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DWARFS

fall



VESUVIUS
MEDIA

Game Setup

To survive the long and terrible winter that is approaching, the dwarfs need to prepare. It's time to collect gems, build castles and stock up on food. The fire dragons are sleeping. The frost giants lurking. Fall is precious and it is vital to plan your actions wisely!



A Goals:

- 1) Shuffle the trading goal cards and reveal three of them.
- 2) Shuffle the secret goal cards and give one to each player. Players read their secret goal and place it face down in front of them.

B Gems:

Sort gem cards by type face up.

C Kingdom Cards:

Sort kingdom cards by color. Each player selects a color (blue, red, green or yellow) and gets the 9 kingdom cards in their hand.

D Dwarfs:

Each player receives 7 dwarfs of the same color as his kingdom cards.

E Ogres:

Shuffle the ogre cards.

f Explore:

Leave a big area to place the kingdom cards.

Play!

The youngest player starts the game. After him, the other players proceed clockwise and so on.

Player's turn

A player's turn is divided into three phases: Perform Actions, Resolve, and then Discard.

1. Perform Actions:

Each player can perform 3 actions per turn (4 if their castle is in play). An action can be any of the following: **Play a Kingdom Card**, **Place a Dwarf** or **Move a Dwarf**. You can choose any combination of them, for example "Play 3 Kingdom Cards" or "Place 3 Dwarfs" or "Place 1 Kingdom Card and place 2 Dwarfs" etc.

Play a kingdom card: You place cards either adjacent to or if applicable on top (stacking) another card. You can place cards any way you like, whether the walls match or not, whether it is connected to your castle or not.

During the first turn, the first player place the first kingdom card anywhere on the table.



...OR STACK A CARD ON TOP OF ANOTHER CARD OF THE SAME TYPE.



You can only stack cards of these three types. You can not stack on a card with a dwarf on it.

Nothing can be stacked on top of castles or monsters.



Place a dwarf: You can place a dwarf from your pile on any free spot on the board. You may place a dwarf in any kingdom. You can even use another player's castle to "dig". To complete a task you need to have as many dwarf meeples as the card requires, for example the ruby mine requires three dwarfs while the emerald mine requires two in order to complete the task and resolve in the proper phase.

Move a dwarf: You can move any of your dwarfs to an adjacent card. You can not pass through walls, and there has to be a free spot on that card to move there (even if you want to simply pass through a card to go to another one).

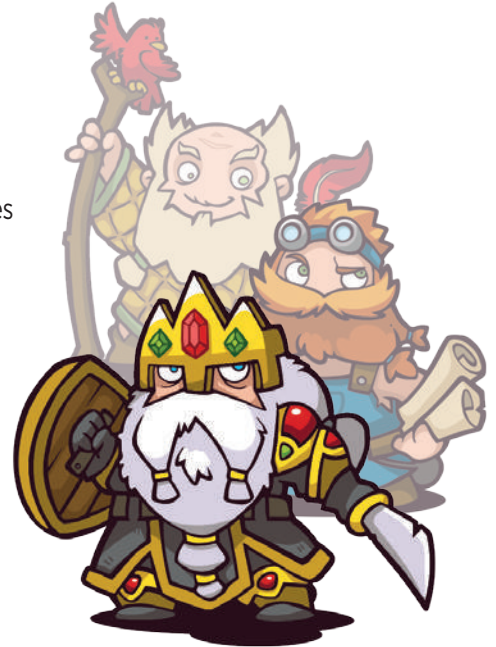


Play an Ogre Card: Playing an ogre card is a FREE action. You can play more than one card in your turn during the action Phase.

2. Resolve:

During this phase, you check the board and you complete any tasks that have the required amount of dwarfs on them. All the dwarfs completing a task must have the same color. Move all dwarfs that completed the task back to your pile and then execute the task. (for example: pick up a gem, trade in the general store, get an ogre card or dig cards).

Be careful, dwarfs do NOT return to you unless they complete a task. If the task can not be completed (for example there is a dragon in the kingdom and your dwarfs were mining), dwarfs return but the task has no effect. If the task requires two dwarfs and you have three in the same card, then leave the extra dwarf on the card and remove the other two. Exceeding dwarfs remain on the board.



3. Discard:

You may never have more than **9 cards in your hand**. During this phase if you have more than 9 cards you need to discard either gems or ogre cards down to 9. **You can not discard kingdom cards from your hand.**

BECAUSE NONE OF THESE CAN BE DISCARDED...



...ONE OF THESE MUST BE DISCARDED!

Kingdom Cards

Each player starts the game with one of each 9 kingdom cards in hand. Keep in mind that once you play a kingdom card from your hand, every player will get the chance to place their dwarfs on it to use it.

