

created by Luis Brüh

# DWARFS

## fall



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MEDIA

# Dwar7s fall

*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!*

## Core Game contents:



## Game Credits:

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# comic strip 1

# Game Setup



## 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:

Give to each player a campfire card and 7 dwarfs of the same color as their kingdom cards.

## E Ogres:

Shuffle the ogre cards.

## f Game Board:

Place the game board at the middle of the table.

## Play!

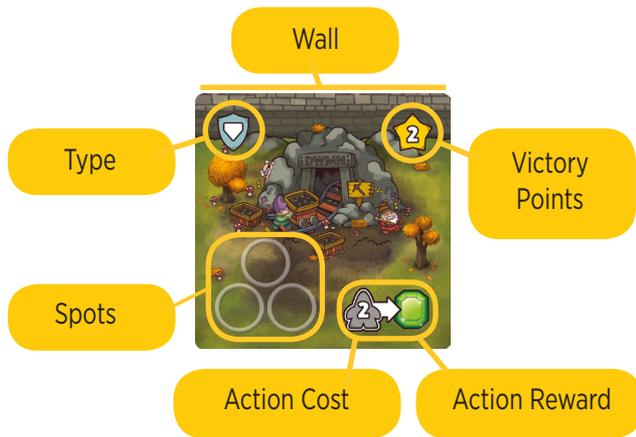
The youngest player starts the game. After him, the other players proceed clockwise.

# Player's turn

A player's turn is divided into three phases: Perform Actions, Resolve, and 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** 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. Unless otherwise stated, you can place or stack cards any way and any place you like, whether the walls match or not, whether it is inside you Kingdom or in an opponent's one.

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

**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 with a dwarf on it. **Nothing can be stacked on top of castles or monsters.**





YOU MAY PLACE ONE KINGDOM CARD ADJACENT TO ANY PREVIOUS PLACED KINGDOM CARD.



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



NOTHING CAN BE STACKED ON TOP OF CASTLES, MONSTERS OR CARDS WITH DWARFS





**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 meeple 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.

YOU MAY PLACE A DWARF  
IN YOUR KINGDOM



YOU MAY PLACE A DWARF  
IN AN ENEMY 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.

YOU MUST SPEND ONE ACTION PER DWARF PER KINGDOM CARD THAT YOU WANT TO MOVE. IN THIS EXAMPLE YOU NEED TWO ACTIONS TO REACH THE DRAGON FROM THE MINE.



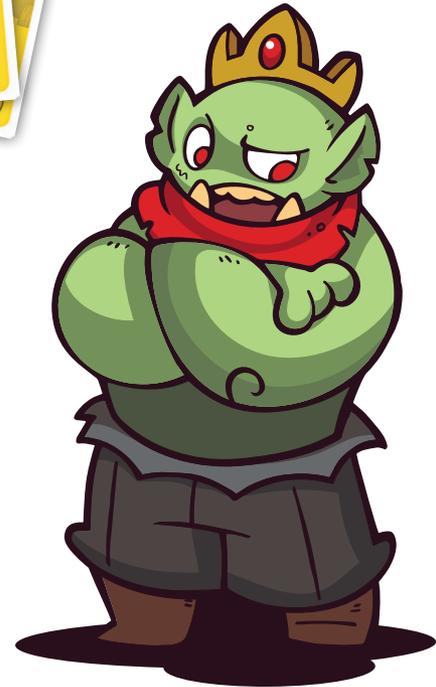
**Play an Ogre Card:** Playing an ogre card is a FREE action. You can play more than one ogre card during your Actions' Phase.

UNLESS OTHERWISE STATED, YOU MAY ONLY PLAY OGRE CARDS DURING YOUR ACTIONS PHASE.

BE MINDFUL OF YOUR HAND SIZE. IF YOU GOT AN OGRE CARD DURING THE RESOLVE PHASE AND YOU EXCEEDED YOUR HAND SIZE, THEN YOU MIGHT HAVE TO DISCARD IT WITHOUT EVER PLAYING IT!



