

Players' leaflets for The Grizzled

Don't print this - the leaflet starts on next page



Each player gets a leaflet with ...

- a guide to trials
 - and missions
 - and reminder of how to gain victory

Printing

They're created at A5 size, which is half of A4.



More little rules leaflets here ►

FunGames4CasualPlayers.com



When does the mission end?

Either - success

When every Grizzled has withdrawn from the mission.
All the cards in *no man's land* are discarded.

Or - failure

When three identical **threats** are in *no man's land*, including **phobias** or **trauma** experienced by any Grizzled who are not withdrawn from the mission.
All the cards in *no man's land* are shuffled back into the **trials** deck.

Whichever is the case ..

Unplayed cards are held in hand, ready for the next mission,
and **hard knocks** remain in place.

► Check! Did any Grizzled support each other?

If the mission was a success

Grizzleds reveal their support tiles, and pass them to the colleague they're supporting (who will hang on to them).

If one of them receives more than anybody else, he may either remove two of his **hard knocks** or recover his **good luck** charm.

If there's a tie for most received, nobody gets any support.

If the mission failed

Withdrawn Grizzleds pass their support tiles to the colleague they're supporting.

If one recipient gets more than anybody else, he may remove one of his **hard knocks**.



Defeated?

If any Grizzled now has more than three hard knocks the game ends.

We're not finished yet! Carry on!

The fight's still on, but morale drops. Count cards held in hand. Transfer that number from **morale** to **peace** piles - minimum three. One extra, if someone is **demoralised**.



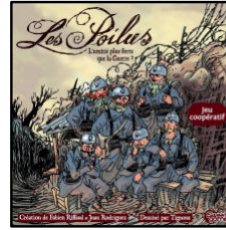
Defeated?

If their monument's visible, the Grizzled lose: the game ends.

No - it's not over yet!

Leadership passes to the next Grizzled who decides the next mission's **intensity** then deals that many cards to everyone, and takes the first action.

The previous leader takes one **speech** token, if any are left.



The Grizzled

A cooperative game from la belle France.

Notes for a 4 or 5 player game.

Grizzled?

This is the state the men were in after their time in the trenches of Northern France.

Each player chooses a Grizzled character.
Each Grizzled has a different good luck charm - keep it visible.



Missions and Trials

The game's based on missions, during each of which the Grizzled will be exposed to a variety of **trials** - tests of their durability and cooperation.

Missions continue until there's victory ... or defeat.

Trials and tribulations

There are 59 trial cards.

Many carry images of **threats**, and there will always be at least **two** threats on such cards.

Threats

Cards show combinations of six kinds of **threat**

- shells
- gas - a mask
- enemy assault (*signalled by a whistle*)
- rain
- snow
- night

Hard knocks

As if threats on the field of battle weren't enough, grizzled individuals will be hit by **hard knocks** - by misfortunes which will affect them as persons.



THE GOAL - *peace in our time*

Victory

It comes if the Grizzled fight through all the trials and tribulations and

- have **no** cards in hand and
- have revealed the **Peace Card**.





Getting ready for the hard times ahead

Being supportive

Each Grizzled receives three tiles that can be used to give support to a colleague further down the line. Each tile shows whether it can be used to assist a Grizzled to the immediate left or right, or to one who's two places removed (left or right).

Everybody gets one left & one right 'next-door neighbour' tile, and another at random.

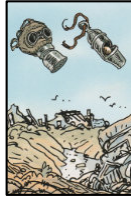
Trials



There are 59 cards that contain the trials to which the Grizzled will be subjected. Only one is pleasant, and that's **Merry Christmas**.

This trial card ► displays a gas mask and a whistle, signalling an oncoming assault by the enemy.

◀ Here, there are three **threats**. Night, snow, and rain.



Some threat cards show a **trap**. When they are laid, the player must immediately take and **play** another trial card. If it also contains a trap, the new trap's ignored.

Other trials are **hard knocks**, marked with a red flash. ►

These affect the soldiers themselves, and they include both Phobias and Trauma.

Phobias relate to aspects of warfare itself, whilst trauma relate to the weather conditions.



The card decks

Twenty-five trial cards are placed face down atop the sideways-facing **Peace** card.

This becomes the **Trials** pile, from which cards are drawn and dealt.

Thirty-four go onto the **Monument**, and this forms the **Morale** pile.



Speeches

At various points, Grizzled with public speaking inclinations may give a speech. To do so, they must be in possession of a speech token - there are but four in a four-player game, and three when it's five players.

These are on display, placed between the two decks of cards.

They are simply tokens, and they have no special qualities.



Getting under way - going on missions

One of the Grizzled becomes the **leader** of the first mission. Others will follow: clockwise.

All missions have a level of **intensity**, and the first is always minimum: level three. Mission leaders may choose to make it more intense.

Thereafter, it will always be at least level one.

The leader deals everyone as many cards as the chosen intensity level: himself first.

Taking action

Starting with the leader, each Grizzled takes **one** of four actions: if they are able to.

A - Play a trial card

Threats go to the centre of the table, into *no man's land*.

Hard knocks are placed in front of the Grizzled.

B - Use a good luck charm

The Grizzled flips their character card over, and discards one **threat** card from *no man's land* that shows the threat against which they hold the charm.

They may possibly get their charm back later, if colleagues have given them **support**.

C - Make a speech

If they hold a speech token, a Grizzled may use it to specify one **threat**, and all (*not withdrawn*) colleagues may discard **one** card that shows it. The token's discarded.

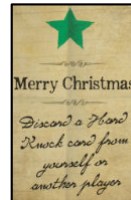
D - Withdraw from the mission

The Grizzled won't take any further part in the mission, so puts their trial cards face down on their character card: they'll be picked up for the next mission.

They secretly choose a **support** tile (*if they have any left*), and put it face down. This indicates which colleague they are offering support to. It will be revealed later.

Their **hard knocks** will have **no effect** during the rest of the mission - but they stay there.

- A Grizzled can withdraw even without having any trial cards left (*put the character card sideways, perhaps*) ... or with no support tiles left. Indeed, with none of either left.



Merry Christmas - the only nice 'hard knock' card there is.

It means what it says - it is acted upon immediately, and discarded after use.