1. Castle:

Nothing is more valuable to a dwarf king than his castle. The defense of his land occupies much of his thoughts and the conquest of new territories is essential. Kingdom cards are not worth points when in players' hands. However, within the walls of a castle at the end of the game, they can make the difference between victory or defeat.



1.1 Extra Action: By just having a castle of your color in play grants you one extra action per turn.



1.2 Digging: To dig a stacked card, you need to place 2 dwarfs on any castle in play. If you do, put the top card of the stack of cards under the other ones, without rotating it. You can only dig cards that have no dwarfs. You can never dig cards that have monsters (dragon or frost giant).

If you have any monster in your kingdom the digging action of your castle will not work. Dwarfs may only dig in times of peace.

1.3 Kingdom building: Whenever possible, place (or stack!) cards in order to prevent the plans of your opponents. The key to a successful game is to build strategically, consolidating a powerful kingdom, while decreasing or weakening the enemy's lands.

Your kingdom is every kingdom card within the walls of your castle. Add the VP of each card of your kingdom at the end of the game.



2. Mines:

In order to accomplish a trading goal players need to collect gems from mines. To do so, they need to place the required amount of dwarfs in the mines to fulfill the task and collect gems at the end of the player's turn.

At the end of the game, add the VP of any remaining gem cards in your hand to your total score.

But be careful! When you place dwarfs on a card in the amount required to perform a task, and, for whatever reason, you cannot complete it, these dwarfs will return to your pile at the end of your turn empty handed.



REQUIRED
AMOUNT
OF DWARFS
TO FULFILL
THIS TASK



Example: The red player placed 2 dwarfs on the diamond mine but there was no diamond card available. The dwarfs return to the player's pile without collecting a diamond card.

3. Monsters:

Monsters are scary and territorial beasts. Dragons stop all mines in their Kingdom from working, while Frost Giants cancel the extra actions of castles.

You can not stack any tile on top of a monster. Having any monster within the walls of a kingdom will prevent the digging action of the castle from working.



To defeat one monster you need to place **5 dwarfs of the same color** on the card. When this happens, the monster card is removed from the kingdom and placed along with the goals of the player who defeated it.

A defeated monster does not count as a goal (for the purpose of triggering the game end). Each defeated monster grants **+3 VP at the game end**.



One dwarf of another color is enough to prevent a monster from being defeated.



Example: The blue player wants to place his third dwarf on the ruby mine but there is a dragon in the kingdom. If he does it, his dwarfs will return to his player's pile without collecting a ruby card.

4. Tavern:

Despite their questionable loyalty ogres provide essential services to all dwarf kings: they take the blame for robberies, ambushes, intimidation, etc.

You cannot move an opponent's dwarfs. So if someone blocks you (for example: If you are trying to kill a dragon and the enemy puts a dwarf on the card), then the only way to get rid of them is to hire the ogres to do your dirty work.

Whenever you need, you can get ogre cards at the Tavern. If the ogre deck runs out, renew it by shuffling the ogre discard pile.

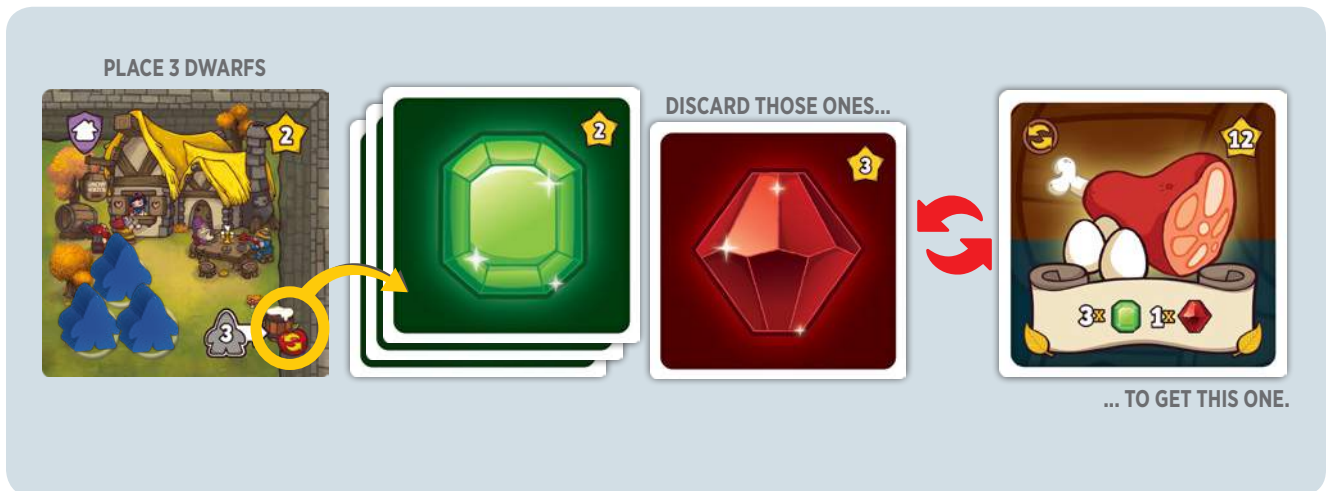
Using an ogre card is a free action.