THE BLUE PLAYER, IN A SINGLE ACTION PHASE, PLACED A KINGDOM CARD, PLACED 2 DWARFS AND PLAYED AN OGRE BRUTE (AS A FREE ACTION) TO SWAP THE YELLOW'S DWARF FOR THEIR BLUE DWARF.



## 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 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 on the card, then leave the extra dwarf on the card and remove the other two. Exceeding dwarfs remain on the board.

**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 IN THE SAME KINGDOM CARD AS YOU, BUT YOU MANAGED TO PLACE THE REQUIRED AMOUNT OF DWARFS THERE, THEY WILL RETURN WITH THE TASK COMPLETED. (IN THIS CASE, BLUE PLAYER WOULD GET HIS DWARFS BACK AND ALSO ONE OGRE CARD) BUT THE YELLOW DWARF WILL REMAIN ON THE GAME BOARD.**





IF THERE IS A DRAGON INSIDE A KINGDOM, ALL KINGDOM CARDS IN ITS KINGDOM AWARD NO GEMS WHEN YOU FULFILL A TASK. BUT YOU NEED TO RETURN THE DWARFS THAT COMPLETED THAT TASK TO YOUR PILE 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) WHICH ONES YOU WILL DISCARD. KEEP IN MIND THAT DISCARDING MEANS THAT YOU WASTED ACTIONS.



DISCARD GEMS GO BACK TO ITS 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 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:** 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 (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.

**Your Kingdom includes ALL kingdom cards you can walk to from your castle without passing through walls. Unless otherwise stated, more than one castles may share (be present in) the same 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 the kingdom.

Unless otherwise stated, more than one castles may share (be present in) the same 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 can not stuck 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.**



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. 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.

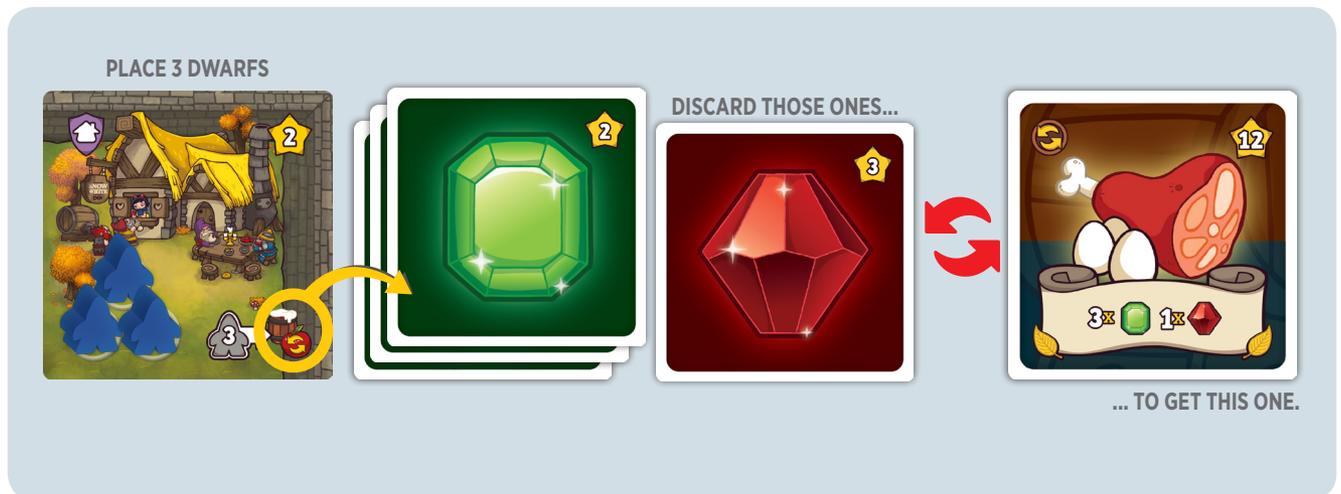
### Using an ogre card is a free action.

Each ogre card count 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 acquire only one trading goal per trade.



# 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:** 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.



### Brute:

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



### 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.



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.



### Berserker:

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 meeple 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.



