

created by Luis Brüh

DWARFS

* winter *



VESUVIUS
MEDIA

Game Setup

Winter is upon us. To survive it, the dwarfs needed to prepare. But our walls are finally ready. And now we need heroes to lead us against our enemies! I must say, this battle won't be easy. But the bard's songs will prevail.



A Monsters:

Shuffle Monster cards. Place monster cards and its miniatures within easy reach from all players.

B Game Board:

Place the game board at the center of the table.

C Heroes:

Shuffle Hero cards and then reveal 4.

D Disasters:

Shuffle Disaster cards and place disaster tokens within easy reach from all players.

E Player Boards:

Give a player board and 5 player tokens for each player.

F Player Miniatures:

Each player receives 7 dwarfs of their chosen color.

G Starting Cards:

Each player receives 7 starting cards (1 of each) to form their hand.

Play!

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

Game Overview

You built and defended your kingdom, and now that Winter is here, you need to battle the harsh elements and chillingly scary monsters. Dwarfs Winter is a hand-building, worker placement, resource management game with tower defense elements in the gameplay. Each player wants to achieve the most victory points, but the only way to survive the winter is to work together.

A game of Dwarfs Winter last 7 rounds, here named weeks. Each week is divided into 4 main phases. After the end of the 7th week, final scoring takes place, and the winner is determined.

Phase 1: Enemy invasion

Phase 2: Prepare yourself

Phase 3: React

Phase 4: Check winning or losing conditions

To count down the weeks, at the beginning of the game, place the Hammer token on the first spot at the winter track.



Phase 1: Enemy invasion

At the beginning of this phase, monsters try to take over your fortress. You first move any existing monsters 1 step closer to your castle, then apply their special abilities.



Example: move monsters one zone closer to the castle....



1.1) spawn new Monsters

After moving monsters that are already on the board, spawn new monsters up the monster limit (the number of players +1). At this phase, make sure that you have exactly the same amount of monster as your monster limit active.

Monster Limit: 1 Player: 2 monsters; 2 Players: 3 monsters; 3 Players: 4 monsters; 4 Players: 5 monsters.



Example: In a 3 players game, spawn 4 monsters at the walls.

1.2) Reveal a Disaster

One time at each round, reveal one disaster card from the deck and place a disaster token on that location.



You cannot produce resources on regions that have active monsters or disasters.

Phase 2: Prepare yourself

At the beginning of each week you may choose 7 cards from your personal deck to play. So form your strategy and choose your cards wisely!



Everybody starts the game with the same 7 starting hero cards in their hand. During the course of the game you can hire more heroes to upgrade your personal deck. If you are playing with less than 4 players, put any remaining starting hero cards (marked with zero vps) back to the box.

If you have more than 7 hero cards, keep the remaining at your personal deck face down near to your player board.

Phase 3: React!

On his/her turn, each player has 5 actions points that can be used to perform any combination of the various actions such as: **Place a Dwarf**; **Move a Dwarf**; **Acquire a Hero**; and **Play a Music** (High ho! High ho!). You may also **defeat a monster or overcome a disaste as free actions** if you have the required amount of dwarfs and ressources needed.



3.1) Place a Dwarf

By spending one action, you may place one dwarf from your campfire into any zone, but you may never place 2 dwarfs at the same zone in the same turn.



3.2) Move a Dwarf

If your dwarf is already on the board, you may spend one action to move it into any adjacent zone.



3.3) Acquire a Hero

In order to acquire a Hero card, you must spend one action and pay the described price (written on the game board). Then place the card at your hand. You may only hire one hero at a turn. If you do it, slide cards to the right to fill gaps and reveal a new one.



3.4) Play a Music

Spend one action to choose one out of the four musical instruments. You may activate every card, from your hand, that matches this song symbol and resolve one at a time. Then, all players may follow your music by activating their same symbol cards. You may only play one music at a turn.

3.5) free action: Defeat a monster



In your turn, If you have the amount of dwarfs required and the resources needed to defeat it, remove the dwarfs from the board (and also the resources spent) to claim the monster card as prize. Keep it facedown near your player board. It will count as victory points at the end of the game. Remove the defeated monster figure from the board.

3.6) free action: Overcome a disaster



In your turn, If you have the amount of dwarfs required and the resources needed to overcome a disaster, remove these dwarfs from the board (and also the resources spent) to claim the disaster card as prize. Keep it facedown near your player board. It will count as victory points at the end of the game. Then Receive 2 gold. Remove the disaster token from the board.

Phase 4: Check winning or Losing conditions!

If, at the end of the round, you have the number of players plus two Disasters active or a Monster inside your castle, then you all lose the game! If you are still alive, move the winter token by one, and then pass the first player token to the next player.



If this is the end of the 7th week and you manage to not lose your Castle or be overwhelmed by disasters, then you survived the Winter... and the first signs of Spring finally appear.

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:



Defeated monsters:

Each one of them gives a specific amount of VP.



Overcame Disasters:

Each one of them gives a specific amount of VP.



Acquired Heroes:

Each hero awards you the number of Victory Points shown on the card.



Manufacturer:

If you have exactly 7 resources at any of the player board tracks, you get the VPs as described.



Militia:

If you have all 7 dwarfs back into your campfire at the end of the game, you get 3 extra VPs.

Tie Breakers:

If a tie occurs, victory is given to the player with most dwarfs on the board, then to the player that completed more disasters, then to the player that has the most hero cards, then the most gold in their treasury, and finally the player who defeated more monsters. If there's still a tie, then the players share the victory.

starting Heroes



Miner:

Produce 1 iron times the number of mines that you have at least one dwarf.



Woodcutter:

Produce 1 wood times the number of forests that you have at least one dwarf.



Cook:

Produce 1 food times the number of fields that you have at least one dwarf.



Gold Digger:

Produce 1 gold times the number of different zone types that you have at least one dwarf.



Move a Dwarf on a mine or Push an enemy dwarf from a mine by one zone.



Move a Dwarf on a forest or Push an enemy dwarf from a forest by one zone.



Move a Dwarf on a field or Push an enemy dwarf from a field by one zone.

Heroes



Get 2 Iron.



Move two dwarfs on forests or Push two enemy dwarfs from a forest by one zone.



Place or Move 2 Dwarfs of yours.



Spend 1 Iron to get 3 Gold.



Get 1 Gold.



Get 2 Food.



Place or Move 2 Dwarfs of yours.



Spend 1 Wood to get 3 Food.





Move two dwarfs on fields or Push two enemy dwarfs from a field by one zone.



Get 1 Wood.



Place or Move 2 Dwarfs of yours.



Remove 1 Dwarf from the board to get 3 Gold.



Get 1 Iron.



Get 2 Gold.



Move two dwarfs on mines or Push two enemy dwarfs from a mine by one zone.



Acquire an 1 VP hero for free.



Get 2 Wood.



Place or Move 2 Dwarfs of yours.



Get 1 food, 1 Iron and 1 wood.



Get 1 food.

Monsters

Monster abilities target all players that have dwarfs on the same zone as the monster. Or inside an adjacent zone.



Frost General:
Move all adjacent monsters once.



Frost Giant:
Minus one action.



Polar Bear:
Minus one to hand limit.



Snow treant:
Remove 1 wood. If impossible, remove 1 gold.

Disasters

Disasters happen at the zone described on it top left corner. You must have the amount of dwarfs required on that zone and also spend the resources written below in order to overcome it.

