

THE DWARVES

A thrilling cooperative adventure game for 2 to 5 brave dwarves ages 10 and up
by Michael Palm and Lukas Zach based on the bestselling novel series by Markus Heitz.
This game is based on the first novel in this series, *The Dwarves*.



INTRODUCTION

Playing this game, you will immerse yourself in the world of Markus Heitz's bestseller novel *The Dwarves*. As dwarves, you want to save Girdlegard from the evil forces. You will only succeed in stopping the Perished Land and defeating the evil troops if you work together. To defeat evil once and for all, you must first forge the magical axe Keenfire and then successfully complete one last quest.

COMPONENTS



1 Game board



5 Character boards



5 Dwarfen figures



12 Scenario cards



30 Adventure cards



15 Threat cards



22 Equipment cards



1 Hero token



1 Doom token



1 Council token



1 Tunnel tile



16 Value modification tiles



36 Perished Land tiles



7 Number dice



3 Recruitment dice



5 Health tokens



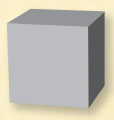
30 Orcs troops



25 Trolls troops



20 Älfar troops



5 Scenario tokens

THE CHARACTER BOARDS

Your Character board displays the dwarf you are playing and all his important character data. You can place Equipment cards at the bottom of the Character board.

You will find a scroll on the right side of your Character board. It displays the **name** and **clan** of your dwarf, his **special ability** and his **attribute values** for *Battle*, *Craft* and *Speed*. These values indicate the number of dice rolled in battles, when sending a message to the *Dwarven Council*, when moving, and when performing a test.

On the left side of your Character board, there is a number of **heart-shaped medallions** indicating your current number of **Health points**. Your character dies when you lose all of your Health points.



- ① dwarf's name and clan
- ② special ability
- ③ Battle attribute
- ④ Craft attribute
- ⑤ Speed attribute
- ⑥ Health points
- ⑦ Equipment card spots

Important: All players lose the game and evil takes over Girdlegard as soon as any one dwarf dies.

THE CARDS (more details on pages 7, 10, and 12)



Scenario cards
There are 3 stages of Scenario cards: A, B and C. Each Scenario card displays a **quest** you need to **complete** before taking on the next Scenario card. First you need to complete the stage A cards, then you need to complete the stage B cards, then you need to forge Keenfire (stage C). To win the game, you finally need to complete one stage C card.

- ① stage
- ② card title
- ③ quest



Adventure cards
Adventure cards provide a **quest** that **may** be completed by any player. Once the quest is **completed**, you will get the indicated **reward**. After you completed the quest of the Adventure card, put the card on the discard pile.

- ① card title
- ② quote from the novel
- ③ quest
- ④ reward



Threat cards
Threat cards are much like Adventure cards, only that they do not provide **any reward**. On the contrary: Each card presents a **threat** hindering your progress towards victory. You can only **avert a threat** if you **complete the** depicted **quest**. After you avert the threat, put the card on the discard pile.

Exception: Threat cards saying **"Immediately"** are resolved as soon as they are turned face-up.

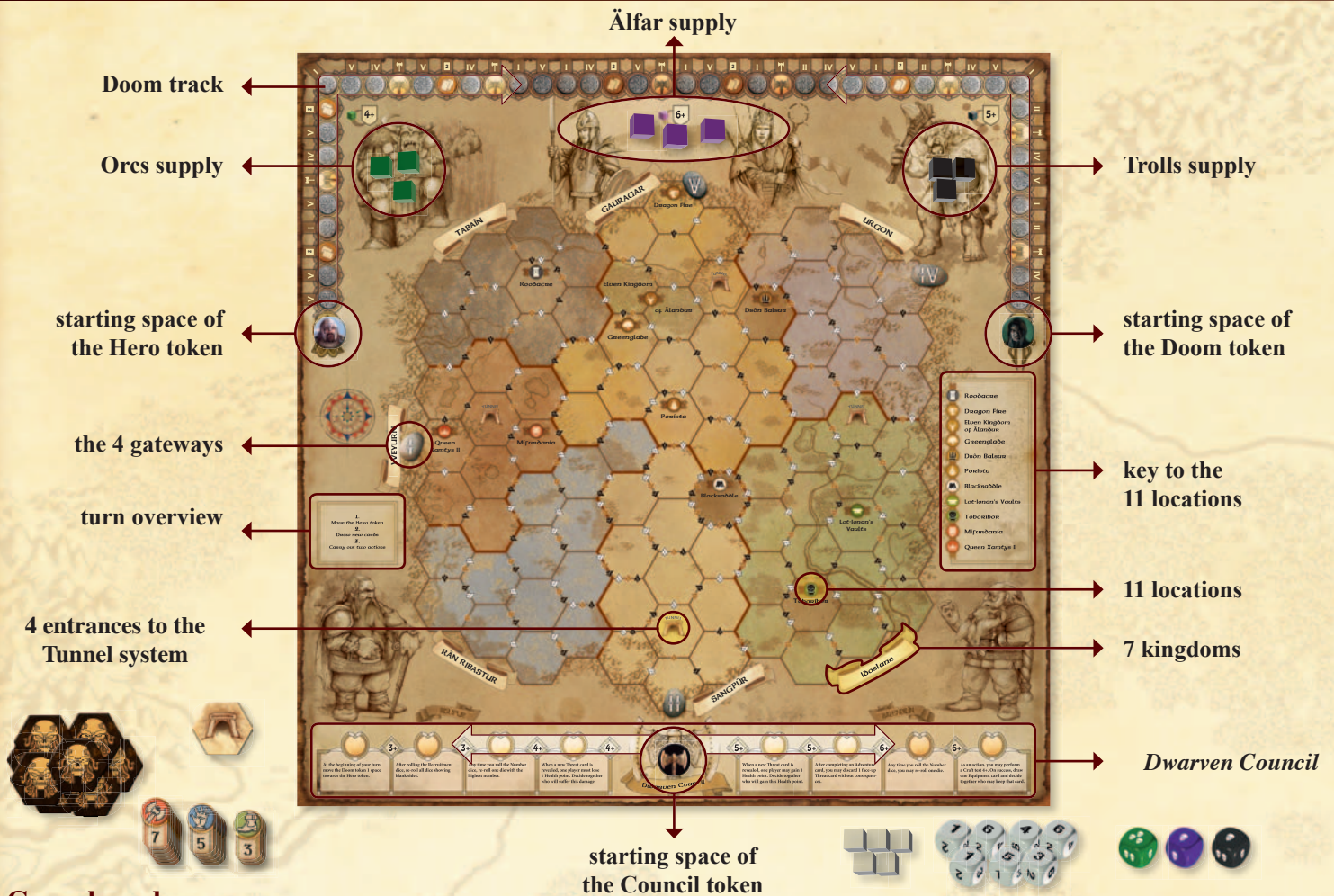
- ① card title
- ② quote from the novel
- ③ quest
- ④ threat



