

created by Luis Brüh

DWARFS

fall



Dwar7s Fall 3rd Edition

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 on food. The fire dragons are sleeping. The frost giants are lurking. Fall is precious and it is vital to plan your actions wisely!

Game contents:



Game Credits:

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More games and support at: support@vesuviusmedia.com

Game Setup (2-4 Players)



A Open Space:

Leave some space at the middle of the table to play.

B Gems:

Sort gem cards by type and place them face up next to the board.

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 gets a campfire card and seven dwarfs (the same color as their kingdom cards).

E Ogres:

Shuffle the ogre cards and place them face down next to the board.

F Goals:

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

Play!

The youngest player starts the game. The other players proceed clockwise.

Player's turn

A player's turn is divided into three phases: Perform Actions, Resolve, and then Discard. Unless otherwise stated, each player, starting with the First Player, performs **all three phases** and then the next player (clockwise) proceeds. You first Perform Actions, then Resolve and finally Discard.

1. Perform Actions:

Each player may perform up to 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, Move a Dwarf** or **Upgrade one of your Workers**. You can choose any combination of actions. 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. Unless otherwise stated, you can place cards any way and any place you like, whether the walls match or not, whether it is inside your Kingdom or in an opponent's Kingdom.

During the first turn, the first player places the first kingdom card anywhere on the table. If you are using the Game Board or Mat, the first card needs to be placed in one of the four spots inside the yellow square (in the middle).

YOU CAN PLAY ANY KINGDOM CARD FROM YOUR HAND. THERE IS NO SET ORDER YOU NEED TO FOLLOW. YOU MIGHT START WITH YOUR OWN CASTLE TO GET AN EXTRA ACTION OR YOU MIGHT KEEP IT FOR LATER SO THAT YOU CAN PLACE IT MORE STRATEGICALLY.

You can only stack cards of **the same** type. You cannot stack on a card if there is a dwarf. **Nothing can be stacked on top of castles or monsters.**

Examples:





Place a dwarf: You can place a dwarf from your campfire 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 dwarfs as the card requires. For example the ruby mine requires three dwarfs while the emerald mine requires two in order to complete the task.

YOU MAY PLACE A DWARF
IN YOUR KINGDOM



YOU MAY PLACE A DWARF IN
AN OPPONENT'S KINGDOM



YOU MAY ALSO PLACE A DWARF
TO SPOIL AN OPPONENT'S PLANS



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).



THE BLUE PLAYER WANTED TO MOVE TWICE HIS DWARF TO THE GOLD MINE BUT HE CANNOT BECAUSE THE CASTLE HAS NO VACANT SPOTS AVAILABLE.



IT COSTS ONE ACTION TO MOVE A DWARF. IN THIS EXAMPLE YOU NEED TWO ACTIONS TO REACH THE DRAGON FROM THE MINE.



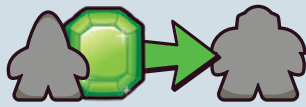
Upgrade one of your workers to special class meeples: You may upgrade one of the dwarfs in your campfire by spending one action and discarding the required gems. Class meeples have special abilities and will score extra Victory Points (VP) at the end of the game. Class meeples keep all their original racial traits.

Class Abilities:

Guardian:

2

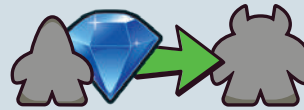
A kingdom card that has a guardian on it cannot be targeted by ogre cards.



Warrior:

2

By using one action with the warrior you may move one enemy meeple on the same card to an adjacent card.



King:

2

Placing the king from your pile on a kingdom card is a free action.



As an action, during your turn, you may discard the required resources to upgrade one of your dwarfs to a special class.



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

UNLESS OTHERWISE STATED, YOU MAY ONLY PLAY OGRE CARDS DURING YOUR ACTIONS PHASE. BE MINDFUL OF YOUR HAND SIZE. IF YOU GET AN OGRE CARD DURING THE RESOLVE PHASE AND YOU EXCEED YOUR HAND SIZE, THEN YOU MIGHT HAVE TO DISCARD IT WITHOUT EVER PLAYING IT!



