

DWARF

The mines are filled with music. A thousand voices rise as one with the swinging of picks keeping rhythm. In the halls above, hammers beat out solos on anvils as legendary items are forged. Slow, meditative dirges whisper through claustrophobic tunnels, as iron is alloyed into steel, a mystical process that takes full concentration. Sometimes, the songs become a terrifying roar, turning into battle chants to accompany the felling of foes 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 artefacts 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...

Contents

66 cards

- 9 starting cards
- 9 Special Action cards
- 45 Mountain cards

In addition, you will need:

12 Workers in 3 colours, 4 of each colour

- 12 meeples (4 each in 3 different colours, meeples numbered 1-4 will help you)
- 60 cubes or counters of one colour (Iron)
- 45 cubes or counters of a second colour (steel)
- 45 cubes or counters of a third colour (gold)
- 12 cubes or counters of a fourth colour (items)
- 12 cubes or counters of a fifth colour (glory), for solo play only

Aim of the game

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

Game Setup

Organize the starting cards into a 3x3 grid, representing nine locations in the Mine, by placing each of the nine Starting cards in the position matching the "1" printed in the reference grid on the card. Shuffle the nine Special Action cards, and deal them, double-worker icon side face up, into three piles that are placed 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 color and takes 2 matching Workers (regular workers). Place the remaining Workers of the same color, 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 the letters “A” and “B” should be shuffled separately. The “A” cards should then be placed on top of the “B” cards to form The Mountain.

How to play

A game of Dwarf is played over a series of rounds, with each round consisting of three phases (Mining, Action Selection and Action Resolution). Play continues until one player has crafted 4 Items at which point the game ends (once the current round is completed), or if players need to draw cards from The Mountain and cannot.

Select a random start player to begin:

1. 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 filled in space on the card’s reference grid, covering any previous cards in that space. If both drawn cards end up needing to be placed in the same location, draw and place a third card. 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.

2. Action Selection Phase – Beginning with the start player and moving clockwise, each player must decide to either place a Worker on an available location in the Mine or select a Special Action card.

a) **Place a Worker** - A Worker may be placed on any of the nine locations not already occupied by another Worker. The placing of a worker in the Mine will result in the triggering of an Action in the Action Resolution Phase.

b) **Special Action** - To select a special action, no Worker is placed in the Mine. Instead, a player places both of their regular Workers on one of the Special Action card piles and draws the top card of that pile. Alternatively, a player may spend 4 glory tokens in place of one of the Workers (thus leaving one worker to be used normally). 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 Double Workers 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 a Worker already occupies the denoted location, the player owning that Worker immediately resolves the action of the original Mine card just before the new card is placed. The Worker then remains in place, essentially blocking the new location for this round. The Worker does not resolve again this round.

When all players have had one action, those who chose to place a Worker in the Mine will have one remaining and may now place a second, also restricted to available locations. This second Worker placement is done in reverse order, beginning with the last player and going round in an anticlockwise direction. Any player who selected a Special Action using both their Workers is skipped, as they will have no available Worker to use.

3. Action Resolution Phase – Once all workers have been placed, players resolve each of the Actions in order as follows:

a) **Get Help** – Any additional Workers garnered from a Get Help location are placed now. If two or more players took a Get Help action, Workers are placed in the order they took the Action, alternating placing the third and fourth Workers. If no Mine location is available by the time a helping Worker is to be placed, that Worker is lost. The Actions associated with these new Workers are Resolved after the regular Workers. If the start player took a Get Help action, the start player marker is passed along clockwise to the next player.

b) **Defend** – Monsters in Defend locations containing a Worker are successfully defeated, and their effect is ignored. Players take a Glory token for each Worker defending. Monsters in Defend locations with no Worker will now attack and their effect will impact all players, as detailed on the individual card. Defend 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.

c) **Mine** – Workers in Mine locations are now resolved, following the instructions on the card. Mine locations can be resolved in any order the player chooses.

d) **Forge** – Workers in Forge locations are now resolved, following the instructions on the card. If the start player took a Forge action, the start player marker is passed along clockwise to the next player.

4. End of Round - Recover all workers from the play area. Return any extra workers to the supply area.

Final scoring examples

1. Tom has 4 Items, 9 Gold and 8 Steel at the end of the game. He loses to Sarah, who has 2 Items but 10 Gold and 12 Steel because she has more of two of the three main resource categories.
2. Tom has 4 Items, 9 Gold and 8 Steel, but Sarah has 2 Items, 9 Gold and 14 Steel. 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 Glory tokens, 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 Glory. Sarah has 5 Iron compared to Tom's 1 Iron, so she wins the tie and the game.
4. Tom and Sarah are tied for the main resources as well as for Glory and Iron. Tom wins the game, because he has forged more Items.

