of any type permanently. Score +8 points. Score +4 points if all three coins in this formula landed Heads.

School of Dimes - Steel

Recipe Name	Formula	
<u>TEMPERED STEEL!</u>	1 Dime, Any face	
Tier 1: Reflip any 1 coin in your pool.	Tier 2: Reflip any 2 coins. Score +1 points per Heads among the reflipped coins.	Tier 3: Reflip any 2 coins. Score +3 points per Heads among the reflipped coins.
<u>FINESSE IT!</u>	1 Dime, Heads + 1 Dime, Tails	
Tier 1: Score +5 points and double the score of 1 other recipe fulfilled this round (up to a maximum +10 points from the doubling only).	Tier 2: Score +5 points and double the score of one other recipe fulfilled this round (up to a maximum +20 points from the doubling only).	Tier 3: Score +7 points and double the score of one other recipe fulfilled this round (no cap)
<u>ALLOYS FOR ALL!</u>	1 Dime, Heads + 1 Nickel, Heads + 1 Quarter, Any face	
Tier 1: Choose 1 other recipe: +2 points	Tier 2: Choose 2 other recipes: +2 points every time they are	Tier 3: Choose 2 other recipes: +3 points every time they are fulfilled

every time it is fulfilled for the rest of the game.	fulfilled for the rest of the game. Score +2 Points.	for the rest of the game. Score +3 Points.
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FAQ

- **Can I flip my coins more than once?** Coins are only flipped during the Flip phase and when the Recipe TEMPERED STEEL! is fulfilled.
- **When a recipe is fulfilled, when do you perform the result?** Immediately. So if a recipe gives you a score, tally that number down. If a recipe doubles another recipe's score - that can only work if that recipe has been fulfilled this Round. Recipes behave by order of fulfillment.
- **How do ALLOY FOR ALL! Results work?** Any recipe chosen in Tier 1 is enchanted. And gains the +2 Point bonus. Additional tiers include these recipes and any additionally chosen recipes in their bonuses. As in: If you enchanted TEMPERED STEEL! In tier 1 round 1, and then later in the game, gain ALLOY FOR ALL Tier 3 - you would keep TEMPERED STEEL!'s enhancement and it would also gain the +3 point bonus from Tier 3 ALLOY FOR ALL!.

FORGE LEDGER

Use this sheet to keep track of your score as you play.

Date: _____

- ☐ Check when recipe fulfilled per round
 ☐ Recipe Points
 I II III Mark Recipe Tier
 Coin Type (Quarter, Nickel, Dime)
- Penny = Wild Coin
 Coin Faces (Any face, Heads Only, Tails Only)

RECIPE	FORMULA	TIER	ROUND 1 ≥ 15 Pts	ROUND 2 ≥ 24 Pts	ROUND 3 ≥ 32 Pts	ROUND 4 ≥ 42 Pts	ROUND 5 ≥ 55 Pts
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SCHOOL OF IRON - Quarters

IRON STRIKE! I: +3 pts II: +5 pts, +1 per this Round. III: +7 pts, +2 per this Round, +4 if FORGE FUMES! fulfilled.	☐	☐	☐	☐	☐	☐	☐
FORGE FUMES! + I: +8 pts II: +10 pts, +2 per other RECIPE fulfilled. III: +12 pts, +3 per other RECIPE fulfilled, +4 if IRON STRIKE! fulfilled.	☐	☐	☐	☐	☐	☐	☐
CAST OF IRON! + + I: +10 pts, +1 per this Round. II: +12 pts, +2 per this Round. +1 III: +14 pts, +3 per this Round, +1	☐	☐	☐	☐	☐	☐	☐

SCHOOL OF SILVER - Nickels

SILVER POLISH! I: +1 II: +1 , +1 pt per coin in pool. III: +2 , +2 pt per coin in pool.	☐	☐	☐	☐	☐	☐	☐
MAKE IT SHINE! + I: Score Threshold -2 pts this Round. II: Score Threshold -3 pts this Round, Gain Pts = Round # III: Score Threshold -4 pts this Round, Gain Pts = Round #	☐	☐	☐	☐	☐	☐	☐
ALLOYS FOR ALL! + + (All coins, same face) I: +1 Coin, any type, +4 Pts. II: +1 Coin, any type, +6 Pts, +2 pts if this RECIPE all III: +1 Coin, any type, +8 Pts, +4 pts if this RECIPE all	☐	☐	☐	☐	☐	☐	☐

SCHOOL OF STEEL - Dimes

TEMPERED STEEL! I: Reflip 1 Coin. II: Reflip 2 Coins, +1 pt per among reflipped. III: Reflip 2 Coins, +3 pts per among reflipped.	☐	☐	☐	☐	☐	☐	☐
FINESSE IT! + I: +5 pts, 2x pts another RECIPE fulfilled (max 10 pts). II: +5 pts, 2x pts another RECIPE fulfilled (max 20 pts). III: +5 pts, 2x pts another RECIPE fulfilled.	☐	☐	☐	☐	☐	☐	☐
ADD A RUNE! + + I: 1 RECIPE earns +2 pts each fulfill. II: +2 pts, 2 RECIPES earn +2 pts each per fulfill. III: +3 pts, 2 RECIPES earn +3 pts each per fulfill.	☐	☐	☐	☐	☐	☐	☐

TOTAL SCORE

+ Recipe Points
 (add checked recipe pts)

- Penalties
 (-2/unused, -1 Penny tails)

= ROUND SCORE

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Cleared Threshold?

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XP Earned

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SMELTING POOL TRACKER
