DWARF

In the majestic Mountain, known to your people as Montaña del perpetuo trabajo comunal there are deep mines and these mines are filled with music.
A thousand voices rise as one in rhythm with the swinging of picks. In the halls above, hammers beat out solos on anvils as legendary items are forged. Meditative dirges whisper through claustrophobic tunnels, as iron is alloyed into steel, a mystical process that takes concentration and dedication. Occasionally, the songs become a terrifying roar, turning into battle chants to accompany the felling of foes who are attracted to the treasures of the mines.
You are proud to have been born in these mines. Prouder still to have never left – after all, if there were better things outside then why would other creatures want to get in? You'll do your bit defending your home – let no one call you a coward – but your real passion lies in crafting beautiful items. When you gaze upon the precious artifacts of your people, you know that you want to contribute to that legacy.
For that, you'll need some perseverance and the right raw materials...

Aim of the game

A dwarf's legend lives on through their contribution to society. This is measured by the resources they have contributed and defended. At the end of the game, players each count the amount of Steel (⚒), Gold (◎) and Items (⚒) they have amassed. The winner becomes "Hero of Society" and is the player who leads in the majority of these three categories. Ties are won by the player with the most Medals (🎖). If players are still tied, Iron (⚒) is the second tie breaker and Items the third.

Game Setup

Organise the starting cards into a 3 x 3 grid, representing the locations in the Mine, by placing each of the nine Starting Cards (1 lit lantern 🏮🏮🏮) in the position matching the orange solid box printed on the reference grid on the card. Shuffle the nine Special Action cards, and deal them, 🧍 icon side face up, into three piles of three and place them to the side of the Mine. Shuffle the Mountain cards and place them face down next to the Mine, to create The Mountain draw pile.

Each player chooses a colour and takes 2 matching Workers (🧍). Place the remaining Workers (X) of the same colour, plus all resource counters, somewhere within reach of all players, to create the supply area.

All resources in the game are considered infinite, but note that a player cannot have more than 4 workers. If ever a player needs to take a resource and there are none left in the supply they should proxy something else.

> **Alternative Mountain setup:**
> For a less random game, all cards with 2 lit lanterns (🏮🏮🏮) and 3 lit lanterns (🏮🏮🏮) should be shuffled separately. The cards with 2 lit lanterns should then be placed on top of the cards with 3 lit lanterns to form The Mountain.

Symbols

DWARF uses the following set of symbols as reminders for the basic actions.

1st	1st Player	✖	Prevented from
🏠	All players	◀	Leads to / Take from
⬒	Supply	🧍	Worker
⬚	Occupying player		
⊤	Undefended		Action type: Forge
🏰	Defended		Action type: Mine
⚒	Steel		Action type: Defend
◉	All gold		Action type: Get Help
◎	Gold		
⬆	Iron		
⚒	Item		
🎖	Medal		

Alloy steel example

Return three iron tokens to the supply. Take two steel tokens from the supply.

The Glossary on the back of the rulebook fully explains all the card symbols.

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Alloy Steel

How to Play

DWARF is played over a series of rounds. Each round consists of three phases (Mining, Action Selection and Action Resolution). Play continues until one player crafts **4** Items or players need to draw cards from The Mountain and cannot. The game then ends when the current round is over.

To start give the 1ˢᵗ Player marker (👤) to the player who has most recently done an unselfish thing. (Or choose at random.)

Mining Phase

Draw two cards from The Mountain and place them, one at a time, onto the relevant location in the Mine, denoted by the orange box on the card's reference grid. New cards cover any previous cards in that space. If both drawn cards need to be placed in the same location, discard the second and draw and place a third card. If the third is also the same, discard it. Do not draw a fourth card.

When a card should be drawn from The Mountain and there are no Mountain cards remaining the game ends immediately.

Action Selection Phase

Beginning with the start player and moving clockwise, each player decides to either place a 🧍 on an available location in the Mine or select a Special Action card.

1. Place a Worker - A 🧍 may be placed on any of the nine locations not already occupied by another 🧍. Placing a 🧍 in the Mine triggers an Action in the Action Resolution Phase.

