

created by Luis Brüh

DWAR7S fall



VESUVIUS
MEDIA

Game Setup

To survive the long and terrible winter that is approaching, the dwarfs need to prepare. It is time to collect gems, build castles and stock up on food. The fire dragons are sleeping. The frost giants are 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 their 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.

Player's turn

A player's turn is divided into three phases: Perform Actions, Resolve, and 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 or (if applicable) stacking on other cards. You can place cards any way you like, whether the walls match or not, whether they are connected to your castle or not.

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



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

Nothing can be stacked on top of castles or monsters.



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



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 cannot 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).

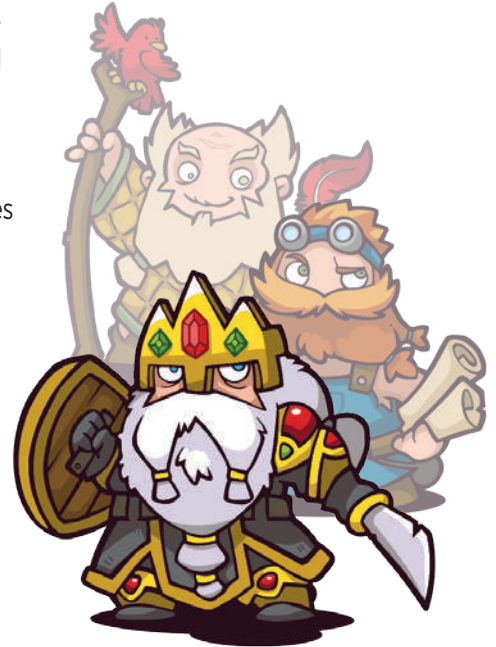


Play an Ogre Card: Playing an ogre card is a FREE action. You can play more than one ogre card during your Actions Phase.

2. Resolve:

During this phase, you check the board and you complete all tasks that have the required amount of your 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 cannot 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 on the 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**. The cards that count towards your hand limit, are Kingdom cards, Gems and Ogre cards. During this phase if you have more than 9 cards you need to discard either gems or ogre cards down to 9. **You cannot 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 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: 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 Monster cards (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.

To find out if a kingdom card belongs to your kingdom, imagine a dwarf on your castle card and try to move it to that card without passing through walls. If you can, then this card is part of the kingdom.



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 on the mines to fulfill the task and collect gems during their Resolve phase.

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 cannot stack any card on top of a monster. Having any monster within the walls of a kingdom will prevent the digging action of the castles in it.



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 endgame). Each defeated monster grants **+3 VP at the end of the game**.



**WHENEVER POSSIBLE, TRY TO
BLOCK SOMEONE ELSE'S PLANS
BY STACKING THE DRAGON INTO
THE MINES.**



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. If someone blocks you (for example: while are trying to kill a dragon, the enemy puts a dwarf on the monster's 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, reshuffle the ogre discard pile.

Using an ogre card is a free action.

Each ogre card counts towards your hand limit 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. You can complete only one trading goal per trade.

PLACE 3 DWARFS

The General Store is a small building with a yellow tent and a red star icon with a '-2' next to it. A yellow circle with a '3' and an arrow points from a dwarf on the General Store to a green gem card. The green gem card has a '2' and a red lightning bolt icon. A red double-headed arrow points from the green gem card to a red gem card. The red gem card has a '3' and a red lightning bolt icon. A red double-headed arrow points from the red gem card to a trading goal card. The trading goal card shows a red gem and a scroll with '3x' and '1x' icons. The trading goal card has a '12' and a red lightning bolt icon.

DISCARD THESE CARDS...

... TO GET THIS ONE.

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 has completed 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: Every kingdom card (including other players' castles) within your kingdom awards or subtracts a certain amount of Victory Points. Add them all together to find how many you gain at the end of the game. If your castle is not in play you get NO extra Victory Points. If one or more players share a kingdom, 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 is the winner.

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 kingdom card.



Panic:

Move a dwarf from a target kingdom card up to two kingdom cards away, without passing through walls.



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 one of yours on the board.



Each ogre card counts towards your hand limit 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 worth 10 Victory Points 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 does 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:



Monsters 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



DESIGNER AND ARTIST: Luís Brüh

DEVELOPERS: Constantine Kevorque and Anastasios Grigoriadis

SPECIAL THANKS: Alan Farias, Alexandros Manos, Almer Briene, André Pretzel, André Teruya, Bebel Ribeiro, Carton Olvidado, Daiskardas, Darren Hsiao, Dustin Gaspard, Evellyn Brühmüller, Fabio Piovesan, Fernando Celso, Igor Knop, Irene Theoharopoulos, Jon-Paul Decosse, Karen Soarele, Kei Kouji, Kolja van der Vaart, Lucas Andrade, Luis Francisco, Mac Schwarz Crow, Moisés Pacheco, Nicolas Quesque, Richard Courchese, Rafael Souza, Rodrigo Deus, Sam Fraser, Stefani Angelopoulos, Thiago Leite, Vin Parker, Wei-Chun Yang, Xenia Theoharopoulos.

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