# Comic strip 2

# The Troll's Bridge Expansion

*"The troll is a mighty force of nature. He's a highly intelligent being, with no known allies and no agenda. As far as my research goes, he also seems to be unstoppable by our weapons. This troll can be ruthless... and kind. Can easily destroy our defenses, or help us in moments of need... All depending on his mood. Having a troll in our outskirts this close to the winter is the worst thing that ever happened to us. And also a bliss" — Samwell the wise.*

## 1. Expansion contents:



Every card that belongs to this expansion is marked with: 

## 2. Additional Game Setup:

### A The Troll's Bridge:

- 1) In addition to the core game setup, place the troll's lake kingdom card at one of the 4 squares at the center of the game board. This will be your starting tile.
- 2) Place the Troll and his Bridge meeples at the lake kingdom card.

### B A Moody Beast:

Shuffle the Mood deck and place it face up on the side of the board. Place the troll's toll on the topmost slot of his mood track.



### C Ogres:

Shuffle this expansion ogre cards along with the other ones at the Ogre's pile.



### D Roaming:

Shuffle the Roaming deck and place it face down on the side of the board. If at any point during the game the roaming pile run out of cards, shuffle it back to renew it.



### 3. The Troll

As rules concerning, the troll meeple always:

- 1) Do not occupy slots at a kingdom card.
- 2) When moving, ignores walls.
- 3) Unless otherwise stated, cannot be targetted by ogre cards.
- 4) Unless otherwise stated, you cannot dig the kingdom card that the hes is upon.
- 5) If, for any reason, the it leaves the board (e.g. he was on a monster tile when you have defeated a monster), place the troll meeple back at his bridge.



### 4. Pay the toll

By placing dwarfs at the troll's bridge, you are able to control the troll's actions. At a cost of 1 dwarf, you may move him up to 2 kingdom cards and then perform his mood. Every time that you do it, move the troll's toll one step further on his mood track. As the Trolls lake has 3 slots, you are able to pay the toll, and move the troll, up to 3 times in a same resolution phase.

### 5. Roaming Troll

If you don't spend actions to activate the troll in your turn, the troll will be roaming through our lands at his own will. At the end of your resolve phase, flip a card from the Roaming pile to see where he walks towards to. Perform his mood (if applicable) and then move the troll's toll one step further on his mood track.

### 6. Changing the troll's mood

Once the Toll chip surpasses the bottom trolls face step, place the mood card below the last card at Mood pile and change his mood to the next one by placing the Toll chip at the topmost position on the next card mood track. **You should never shuffle the mood pile once the game is started.**



## 7. Mood Cards:



### Scary:

Remove all meeple from its kingdom card.



### Warband Leader:

Its kingdom card produces 2x Ogres instead of what is listed on top of the card. The dwarfs cost remains the same.



### Miner:

Its kingdom card (if it is a mine) produces twice the amount of gems listed.



### Mighty:

Its kingdom card (if it is a monster) requires 3 dwarfs to be defeated, instead of 5.

## 8. Roaming Cards:



### Sleep Walking:

Based on trolls lake position, move the troll meeple once following the arrows.



### Mourning:

Based on trolls lake position, move the troll meeple twice following the arrows.



### Crazy stunt:

Based on trolls lake position, move the troll meeple twice following the arrows.



### Running:

Based on trolls lake position, move the troll meeple three times following the arrows.

## 9. New Ogre Cards:



### Troll King:

This card can be used on 2 possible ways. You can use it to deny somebody else's ogre card used targeted against you; or discard it on your turn to get 2 ogre cards from the deck right away.