2. Special Action - To select a Special Action, no 🧍 is placed in the Mine. Instead, a player either places both of their regular 🧍🧍 , or spends 4 💎 and places one 🧍, on one of the Special Action card piles and draws the top card of that pile. In either case, the pile is not blocked in the way that locations in the Mine are, and another player may use the same Special Action card pile on the same turn. The visible 🧍 side of the card's effects are resolved immediately, then the card is turned over and placed in the Mine as per the process described in the Mining Phase. If there is a 🧍 already on this location, the player owning that 🧍 now resolves the action of the original Mine card just before the new card is placed. The 🧍 then remains in place, essentially blocking the new location for this round. This 🧍 does not resolve again this round.

When all players have had one action, anyone who has a 🧍 remaining may now place a second, also restricted to available locations. This second placement is done in reverse order, beginning with the last player and going round in an anticlockwise direction. Any player who has no remaining 🧍 is skipped.

Action Resolution Phase

Once all workers have been placed, players resolve each of the Actions in order as follows:

Get Help – Any additional X X garnered from a Get Help location are placed now. The additional X X cannot be used to take a Special Action. If two or more players took a Get Help action, X X are placed in the order they took the Action, alternating placing the third and fourth X . If no Mine location is available by the time a X is to be placed, that X is lost. The Actions associated with any X are Resolved after the regular 🧍. If the current 1st player took a ✚ action, the 👤 marker is passed along clockwise to the next player.

Defend – Monsters in 🛡 locations containing a 🧍 are successfully defeated, and their effect is ignored. Players take a 🗡 for each 🧍 of theirs defending. Monsters in 🛡 locations with no 🧍 will now attack and their effect will impact all players, as detailed on the individual card. 🛡 locations are resolved beginning with the location in the top left of the Mine, moving left to right along the row, then top to bottom.

Mine – All 🧍 in ⛏ locations are now resolved, following the instructions on the card. ⛏ locations can be resolved in any order.

Forge – All 🧍 in ⚒ locations are now resolved, following the instructions on the card. If the 👤 took a ⚒ action, the 👤 marker is passed along clockwise to the next player.

End of Round

Recover all 🧍 from the play area. Return any X to the supply area.

Final scoring examples

At the end of the game:

1. Tom has 4 ⛏, 9 ⊙ and 8 ⚒. He loses to Sarah, who has 2 ⛏ but 10 ⊙ and 12 ⚒ because she has more of two of the three main resource categories.
2. Tom has 4 ⛏, 9 ⊙ and 8 ⚒., but Sarah has 2 ⛏ but 9 ⊙ and 14 ⚒. Both players have more of one resource than the other player but are tied for the third resource, making a tie overall. Sarah has 9 💎 discs, though, compared to Tom's 7, so she wins the tie and the game.
3. Tom and Sarah are tied for the main resources as well as for 💎. Sarah has 5 🗡 compared to Tom's 1 🗡, so she wins the tie and the game.
4. Tom and Sarah are tied for the main resources as well as for 💎 and 🗡. Tom wins the game, because he has forged more ⛏.

Combining sets

One copy of DWARF can be used to play the game with up to three players. With a second copy, the player count can be increased to five, as follows:

Set up each copy of the game as per the usual instructions, creating two play areas. Players using the same ⛏ colour should use one set standing, the other lying down, to distinguish between them.

During the Mining Phase, two cards are drawn from each Mountain and placed in their respective play areas.

Play continues normally through the Action Selection and Action Resolution Phases, with players being able to place their ⛏ on any available location, in either or both of the Mines. Any rules referencing affecting an entire Mine will apply across both play areas, to all 18 locations.

Solitaire play

In a solitaire game of DWARF, you'll face one of three levels of automated opponent, Eldhúsfífl, Andvéttr and Andvéttr faðir. Eldhúsfífl is your earliest opponent and will help you learn the basics of the game. Beat him to earn the right to challenge Andvéttr, who is a worthier opponent. Defeat Andvéttr, and you are ready to take on the mightiest of Dwarf lore, Andvéttr faðir.

Play proceeds the same as a two player game, with the following exceptions. Regardless of difficulty level, the automated opponent:

1. Always begins the round. Player order is never altered by any means.
2. Places his second ⛏ immediately after your first.
3. Immediately places his extra X X gained from a Get Help action and does not wait until the Action Resolution Phase.
4. Never takes a Special Action.

Eldhúsfífl

Within the Mine reference grid found on each card, there is a black ♣ icon.

