GAME IDEA

In the world of Markus Heitz’s The Dwarves the Forces of Good fight against the Forces of Evil. In this card duel, you each take a side, trying to win the battle in its favor.

COMPONENTS

2 (apart from the illustrations) identical decks of 35 cards, including:

- 9x Ally
- 8x Victory Points
- 7x Support
- 6x Event
- 5x Twist of Fate
- 3 Wild Cards
- 6 Dice with Faces 1-5 and Wild

Back of each Deck

± 23 Cards for The Dwarves Base Game:

a standalone scenario based on the fifth novel in the series, “The Triumph of the Dwarves”. Additional information on how to use these cards can be found on the cards.

SETUP

Peacefully choose the side you will represent during the game. Take the 35 cards of your side, shuffle them thoroughly, and place them face down in front of you as your draw pile. Draw 4 cards from the top of the pile and take them into your hand. Make sure you have enough space for a discard pile, and the cards you will play in front of you, into your display, during the course of the game. Place the Wild Cards and the dice in the middle of the table and you are ready to go.

COURSE OF PLAY

The smaller player begins the game with the first turn, then you alternate. On your turn, you go through the following 3 phases:

1. Draw Phase
2. Dice Phase
3. Card Phase

Then the other player takes their turn. You keep playing in this fashion until one of you draws the last card from their draw pile. When this happens, the game ends immediately. The player who has the most victory points in their display wins the duel.

1. Draw Phase

Draw 1 card from the top of your draw pile and take it into your hand. If you have cards in play that allow you to draw additional cards (like Ancient Knowledge or Informant), you must draw all the cards at once or only the 1 required card. You cannot draw just one card and then decide whether you want to draw additional cards or not. However, each turn, you can decide again whether you want to draw the additional cards or not. Yet, you must always at least draw the 1 required card. There is no hand limit.

2. Dice Phase

Take 3 dice from the middle of the table and roll them. There are cards that allow you to roll additional dice (like Reinforcement and Andokai’s Power or Ordnance and Surround) or re-roll 1 die (like Rodario’s Trickery or Cunning Leader). You cannot roll more than 6 dice. During the Card Phase you can only use the dice you have rolled. The axe symbol is the wild side of the die; you can use it as any number from 1 to 5.

3. Card Phase

Use the dice you rolled to play cards from your hand and use the effects of the cards in your display. You can play cards from your hand and activate card effects in your display in any order you like. You can only use each die rolled once. Return it to the middle of the table after use.

Card Overview:

At the top there is the card type in textual and symbolic form.

At the left and right side there is the cost to play the card.

A text box explains the effect of the card.

The number in the bottom left corner to the right of the heart symbol shows the health points of the card.

The number in the bottom right corner to the left of the faction symbol shows the victory points.
How to Use a Card Effect

When you play a Twist of Fate or Event card, you must carry out its effect immediately. Then place the card face up in your discard pile. Place any other card face up in front of you into your display. You can use its effect from now on, when applicable.

To use an Ally card, you must have unused dice left. Allies can attack your opponent’s cards with health points in the bottom left corner, thus removing them from play (see How to Inflict Damage). (Cards without health points can only be removed from play via the Begone! and Assassination events.)

The text on the Support cards tells you exactly when and how to use them. Cards with Victory Points only come into effect at the end of the game – provided they are still in your display.

How to Inflict Damage

8 out of your 9 Ally cards as well as the Twist of Fate cards Throwing Axe and Dagger can inflict damage to other cards. Your Allies inflict 1 point of damage for each die of the given value you spend. The value needed is shown in the text box on the card. Return the dice you spent to the middle of the table.

For each point of damage you inflict, you must decide whether to target your opponent’s draw pile or one of the cards in their display.

For each point of damage against their draw pile, your opponent must draw a card from the top of their draw pile and place it face up in their discard pile, without using its effect. (You may look through your own and your opponent’s discard pile at any time.)

If you inflict an amount of damage equal to the number of health points of a card in your opponent’s display during a single turn, the card is defeated and must be placed face up in your opponent’s discard pile. Inflicting less damage to a card than its number of health points during a single turn does nothing. The card remains in his display and regenerates its health at the end of your turn. Damage is not carried over from one turn to another.

2-4 Dice with an “=” Symbol: Return the specified number of dice of same value to the middle of the table. It does not matter which value this is.

No Dice: You can play these cards without paying any dice. (These are the 5 Twist of Fate cards as well as 3 out of the 6 Event cards.)

Example: You would like to play a card costing 3 dice of the same value. You can pay the cost by returning 2 dice showing a “4” and 1 die showing “wild” to the middle of the table.

Please note: You can play each of the 5 Twist of Fate cards at any time – even on your opponent’s turn (except for Andôkai’s Power and Surround). Every other card must be played on your turn.

Example: To play Bavragor, you would need a die showing “1”; to use its “Inflict 1 point of damage” effect you would need another “1”. If you rolled 3x “1” on your turn, you could play Bavragor from your hand into your display and immediately inflict 2 points of damage. If you rolled only a single “1”, you could only play Bavragor into your display. Only on a later turn could you inflict damage – provided you rolled the right numbers.

Use No Dice – Take a Wild Card

If you do not use a single die on your turn to play a card or use a card effect, take 1 Wild Card from the middle of the table and place it into your display. If there are no Wild Cards left in the middle of the table, take one from your opponent instead. If you already have all 3 Wild Cards in front of you, you cannot take any more.

On any of your next turns, you can use 1 or more of your Wild Cards with your up to 6 dice. Each Wild Card is used as 1 die with a value of your choice. Return the Wild Card to the middle of the table after use.

Example: You would like to play a card costing 3 dice of the same value. To do so, you could spend 1 die showing “4”, another die showing “wild”, as well as a Wild Card.

END OF THE GAME

As soon as one of you draws the last card from their draw pile, the game ends immediately. The winner of the duel is the player with more Victory Points on cards in their display.

In case of a tie, the player who has cards left in their draw pile wins.

Notes on Specific Cards

Twist of Fate: Throwing Axe / Dagger: If your opponent plays Bislipur / Dwarf King, you can use Throwing Axe / Dagger to defeat that card immediately, unless your opponent prevents your attack with Shadow Armor / Chain Mail. This does not prevent play of a 2nd Throwing Axe / Dagger.

Support: Rodavio’s Trickery / Cunning Leader: If both copies are in your display, you can apply both to the same die.

Ally: Dwarf King / Bislipur: If you have this card in your display you can use any dice to inflict damage.

Boindil and Andôkai / Sinthoras and Nôd’onn: These cards inflict damage with any die showing one of the two dice values. (The comma does not indicate an exclusive “or”, but rather two distinct options.)