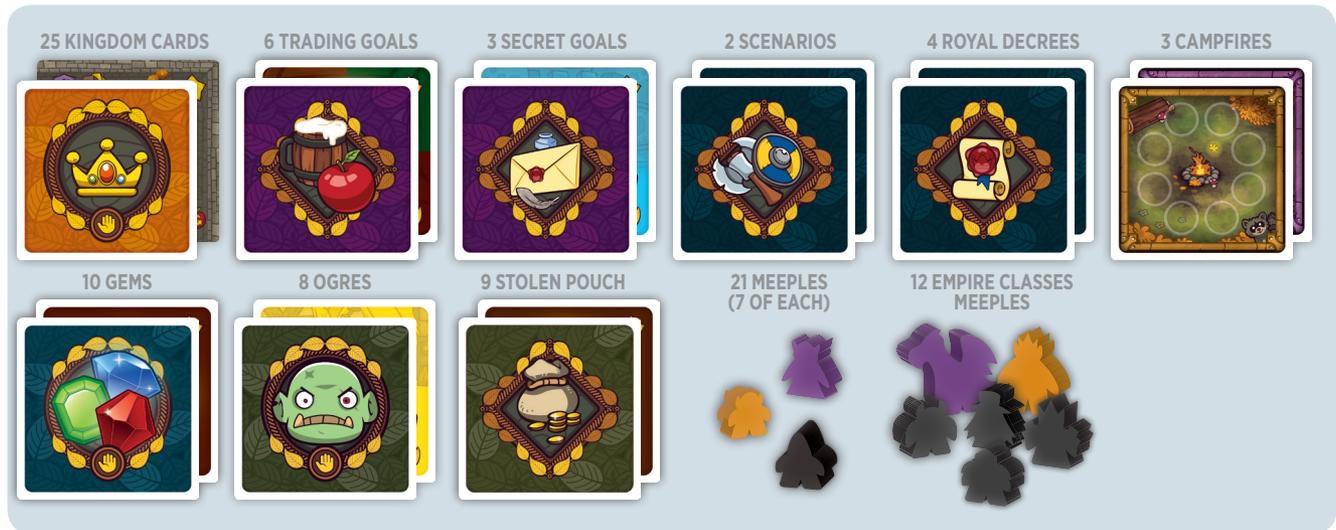
# Comic strip 3

# The Empires Expansion

*As the temperature decreases, the other nations finally join the battle for resources. Will the nasty ogres prevail over the dwarfs or will the elves rule all kingdoms?! But they aren't alone in this fight... from the bottom of the crystal caves, one more dwarf king emerges. The winter is near... The kingdoms need to prepare.*

This expansion introduces 3 new player races: the Elves, the Ogres and the Crystal Dwarfs. Each race follows all core game's rules, but in addition has some extra characteristics. You can use them to either replace Dwarfs when playing up to 4 players, or add more than 4 players to your game.

## Components:



Shuffle secret goals and ogre cards along with their decks from the core game. Trading goals will be shuffled following some rules as described in “Dragon eggs”.

## Playing with 5 players or More:

In order to reduce the overall game length in a larger groups of players, we strongly recommend to change the endgame trigger to **two completed goals, instead of three** (trading goals and also secret goals count toward this limit).

If you want to reduce the downtime we recommend that you activate the “high ho” royal decree.

# Playing as an Elf

*Elves are the most effective monster hunters in the kingdoms. Their elven accuracy is extremely useful when fighting beasts while gathering provisions for the next winter.*

## 1. Starting Hand:



Elves will start the game with the purple kingdom cards, one random secret goal and the 7 purple elven meeple.

## 2. Strengths and weaknesses:

**Reciprocity:** All cards (secret goals, ogre cards and royal decrees) that may apply to dwarfs will work the same way to elves.

**Slow Gathering:** Elves do not gather gems as well as dwarfs. In order to complete tasks on the mines, elves will need to have 3 meeple on top of it, no matter the action cost described on the mine (example: gathering an emerald will cost 3 instead of 2).

**Elf accuracy:** Your meeple are able to fight monsters from afar. For the purpose of defeating a monster, you can also count elf meeple from adjacent cards not blocked by walls. You need at least 1 elf on the monster card to successfully slay it.

**Clean Shot:** Monsters defeated by elves are worth 4 VP instead of 3.

**Monster Scales:** Once per turn, as a free action you may discard a defeated monster to the box. If you choose to do so, you may gather gems of value up to 4 VP (example: one gold and one ruby).

**Classes (for elves):** You may buy the dragon as an extra meeple and upgrade one of your elves into the alchemist.



IF YOU HAVE 2 MEEPLES ON THE DRAGON CARD AND ANOTHER 3 ON AN ADJACENT MINE, YOU CAN SLAY THE DRAGON AND ALSO TAKE THE GEM AFTERWARDS. AS THE OTHER TWO ELVES ARE BLOCKED BY A WALL THEY WON'T BE ABLE TO JOIN THIS FIGHT BUT THEY STILL GET THEIR OGRE CARD.