IN THIS EXAMPLE, DURING THE ACTION PHASE, THE BLUE PLAYER PLACED A KINGDOM CARD, PLACED 2 DWARFS AND PLAYED AN OGRE BRUTE (AS A FREE ACTION) TO SWAP THE YELLOW DWARF WITH THEIR BLUE.



Ogre Cards Abilities:

Each ogre card counts towards your hand limit and is not worth victory points at the end of the game.



Ambush:

Remove all dwarfs from the target kingdom card. Dwarfs return to their owner's campfires.



Crown:

Steal all ogre cards from an opponent.



Panic:

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



Brute:

Swap an opponent's dwarf on a kingdom card with one of yours on another kingdom card.



Thief:

Steal a random gem from an opponent.

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 campfire and then execute the card's 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 your campfire unless they complete a task. If there is something blocking the kingdom card (for example there is a dragon in the kingdom where your dwarfs were mining), dwarfs return to your campfire but the task is not completed (e.g. you get no gems). 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.

IF YOU HAVE ENOUGH DWARFS ON A CARD TO COMPLETE A TASK, THEN YOU MUST COMPLETE IT. YOU CAN NOT CHOOSE TO WAIT FOR THE NEXT ROUND.



IF SOMEONE BLOCKS ONE SPOT REQUIRED FOR YOU TO FULFILL A TASK (E.G. TO DEFEAT A MONSTER YOU WILL NEED 5 DWARFS). THESE DWARFS ARE STUCK. THEY WILL STAY ON THEIR SPOTS ON THE BOARD UNTIL YOU MOVE YOUR DWARF TO AN ADJACENT KINGDOM CARD OR SOLVE THE ISSUE WITH THE HELP OF THE OGRES.

IF THERE ARE ENEMY DWARFS ON THE SAME KINGDOM CARD AS YOU, BUT YOU MANAGED TO PLACE THE REQUIRED AMOUNT OF DWARFS THERE, YOUR DWARFS WILL RETURN WITH THE TASK COMPLETED. IN THE EXAMPLE ON THE RIGHT, THE BLUE PLAYER WOULD GET HIS DWARFS BACK AND ONE OGRE CARD, WHILE THE YELLOW DWARF WILL REMAIN ON THE GAME BOARD.



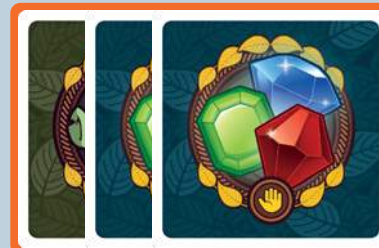
IF THERE IS A DRAGON INSIDE A KINGDOM, ALL MINES IN ITS KINGDOM AWARD NO GEMS WHEN YOU FULFILL A TASK. BUT YOU NEED TO RETURN THE DWARFS THAT COMPLETED THAT TASK TO YOUR CAMPFIRE ANYWAY.

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 can not discard kingdom cards from your hand.

BECAUSE NONE OF THESE CAN BE DISCARDED...



...ONE OF THESE MUST BE DISCARDED!

WHEN DISCARDING, YOU CHOOSE FROM THE CARDS IN YOUR HAND THAT CAN BE DISCARDED (GEMS OR OGRES). KEEP IN MIND THAT DISCARDING MEANS THAT YOU WAISTED ACTIONS.



DISCARDED GEMS GO BACK TO THEIR ORIGINAL PILE.



OGRES GET DISCARDED INTO A DISCARD PILE. SHUFFLE IT BACK IF THE OGRE PILE GETS DEPLETED



Kingdom Cards

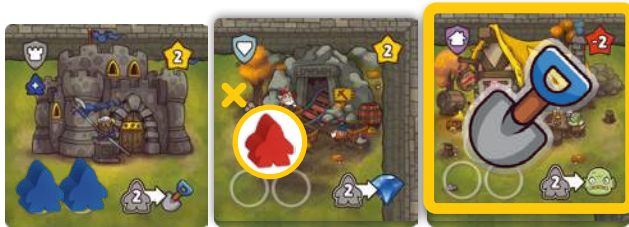
Each player starts the game with 9 kingdom cards in their hand. Keep in mind that once you play a kingdom card from your hand, every player will get the chance to place their dwarfs on it to use it.