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:

1. Set up each copy of the game as per the usual instructions, creating two play areas. Players using the same Worker colour should use one set standing, the other laying down, to distinguish between them.
2. During the Mining Phase, two cards are drawn from each Mountain and placed in their respective play areas.
3. Play continues normally through the Action Selection and Action Resolution Phases, with players being able to place their workers on any available location, in either or both of the Mines. Note that any rules referencing affecting an entire mine will apply across both play areas, i.e. 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 Worker immediately after your first.
3. Immediately places his extra Workers 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 meeple icon. This icon determines Eldhúsfífl's primary worker placement location. For the first Worker placement each round, he checks the reference grid on the last mountain card drawn and added to the mine in the Mining Phase. The first Worker is placed in the location denoted by the black meeple. For the second Worker placement, he checks the reference grid on the card where *your first Worker was placed*. *Again, his Worker is placed in the location denoted by the black meeple. If Eldhúsfífl is unable to place his Worker there, due to it being occupied already, he selects the location matching the white meeple instead. If you forgo placing a Worker, and instead take a special action, he places his Worker wherever you add that card to the mine.*

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

Andvéttr

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

1. If ever a Get Help location remains unoccupied when selecting a location for his second Worker, he will

take it. If more than one Get Help location is viable, he selects the first space encountered when moving left to right, top to bottom through the Mine. The third and fourth Workers are placed in the same manner as Eldhúsfífl does.

2.If ever Andvétr cannot use a location fully, such as not having the necessary resources to Forge an Item, he attempts to find an alternate location to place his Worker. 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, Andvétr has two other powerful features:

1.Andvétr is a master at the anvil. Whenever Andvétr Forges during the Action Resolution Phase, he does so twice, if he has the required resources to do so.

2.Andvétr revels in the glory of battle and seeks renown as a warrior. In addition to gaining Glory tokens whenever he takes a Defend action, every time you take a Special Action, Andvétr gains Glory tokens. For the first special action, he gains one Glory, for the second he gains two, and the third, three. You may not take more than three Special Actions during the game. If Andvétr amasses 12 glory tokens at any point, he instantly wins the game.

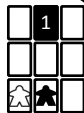
Andvétr faðir

Andvétr faðir follows all the same rules as Andvétr, except that he never selects a location he cannot use. If Andvétr's placement rules fail to yield a usable location, Andvétr faðir assesses all locations in the mine, moving left to right, top to bottom until one is found.



Iron Seam

Take 3 iron from the supply.



Iron Seam

Take 3 iron from the supply.



Iron Seam

Take 3 iron from the supply.

CARD SHEET 1



Iron Seam

Take 3 iron from the supply.



Iron Seam

Take 3 iron from the supply.



Iron Seam

Take 3 iron from the supply.



Gold Seam

Take 1 gold from the supply.



Iron Seam

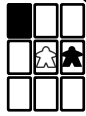
Take 3 iron from the supply.



Gold Seam

Take 1 gold from the supply.

A




Alloy Steel

Return 3 iron to the supply then take 2 steel.

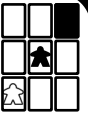
A



Orc Raiders

If undefended at the end of the round, players cannot take any  actions.

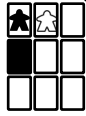
B



Forge Sword

Return 3 steel to the supply then take 1 item.

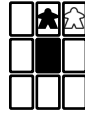
A



Great Dragon

If undefended at the end of the round, each player must return all gold they possess to the supply.

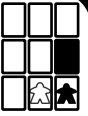
B



Knockers

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

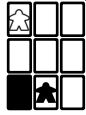
B



Alloy Steel

Return 3 iron to the supply then take 2 steel.

A



Forge Mace

Return 2 steel and 1 gold to the supply then take 1 item.

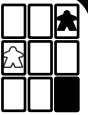
A



Gold Seam

Take 1 gold from the supply.

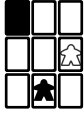
A



Iron Seam

Take 3 iron from the supply.

B




Alloy Steel

Return 3 iron to the supply then take 2 steel.

B



Orc Raiders

If undefended at the end of the round, players cannot resolve any  actions.

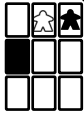
A



Alloy Steel

Return 3 iron to the supply then take 2 steel.

B



Dragon

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

B



Alloy Steel

Return 3 iron to the supply then take 2 steel.