# Playing as an Ogre

*At first glance, you may think that ogres are just chaotic beings without culture or manners. But the very nature of dwarf society relies on them. They do what is needed in order to keep peace and take the blame for it. As the fall nears its end, one ogre warband went rogue and decided to take a cut of the kingdoms for themselves.*

## 1. Starting Hand:



Ogres will start the game with the orange kingdom cards, two random ogre cards, one random secret goal and the 7 orange ogres.

## 2. Strengths and weaknesses:

**Reciprocity:** All cards (secret goals, ogre cards and royal decrees) that may apply to dwarfs will work the same way to ogres.

**Slow Gathering:** Ogres do not gather gems as well as dwarfs. In order to complete tasks on the mines, ogres will need to have 3 meeples on top of it, no matter the action cost described on the mine (example: gathering an emerald will cost 3 instead of 2).

**A life of Party:** Ogres count every kingdom card that is worth -2 VP within their castle walls (including their own castle) as +2 VP instead.

**Thievery:** Every time you perform an action towards an enemy meeple (such as Brute, Ambush, Panic or the ability of your King) you also get one stolen pouch. Stolen pouches do not go into your hand. You may keep them on the board next to you.

**Pawnbroker's:** Once per turn, as a free action you may discard up to 4 stolen pouches back to their pile. If you choose to do so, you may gather gems that worth the same VP value (example: 4 stolen pouches can be traded for 2 emeralds).

**Classes (for ogres):** You may buy the Ogre King as an extra meeple and upgrade one of your ogres into the alchemist.



ON THE SETUP PHASE, PLACE THE STOLEN POUCH PILE NEXT TO THE GEM CARDS.



IF YOU PLACE 3 MEEPLES ON THE OGRES CASTLE, YOU GET 2 OGRE CARDS.



# Playing as a Crystal Dwarf

*From the bottom of the crystal caves they came. They looked almost like us. But their hearts were cold and their souls darkened by hatred. Without any hesitation they unleashed the creatures upon us. We never stood a chance.*

## 1. Starting Hand:



Crystal dwarfs will start the game with the black kingdom cards, one random secret goal and the 7 black dwarf meeples.

## 2. Strengths and weaknesses:

**Reciprocity:** All cards (secret goals, ogre cards and royal decrees) that may apply to dwarfs will work the same way to crystal dwarfs.

**Gather gems:** you just need to place the exact amount of meeples described on the mine card in order to fulfill the task.

**Suspicious:** You can not use another players castle.

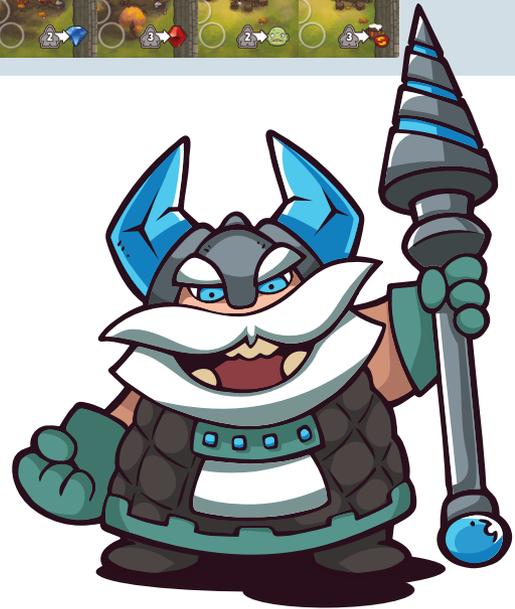
**Frost Invasion:** When crystal dwarfs are in play, the frozen invasion royal decree will always be active.

**Frozen Heart:** Once per turn, as a free action, you may transform one of your gems into a diamond.

**Frozen Soul:** You don't lose your extra action or mine VP (due to the Frost Invasion) by having frost giants in your kingdom.

