

There Will Be Porridge

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Abstract

“There Will Be Porridge” is a cooperative game inspired by the Grimm Brothers’ fairytale “Der süße Brei” (Sweet porridge). The adventure takes place in a medieval German town deep in the Black Forest where a magical porridge pot is flooding the town “just as if it wanted to satisfy the hunger of the whole world.” Four brave citizens of the village (the witch, the carpenter, the horseman and fishermen) each with their own special abilities are trying to collaboratively tame the porridge and save their homes. However, this is not an easy task as the porridge is rapidly overflowing, pushing everything away. Will the brave citizens succeed in taming the porridge before it reaches the edges of town and swamps the world?

Rules

Materials

3-4 players (recommend 4 players)
Game Board
1 deck of Flow Cards
4 colored Player Tokens
4 Extension Tokens (+1 symbol)
4 Barrier Tokens (brown square)
A large number of Power Tokens
A large number of yellow Porridge Tokens (No more than 100).

Narrative (modified for game)

There was a poor but good little girl who lived alone with her mother, and they no longer had anything to eat. So the child went into the forest, and there an aged woman met her who was aware of her sorrow, and presented her with a little pot, which when she said, "Cook, little pot, cook," would cook good, sweet porridge, and when she said, "Stop, little pot," it ceased to cook. The girl took the pot home to her mother, and now they were freed from their poverty and hunger, and ate sweet porridge as often as they chose.

Eventually, seeing the hunger of her fellow villagers, the girl brought the pot to the hilltop in the center of the village for everyone to share. In their excitement, the villagers did not heed her instructions on how to stop the pot from flowing, and soon the entire hill was covered in porridge.

As porridge began flowing down the slope of the hill and into the townspeople’s houses, the

villagers flew into a panic and began to run away. The girl quickly explained to the remaining villagers how to stop the pot, which was now buried under a mountain of porridge. At this point, the villagers could only reach the pot by eating their way back to it as the porridge began to fill up in each and every house.

Setup

1. Shuffle the Flow Cards and place them next to the board.
2. Place six porridge tokens on the central pot location and one porridge token on each connected location (directly to the North, South, East, and West).
3. Starting with the youngest player and proceeding clockwise, players choose a role card at random.
4. Each player takes a colored Player Token and places it on the location associated with their role:
 - a. The Witch starts at the Haunted House.
 - b. The Horseman starts at the Stables.
 - c. The Fisherman starts at The Wharf.
 - d. The Carpenter starts at the Lumber Yard.

Procedure

The oldest player takes the first turn. Turn order proceeds clockwise around the table. A turn consists of two phases:

1. Action Phase

- a. Players have two actions per turn. An action consists of the player moving his or her Player Token along a path to a connected location (ignoring the direction of the path's arrow), or "eating" porridge by removing a Porridge Token from the location they occupy. *Note: Only the Fisherman can move from one square containing porridge to another. Other characters must either move into an empty square or eat the porridge in their current square.*
- b. The player can use an ability, usually in exchange for Power Tokens that are discarded after use. Using an ability does not use up an action. Actions must be announced and resolved prior to drawing a Flow Card.
- c. If you have eaten at all during your turn, you get a single Power Token. You cannot use a Power Token on the same turn that you earn it.

2. Flow Phase

- a. The player now draws a single card from the top of the Flow Card deck. if there are no cards left, the Flow Card discard pile is reshuffled for continued use.
 - i. Most cards indicate a direction and one or more arrows. The number of arrows indicates how many porridge tokens will be placed while the letter indicates the location on the board where these tokens are placed relative to the central pot (N,E,S, or W). For example, a "Double North" card will result in two tokens being placed in the space north of the pot.
 - ii. If an "All" card is drawn, then one porridge token will be placed in each location connected directly to the central pot.
 - iii. If a "None" card is drawn, then no new porridge tokens are placed for this

- turn.
- iv. Both Witch powers affect this phase. If the Witch correctly predicts the direction of the next card (N, S, E, W, or All) with Divination, play proceeds as though a “None” card was drawn. If the Witch uses Influence, play proceeds as though a Single card was drawn for the named direction. This overrides the drawn Flow Card.
- b. The number on a location is its capacity, the amount of porridge tokens it can hold without overflowing. If a location is already at capacity when placing new tokens, an overflow happens. In this situation, rather than placing a new porridge token on the offending location, one is placed on each neighboring location indicated by a path’s arrow.
- i. If the neighboring house also is at capacity, it will also overflow this turn in a chain reaction. Again, rather than place a token there, an overflow happens in all directions indicated by the arrows on the connected paths.
 - ii. If a player token is in a house when it is overflowing, that player must “swim” in the porridge flow to a neighboring location of their choice, as long as the path’s arrow points away from the overflowing house.
 - iii. If a player token is on the central pot and a flow card with a direction is drawn, the player token is swept away in that direction. They can only swim to a destination of their choice if an “All” flow card is drawn.
 - iv. A house can overflow multiple times in a single turn.

Once a player has completed their Flow Phase, then the player to their left begins their turn.

Endgame

1. Players are trying to eat the six porridge tokens that are sitting on the central pot location. The moment that the pot is empty the group wins the game.
2. There are exit-arrows that point out of the village. If the porridge flows beyond these exit-arrows, the villagers lose hope and leave the town to destruction. The game ends in defeat for the player group.

Roles

The Witch

Starts at the Haunted House location.

Divination (1 Power Token): Before drawing a Flow Card at the end of your turn, predict the direction that will appear on the top card (N,E,S,W, or All). After drawing the card, if your prediction was correct, the flow is prevented.

Influence (3 Power Tokens): Before drawing a Flow Card, announce a direction (N,E,S or W). After being drawn, the Flow Card will be treated as a single flow in the chosen direction.

The Horseman

Starts at the Stables location.

Chauffeur (Free): You can pick up Player Tokens at the locations you occupy this turn and move them to your destination.

Ride (1+ Power Tokens): For each Power Token that you spend, you can move to an additional location this turn.

The Fisherman

Starts at The Wharf location.

Expert Swimmer (Free): You can move freely between locations that contain porridge.

Go Fish (2 Power Tokens): You cast your line and reel another player token to your location.

The Carpenter

Starts at the Lumber Mill location.

Barrier (2 Power Tokens): Place a Barrier Token on a path that is connected to your current location. The barrier prevents a single overflow along this path, but is immediately removed in the process. Players cannot travel over a path that has a barrier on it. Only one barrier can be placed per path, and a maximum of 4 can be on the board at a time.

Renovations (3 Power Tokens): Place an Extension Token on your current location (excluding the pot). This increases the capacity of this location by 1 for the rest of the game. There can only be 1 extension per location, and a maximum of 4 can be placed per game.

The Board

