The Grumpy Nisse

A game for 2 players that takes about 20 minutes

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Components:

- 36 cards in 4 suits: pinecones, leaves, flowers, mushrooms (1-9 each)
- 1 Progress board
- 1 wooden pawn (not included in the PnP, please use a token of your choice)
- 3 dice (not included in the PnP, please use 3 regular six-sided dice with values 1 – 6)
- Instructions

The story:

Violet is a young girl who is nothing but trouble to her parents. Being adventurous and ignoring her parents' warnings about the dangers in the forest, she decides one night to climb out of her bedroom window and wander into the forest, hoping to discover hidden treasures to be found only under moonlight. What she doesn't know is that she will become best friends with a kind troll who goes by the name of Ordep... if she bumps into him before the sun rises that is, for when the sunlight hits a troll, they transform into a rock for the day.

"A troll befriending a human? That is unheard of!" moans Torech the grumpy nisse. "Oh no! Not if I have something to say about that!" And so he jumped off and ran into the forest to make sure Violet would never make it on time to meet Ordep. For if they didn't meet this very night, they would meet never ever.

Set-up and deck-building:

First, decide who will play as Violet and who will play as Torech. When that's decided, the player playing as Torech (hence forth referred to simply as "Torech") shuffles the 36 cards and lays them out, face-up, in a 6x6 grid. Place the progress board above the grid between the two players and the pawn (referred to as Violet's pawn) is placed on the first spot of the track (number 1).

You will now start building your decks: the player playing as Violet (hence forth referred to simply as "Violet") goes first and rolls the three dice. The results show what rows she can collect a card for her deck from. For example, with a 5, she could choose any of the cards in the 5th row. She can choose any one of the three dice results for her first card. Then, out of the two dice Violet didn't choose, Torech can choose his first card. Finally, with the remaining die, Violet chooses another card. Now, it's Torech's turn to roll three dice, choose the first card, then it's Violet's choice out of the two remaining dice, and with the last one, it's Torech's turn again.

In this way, players keep rolling the dice alternately and whoever rolled the dice will always be the first and last to choose a new card, and the other will always be the second to choose a card. This goes on until the very end when only three cards are left, in this case, no dice are rolled and Torech

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freely chooses one of the cards, Violet chooses one next, and Torech adds the last remaining card to his deck. At some point one of the rows might have no more cards, in this case you shift the rows together so that there are now only 5 rows instead of 6.

It can therefore happen that you roll a 6 when there aren't six rows anymore, in this case, the die showing a higher value than the number of rows can be used as a wild value and allows the player using it, to collect any one card of their choice in the grid. As you collect your cards lay them out face-up in front of you so your opponent can keep an eye on what you are collecting.

Once you are finished collecting cards, each player will have their own deck of 18 cards to play the game with. Each player shuffles their deck and places it face down in front of them, and now each player draws 4 cards into their hand. You are now ready to begin.

How to play:

In The Grumpy Nisse players will play out one card each and compare them to see who played the strongest card. Players are always free to play any card they like, part of the challenge is knowing how to manage your deck, since the rules for the game will be constantly changing as Violet progresses deeper and deeper into the forest. Violet is the starting player and chooses one of the 4 cards in her hand and shows it to Torech. Torech now has to choose one card in his hand to show Violet in return, both now compare the cards to determine who wins this turn:

If the cards have the same colour, the highest value wins. If the cards have a different colour, then the trump colour wins, if no trump (see: "How do we determine trump colour" on the next page) was played and the cards are of different colour, then the card that was revealed first wins.

Important: after comparing cards and regardless of who won, players discard these cards into their own discard piles, this is to say, the player who wins, does not collect the opponent's card as a reward. Players keep their discard piles face-up.

Now we check what happens:

Did Violet win? If yes, then Violet's pawn advances one space on the progress board.

Did Torech win? If yes, then nothing happens and Violet will have to try advancing onto the next space again.

Both players place the cards they played onto their respective personal face-up discard piles and then draw a card from their respective draw decks into their hands. Whoever won the previous turn, is now the player revealing their card first. It will happen often that the same player will play first for several turns in a row.

Important: Some spaces trigger a special event if a certain condition is fulfilled. More about this below.

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How do we determine trump colour?

As you can see, the progress track is split into six groups of 3 spaces each. As Violet ventures deeper into the forest, the landscape changes which will determine what card colour will function as trump. Be mindful that Violet advances each time she wins a turn, so trump colour will often change after just a few turns. The first and last groups (purple colour) are neutral and have no card suit associated to them, which means that those spaces are played out without trump and the only thing that matters is who played the highest card in the colour that was revealed first. For example, if Violet goes first and she plays a red 5, this card can be beaten only by another red card of value 6 or higher, if Torech played a blue 7, he'd still lose.