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 your castle in play, grants you one extra action per turn. This extra action is available even at the same phase you play your Castle.



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 (e.g. dragons or frost giants).

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 to prevent the plans of your opponents.

Your Kingdom includes ALL kingdom cards you can walk to from your castle without passing through walls. Unless otherwise stated, you can place your dwarfs and resolve tasks in any Kingdom card on the board (not only inside your Kingdom).

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 your kingdom.



THE BLUE PLAYER HAS 5 CARDS IN THEIR 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.

Be careful! If you have enough dwarfs on a mine to perform a task, and, for whatever reason, you cannot complete it, these dwarfs will return to your campfire at the end of your turn empty handed.



PLACE TWO DWARFS TO GET ONE GREEN GEM IN THE RESOLVE PHASE.



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 campfire without collecting a diamond card.



3. Monsters:



Monsters are scary and territorial beasts. You can not stack any card on top of a monster. Having any monster within the walls of a kingdom will also prevent any digging actions 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**.



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 campfire without collecting a ruby card.

Monster abilities:



Frost Giant: Blocks the extra action from castles.



Forest Dragon: Blocks mines from working.

4. Tavern:

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

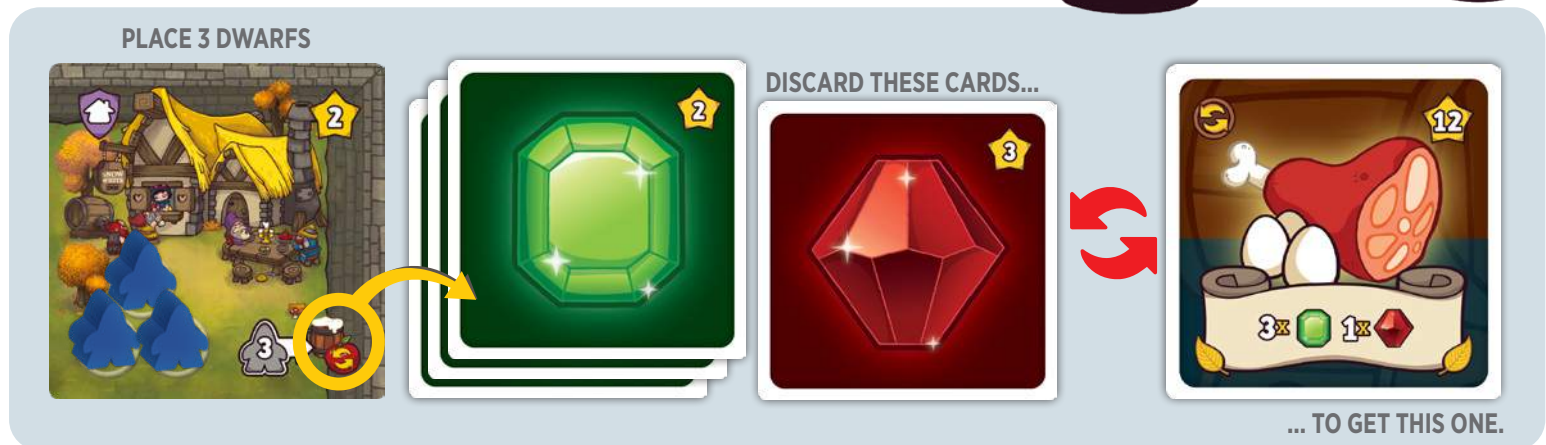
You cannot move an opponent's dwarfs. If someone blocks you (for example: while you are trying to kill a dragon, the opponent puts a dwarf on the monster's card), then the only way to get rid of them is to hire the ogres to do your dirty work.