Each ogre card takes up one space in your hand and is not worth victory points at the end of the game.



5. General store:

To complete a trading goal you must perform a trade at the general store. Place 3 dwarfs there and in the resolve phase of your turn exchange the number of gems shown on one of the trading goals to buy it. Return the gems to the appropriate gem decks and take the trading goal card. Refill its position with the top card of the trading goal deck.



Goals

There are two types of goals in the game, each of which gives you Victory points at the end of the game:

1. Trading Goals:

To complete trading goals players need to collect gems and then perform a trade at the general store.



2. Secret Goals:

Secret goals can be revealed at any point during the game (even at the end of the game before scoring) provided the requirements written on the secret goal card are met.



Keep completed trading goals, your secret goal and the monsters that you have defeated together next to you.
They do not count towards your 9 cards hand limit.

Endgame

When a player completes at least **3 goals** at the end of his/her turn then the endgame is triggered. Players who have not played this round take their last turn and the game ends. You can have any combination of completed goals to trigger the endgame. **For example:** 2 trading goals and 1 secret goal or 3 trading goals.

Winning the Game

At the end of the game the player with the most Victory Points (VP) wins.

You score Victory Points from all the following:



Completed Goals: These can be either Trading Goals or your Secret Goals. Each one of them gives a specific amount of VP.



Defeated Monsters: Every monster you defeated during the game gives you 3 VP.



Gems in your Hand: At the end of the game any Gem still in your hand awards you the number of Victory Points shown on the card.



Kingdom: To be eligible for these points, you need to have your castle card in play. If your castle is not in play you get NO Victory Points from your kingdom. If two or more castles are within the same kingdom, then they all get the same amount of Victory Points.

In case of a tie, the player with the biggest kingdom (in number of cards) wins. If it is still a tie, the player with the most dwarfs on the board wins.

Ogre Cards

Using an ogre card is a free action. Whenever you need, you can get ogre cards at the Tavern. If the ogre deck runs out, renew it by shuffling the ogre discard pile.

Description of the cards:



Ambush:

Remove all meeples from the target tile.



Panic:

Move an enemy meeple up to two kingdom cards.



Thief:

Steal a random gem from an enemy.



Crown:

Steal all ogre cards from an enemy.



Brute:

Swap an enemy meeple on a kingdom card with another one of yours in board.



Each ogre card takes up one space in your hand and is not worth victory points at the end of the game.

Secret Goals

Every player gets one random secret goal at the beginning of the game. Secret goals can be revealed at any point during the game (even at the end of the game before scoring) provided the requirements written on the secret goal card are met.

Description of the cards:



Architect:

Your kingdom must have 8 kingdom cards or more.



Hunter:

You must have defeated any 2 monsters or more.



King:

Your kingdom must have 10 VP or more.



Miner:

You must have at least 1 gem of each kind in hand.



Ogre in disguise:

You must have at least 5 ogre cards in hand.



Researcher:

You must have at least a trio of meeples in 2 different monster cards at the same time.



Wizard:

You must have at least 5 emeralds in hand.



Keep your secret goal on the board next to you. It do not count towards your 9 cards hand limit.

Kingdom cards types:



Allocation spots:



Dwarfs needed:



Number of dwarfs needed to fulfill a task

🚫 fire Dragons and frost Giants:



Monster will not allow digging in the kingdom. Dragons also stop all mines in their kingdom from working, while frost giants cancel the extra actions from castles.

🔄 General store:



Trade the amount of gems required for a revealed trading goal.

Extra action:



Grants 1 extra action to the player of the given color.

➔ Obtain:



1 Ogre



1 Emerald



1 Diamond

➔ Digging:



Move the top kingdom card of a stack to the bottom of its pile (without rotating it). You can only dig cards that have no dwarfs.



2 Golds



1 Ruby

Game Components:

36 KINGDOM CARDS



10 TRADING GOALS



7 SECRET GOALS



34 GEMS



13 OGRES



7 DWARFS OF EACH COLOR



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