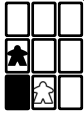
B



Get Help

You may place 2 additional workers this round. If you are 1st player, pass the 1st player marker to your left.

B



Forge Diadem

Return 1 iron, 1 steel and 1 gold to the supply then take 1 item.

B



Forge Helm

Return 1 steel and 2 gold to the supply then take 1 item.

B



Dragon

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

A



Gold Seam

Take 1 gold from the supply.

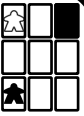
A




Alloy Steel

Return 3 iron to the supply then take 2 steel.

A



Orc Raiders

If undefended at the end of the round, players cannot resolve any  actions.

A



Forge Axe

Return 2 steel to the supply then take 1 item.

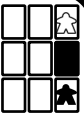
A



Get Help

You may place 2 additional workers this round. If you are 1st player, pass the 1st player marker to your left.

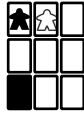
A



Forge Crown

Return 3 gold to the supply then take 1 item.

B



Iron Seam

Take 3 iron from the supply.

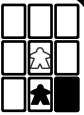
A



Dragon

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

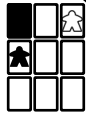
B



Iron Seam

Take 3 iron from the supply.

A



Sidhe

If undefended at the end of the round, each player must replace two gold they possess with two iron.

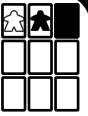
A



Sidhe

If undefended at the end of the round, each player must replace two gold they possess with two iron.

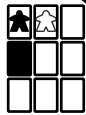
B



Get Help

You may place 2 additional workers this round. If you are 1st player, pass the 1st player marker to your left.

B



Gold Seam

Take 1 gold from the supply.

A



Gold Seam

Take 1 gold from the supply.

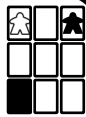
A



Knockers

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

A



Knockers

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

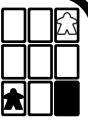
B



Alloy Steel

Return 3 iron to the supply then take 2 steel.

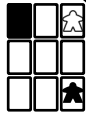
A



Forge Dagger

Return 1 iron and 2 steel to the supply then take 1 item.

B



Gold Seam

Take 1 gold from the supply.

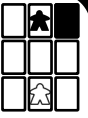
B



Sidhe

If undefended at the end of the round, each player must replace two gold they possess with two iron.

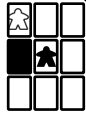
B




Great Dragon

If undefended at the end of the round, each player must return all gold they possess to the supply.

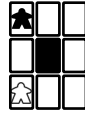
A



Orc Raiders

If undefended at the end of the round, players cannot resolve any  actions.

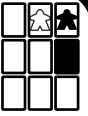
B



Gold Seam

Take 1 gold from the supply.

B



Forge Armour

Return 2 steel and 1 gold to the supply then take 1 item.

A



Get Help

You may place 2 additional workers this round. If you are 1st player, pass the 1st player marker to your left.

B



Knockers

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

A




Alloy Steel

Return 3 iron to the supply then take 2 steel.



Muster an Army

When resolving actions this round, treat all  locations as if they are occupied.



Hold a Council

Remove the top card from each location (leaving at least one card) and shuffle them back into The Mountain.



Sell an Item

Exchange 1 of your items for 5 resources of your choice.

CARD SHEET 7 FRONT



Past Glories

Name a card previously on top in any location and return it to the top of that location.




Special Order

Return 5 resources of your choice, including at least 1 of each type, to the supply and take 1 item.




Turn Back

Remove the top card from 1 location and shuffle it back into the mountain. Immediately place 1  on that location.

Designed by Andrea Ryffel



Apprentice

Place one  on a location occupied by the other player.

Remove from game in solo play.



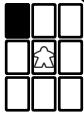
Collapse the Shafts

Remove the top card from each location and place it on the bottom of that stack.



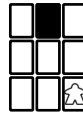
Run Amok

Collect all of the cards from each location, in turn, shuffle them and return them to that location.



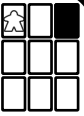
Iron Seam

Take 3 iron from the supply.



Iron Seam

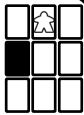
Take 3 iron from the supply.



Iron Seam

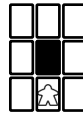
Take 3 iron from the supply.

CARD SHEET 7 BACK



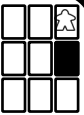
Iron Seam

Take 3 iron from the supply.



Iron Seam

Take 3 iron from the supply.



Iron Seam

Take 3 iron from the supply.



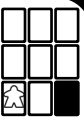
Gold Seam

Take 1 gold from the supply.



Iron Seam

Take 3 iron from the supply.



Gold Seam

Take 1 gold from the supply.