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 during your resolve phase exchange the number of gems shown on one of the trading goals to buy it. Return the gems to the appropriate gem piles and take the trading goal card. Trading goals are placed face up on the table beside your campfire, and they do not count towards your hand limit. Refill the trading goal's position with the top card of the trading goal deck. You can acquire only one trading goal per trade.



Goals

There are two types of goals, each of which gives you Victory Points (VP) 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 at the time they are revealed.



Keep completed trading goals, completed dragon eggs, your secret goal and the monsters that have defeated face up on the table beside your campfire. **They do not count towards your 9 cards hand limit.**

Endgame

When a player completes at least **3 goals**, at the end of their turn, 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, Dragon eggs or your Secret Goal. Each one of them gives a specific amount of Victory Points shown on the card.



Defeated Monsters: Every monster you defeat during the game gives you 3 Victory Points.



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' cards) 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.

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 at the time it is revealed.

Description of the cards:



Architect:

Your kingdom must have 8 kingdom cards or more.



Berserker:

Defeat at least 2 monsters of any type (e.g. 2 Dragons or 1 Dragon and 1 Frost Giant etc).



King:

Your kingdom must be worth 10 Victory Points or more.



Miner:

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



Ogre in disguise:

You must have at least 5 ogre cards in your hand.



Researcher:

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



Wizard:

You must have at least 5 emeralds in your hand.



Adventurer:

You must kill a monster using at least three different types of classes (e.g. on dwarf, one warrior and one king).

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



Royal Decrees Expansion

This expansion introduces random environmental rules that affect all players and spice up the gameplay. You should familiarize yourself with the core game, before adding this expansion. It will make the game way more competitive. To play with the Royal Decrees, at the beginning of the game, shuffle all the scenario cards and draw one at random. Then, based on that scenario card, put into play the relevant Royal Decrees.

Scenarios:



Fortune Teller: Draw 3 Random Royal Decrees



Bloodthirsty: Bar fights, Hired Hands, Experienced Beast Hunters, Battle Memorial



Chaos Control: Crazy Balloonists, The Dwarfs way



Siege: fortress, Battle Memorial, Greedy Landlords



Axe Gospel: Hard Workers, Charming Merchants, Greedy Landlords

Royal Decrees:



Hard workers: Use the axe as a first player's token. Gameplay is divided into two phases:

Morning: The first player performs actions, but does not resolve nor discard. After that, clockwise, each player does the same.

Night: The first player resolves and then discards. After that, clockwise, each player does the same. At the end of night phase, the first player token is passed to the next player.



fortress: You may place dwarfs only on cards in your own kingdom or on cards that are part of no kingdom. If for any reason, there are no valid spots to place a dwarf, you may spend 1 action to rotate any one kingdom card with no Meeples on it.



Experienced Beast Hunters: Each defeated monster decreases the amount of Meeples you need to defeat the next monster by 1 to a minimum of 3.



Battle Memorial: When a monster is killed, after removing its card from the board, place a Memorial card in its place. The Memorial card introduces a new action in the game that allows you to rotate any one empty kingdom card on the board by 90 degrees towards any direction.



Charming Merchants: You may use a completed trading goal's costs as resources in order to buy a new trading goal with higher price. If you do, return the previous trading goal back to the trading pool.



Greedy Landlords: if two or more players share a kingdom they divide (round down) the kingdom VP by the number of players sharing the kingdom at the end of the game.



The Dwarfs way: If, in the end of your turn, there is a kingdom card full of dwarfs, but no task can be resolved, return all dwarfs to their owners. It does not apply to monster cards.



Hired Hands: You may discard an ogre card (without using its effect) to gain 1 action this turn.



Bar fights: If you have 3 dwarfs on top of an ogre tavern, you may draw 2 ogre cards (instead of 1).



Crazy Balloonists: You may not place more than 1 dwarf from your pile on the same kingdom card each turn (you still have your 3 or 4 actions as usual).