**Classes (for Crystal dwarfs):** You can upgrade your crystal dwarfs into king, guardian, warrior and alchemist.

**Diamond Helmets:** To upgrade your meeples into classes costs you 1 more diamond than the regular cost for other dwarfs. (example: you need two diamonds to upgrade one of your dwarfs into warrior).



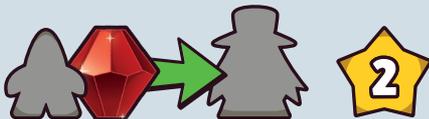
THE CRYSTAL DWARFS ARE NOT AFFECTED BY ANY FROST GIANT OR THE FROST INVASION ROYAL DECREE.

# The Empire Classes

To upgrade your meeples into class meeples you must spend one action during perform action phase and the required required gems. Upgraded meeples have special abilities and will score extra VP at the end of the game. Upgraded meeples keep their racial traits.

## Alchemist:

By using one action with the alchemist you transform a gem into any other gem (except gold into ruby).



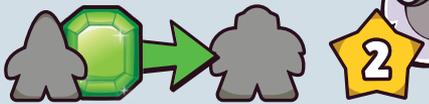
## Warrior:

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



## Guardian:

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



## King:

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



## Ogre King:

By using one action with the ogre king, you may discard a meeple on the same card. Placing the ogre king from your pile on a kingdom card is a free action.



## Dragon:

Placing the dragon from your pile on a kingdom card is a free action. A kingdom card that has a dragon on it cannot be targeted by ogre cards.



# Empire Monsters

Monsters are scary and territorial beasts. 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 castle from working.



**Frost Giant:** Blocks the extra action from castles.



**Forest Dragon:** Blocks mines from working.



**Big Bad Wolf:** Blocks inns from working.



**Treant:** Blocks the extra action from castles.

# Dragon Eggs

If you are playing with less than 4 players, place the 4+ players eggs back on box. Shuffle the remaining dragon eggs with the other trading goals. To complete any trading goal you must perform a trade at the general store. Place 3 meeples there and in the resolve phase of your turn exchange the number of gems + defeated monster shown on one goal to buy it. Return the gems to the appropriate gem decks, discard the monster back in the box and take the trading goal card. Refill its position with the top card of the trading goal deck.

PLACE 3 MEEPLES



DISCARD THESE CARDS...



... TO GET THIS ONE.

# New Ogre Cards

Shuffle the new ogre cards along with the others from the core game deck.



**Wrecking Ball:** Remove all meeples from the target card and then (if possible) do a digging action there.



**Extra copies:** To keep the balance, shuffle the extra ogre card copies along with the core game cards.

# New Secret Goals

Shuffle the new secret goals cards along with the others from the core game deck.



**Zookeeper:** Your kingdom must have 3 living monsters or more.



**Townsmen:** Your kingdom must have 3 inns (taverns or general stores) or more.



**Warlock:** You must have at least 5 diamonds in hand.



**Adventurers:** Kill a monster using at least three different types of meeples.

# comic strip 3

# Royal Decrees Expansion

At the beginning of the game, shuffle all the scenario cards and draw one at random. Then based on that scenario card activate 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



**Damsel in Distress:** Dragon King, Frost Invasion, Dwarf Merchants and all decrees from Chaos Control



**Lords of the Arena:** Hidden Tunnels, and all decrees from the Siege, Bloodthirsty and Damsel in Distress

## Royal Decrees:



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

**Morning:** The first player performs his actions, but does not resolve nor discards. 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 axe is passed to the next player.



**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.



**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.



**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 meeple on it.



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



**Battle Memorial:** When a monster is killed, place a Memorial card in its place. The Memorial card allows you to rotate any one empty kingdom card.



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



**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).



**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.



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



**Dragon King/Frost Invasion:** during the scoring phase negate VPs from mines with dragons or giants in their kingdom. You can not trigger the end game at the same turn you played a monster from your hand. After the end game is triggered players are not allowed to play new monsters from their hand.



**High No:** Every player starts the game with only 1 action per turn (instead of 3).



**Hidden Tunnels:** You may move one dwarf from a mine into any mine on the board with only one action. The target kingdom must not have a dragon inside it.

### 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