The four groups that are coloured orange, green, blue, and red are the ones that determine trump colour. So as long as Violet is trying to win whilst standing on a red space for example, red cards will be used as trump and can beat any card (that isn't a higher value trump), regardless of either cards' values.

End of a round:

The game is played in two rounds. Both rounds end when players have no more cards in their hand. If the draw decks run out, both players keep playing with the remaining cards in their hands until they have exhausted these as well. Both players will always deplete their decks on the same turn.

Starting a new round and game end:

Once you finished the first round, each player shuffles their personal discard pile and places it again face down in front of them, drawing 4 cards into their hands. Violet starts again (regardless of whether she lost or won the last turn of the previous round) and the game continues until either Violet reached Ordep, or players finish the second round (run out of cards in their hands) without Violet having reached Ordep, in which case Torech wins the game. ***Important:*** When Violet is standing on the 18th spot, she needs to win one more turn to win the game.

Important: alternatively Torech can also win the game if he fulfils a certain mid-game condition (see next page).

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Special Events

Special events are marked on the progress board and have a particular requirement to be triggered. Please read carefully the explanation for each one of them.

Torech tricks Violet

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If Torech wins whilst Violet is on this space, both players discard the two top carde from their respective draw decks. Simply place the cards face-up on top of your respective discard piles. ***This event can be triggered only once.***

Violet finds a shortcut

7 8

If Violet wins both spaces consecutively, she immediately advances to space 10. She doesn't need to win the first of these two immediately, but as soon as she does, she needs to also win the next one immediately after, in order to get the benefit of this event. It can happen that the first round ends after Violet wins the first of these two spaces. If Violet then, when starting the new round, wins the second space without losing to Torech first, the event still applies and she immediately advances to space 10.

Torech, infuriated, sets in motion a devilish plan

12

If Torech wins this space three times, he immediately wins the game. This is to say that, once Violet starts attempting to win this space, if she fails three times in a row, Torech is the winner. We recommend that you keep these cards laid out in front of you as you play out this event so you don't accidentally miscount (or you can use one of the dice to keep track). As soon as Violet wins a trick (and before Torech's third consecutive win), you can place these cards onto your respective discard piles.

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Violet's determination overcomes all odds

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If Violet wins this space on her first attempt, both players take four random cards from their discard piles and shuffle them into their respective draw decks. Then draw your hands back up to four as normal. If the discard piles have less than 4 cards, you shuffle them all into the draw decks, if no cards, then the event is not resolved. ***Note that if Torech wins this space first, the event is void.***

Torech panics and risks everything

16 17 18

Each of these last three spaces have the same event: if Torech wins on this space, both players discard an additional card from their hand. ***These are one-time events, so Torech winning the same space multiple times does not make players discard multiple cards. Torech chooses first and discards, then Violet.***

Card effects

1 – This card always beats any nine. It doesn't matter whether the colours match, or which card was played first. If your opponent played a 9 you win if you play this one, reversely, if you play a 1 first, and they play a 9, you also win. Also, if you played a 1 that isn't trump, and your opponent played a trump 9, you still beat the trump 9. In other words, this card is a super-trump against 9.

2 – Replace one card in your hand with another one in your discard pile: After you determined who won the turn and before drawing your hand back to 4 cards, the player who played this card is allowed to look through their discard pile and take one card into their hand, the player then has to place another card from their hand into the discard pile. If this is the first card played in a round, then there will be no cards in the discard pile, so the effect is void.

3 – After both players played their cards and before determining who wins, players roll two and one dice respectively and add the rolled values to that of their cards, now, the highest combined value wins, if there is a tie, the first card wins since it needs to be beaten. If this card is trumped or it trumps the other card, then there is no need to roll dice. The same is true if this card is neither the same colour as the first card, and it also isn't trumping the other card. If both players played a 3, then both players roll three dice each (starting player first) and add that value to their cards.

4 – Look at the top three cards in your draw deck and place them back in any order. If you have fewer than 4 cards left, you look at as many as are left.

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5 – If this card is played first, it cannot be trumped by the other player. If it is played second and the first card is trump, this will not trigger the effect of this card. This ability is only relevant if the card was played first.

6 – Your opponent reveals their hand until you resolved the next turn. So you get to look at their hand for two turns.

7 – Draw two cards then place one card back to the bottom of your deck (Flower [red] and Pine Cone: After you determined who won the turn and before drawing your hand back to 4 cards, the player who played this card draws 2 cards (has 5 now) and then chooses any of the 5 cards to place underneath their draw deck. It can happen that his card is played at a time where the draw deck has got only one or no cards left, in this case, the effect is ignored.

<u>Clarifying turn structure:</u>

A turn is played and resolved as follows:

- Winner of previous turn reveals card
- Opponent reveals card
- (if a 3 was played, roll the dice first and then) Determine who wins and advance Violet if it was her
- Winner of this turn resolves their card effect
- Loser of this turn resolves their card effect
- Both players draw a card into their hand (unless they played a 7)

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