This icon determines Eldhúsfífl's primary worker placement location.

For the first ⛏ placement each round, he checks the reference grid on the Mountain card that was most recently drawn and added to the Mine in the Mining Phase. The first ⛏ is placed in the location denoted by the black ♣ icon. For the second ⛏ placement, he checks the reference grid on the card where *your* first ⛏ was placed. Again, his ⛏ is placed in the location denoted by the black ♣ icon.

If Eldhúsfífl is unable to place his ⛏ there, due to it being occupied already, he selects the location matching the white ⛏ icon instead. If you forgo placing a ⛏, and instead take a Special Action, he follows the reference grid on the Special Action card.

If Eldhúsfífl ever selects a ➕ action space, he places the two extra X X in the same row as the ➕ location. If that is not possible, he places them in the same column as the ➕ location. If neither is possible, he places one ⛏ in the same row and the other in the same column.

Andvéttr

In general, Andvéttr looks to place his ⛏ in the same way as Eldhúsfífl. However, as a savvier opponent, there are situations where he chooses a different location:

If ever a ➕ location remains unoccupied when selecting a location for his second ⛏, he will take it. If more than one ➕ location is viable, he selects the first space encountered when moving left to right, top to bottom through the Mine.

The third and fourth ⛏ are placed in the same manner as Eldhúsfífl does.

If ever Andvéttr cannot use a location fully, such as not having the necessary resources to 🔨 an ⛏, he attempts to find an alternate location to place his ⛏. Moving left to right in the same row as his rejected location, he takes the first location that he can occupy. If there is none, he reverts to the original location even though he cannot use it.

In addition to the placement rules above, Andvéttr has two other powerful features:

Andvéttr is a master at the anvil. Whenever Andvéttr uses a 🔨 action during the Action Resolution Phase, he does so twice, if he has the required resources to do so.

Andvéttr revels in the glory of battle and seeks renown as a warrior. In addition to gaining 🎖 discs whenever *he* takes a 🛡 action, every time *you* take a Special Action, Andvéttr gains 🎖 discs, thus:

For the first Special Action, he gains one 🎖, for the second he gains two, and the third, three.

You may not take more than three Special Actions during the game.

If Andvéttr amasses 12 🎖 discs at any point, he instantly wins the game.

Andvéttr faðir

Andvéttr faðir follows all the same rules as Andvéttr, except that he never selects a location he cannot use.

If Andvéttr's placement rules fail to yield a usable location, Andvéttr faðir assesses all locations in the Mine, moving left to right, top to bottom until one is found.

Contents

66 cards:
54 language independent cards
(9 starting cards & 45 Mountain cards)
9 Special Action cards
3 reference cards
12 Workers in 3 colors, 4 of each color
106 Resource cubes (1x, 3x and 9x)
32 Gray cubes for Iron
32 Golden cubes for Gold
32 Blue cubes for Steel
10 Purple cubes for Items
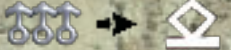24 Green discs for Medals
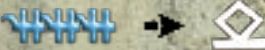**Start player marker**

Mountain Card Glossary

Iron Seam: Take three Iron from the supply.

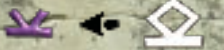**Gold Seam:** Take one Gold from the supply.

Alloy Steel: Return three Iron to the supply then take two Steel.

Forge Sword: Return three Steel to the supply then take one Item. *All forge actions are similar in that they create and Item but the requires resources vary - return the appropriate supplies and take an Item.*

Orc Raiders: If undefended at the end of the round, players cannot take ⬛ actions.

Knockers: If undefended at the end of the round, each player must return 1 Iron to the supply.

Dragon: If undefended at the end of the round, each player must return 1 Gold to the supply.

Great Dragon: If undefended at the end of the round, each player must return all Gold they possess to the supply.

Sidhe: If undefended at the end of the round, each player must replace two Gold they possess with two Iron. If a player only has one Gold, they must replace that with one Iron.

Reward for Valour: Any player with a 🏠 on the location earns 1 Medal per 🏠. This occurs on all 🛡 locations.

Get Help: You may place your 2 additional Workers this round.

Move 1st Player: If the player taking this Action is currently 1st player they must pass the 1st Player marker to their left. *This occurs on ⬛ and ➕ locations.*