Equipment cards
Equipment cards will help you in defending Girdlegard, so use them wisely.

- ① card title
- ② ability

SETUP



Game board

Put the **game board** in the middle of the table. Most of the board displays a map of Girdlegard that is divided into **7 kingdoms** (starting north): Gauragar, Urgan, Idoslane, Sangpûr, Rân Ribastur, Weyurn and Tabain.

The board also displays **important locations** of the plot, as well as **entrances to the Tunnel system** and the **gateways** through which the evil troops try to invade Girdlegard.

North of the map, there is the **Doom track**. Place there:

- the **Hero token** on its **starting space** at the left end of the track,
- the **Doom token** on its **starting space** at the right end of the track.

Important: These tokens will travel towards one another throughout the game. All players lose the game when both tokens end up on the same space!

Below that track, there are depictions of the evil creatures: the Orcs to the left, the Älfar in the middle, and the Trolls to the right. Place their troops as the supply on the proper depictions. These depictions will be revealed piece by piece during the game when the evil troops will invade the map, symbolizing the growing threat.

South of the map, there is the **Dwarven Council**, flanked by **Bislipur on the left**, and by **Balendilín on the right**. Place the **Council token** in the middle of the track, on the depicted **axe**. The position of the token stays on Balendilín's side, you will have several advantages in the game, but when it moves to Bislipur's side, you will have an even harder time to defeat evil.

Flip the **Perished Land tiles** face-down, shuffle them, and put them next to the game board.

Put the **Value modification tiles**, the **Tunnel tile**, the **Number and Recruitment dice**, as well as the **Scenario tokens** next to the game board, easily accessible to all players.



You may now remove a number of A cards from the top of the stack and put them back into the game box without looking at them depending on the difficulty level you wish to play at:

Easy Difficulty	Remove 4 Cards
Normal Difficulty	Remove 3 Cards
Challenging Difficulty	Remove 2 Cards
Brave Difficulty	Remove 1 Card
Heroic Difficulty	Do not remove any Cards

For inexperienced players, we recommend to play on *Easy Difficulty*.

Afterwards, draw the topmost **Scenario card** and place it **face-up on the Scenario pile**. Then put that pile next to the game board.

Character board

Each of you, choose 1 **Character board** (or deal them out randomly) and take the corresponding **Dwarf figure**. Put a **Health token** on the topmost heart symbol on your Character board indicating your Health points.

Place your **Dwarf figure** on the starting space of his clan on the board:

- Balyndis at the Gateway to the Firstling Kingdom (I)**
- Boëndal, Boïndil and Bavragor at the Gateway to the Secondling Kingdom (II)**
- Tungdil at the Gateway to the Fourthling Kingdom (IV)**

When playing with fewer than 5 players, put the leftover components back into the game box. You will not need them in the game.

Cards

Separate the cards by type:

- Scenario cards** (brown border)
- Adventure cards** (white border)
- Threat cards** (black border)
- Equipment cards** (red border)

Sort the Scenario cards (brown border) **by stage** (A, B, C). First, shuffle the stage C cards and put them face-down on the table. Put the only stage B card on top of them. Finally, put the shuffled stage A cards on top of that.



Shuffle the **Adventure cards** (white border) and put them face-down as the so-called **Adventure pile** next to the game board. Then **draw 3 Adventure cards** from that pile and put them face-up next to it.

Shuffle the **Threat cards** (black border) and put them face-down as the so-called **Threat pile** next to the game board. Then draw **3 Threat cards** from that pile and shuffle them **into the Adventure pile** without looking at them.

During the course of the game, collect all **discarded Adventure and Threat cards** in a single **discard pile**. When the Adventure pile is empty, shuffle all the discarded Adventure and Threat cards and put them face-down to form a new Adventure pile.

Shuffle the **Equipment cards** (red border) and put them face-down as the so-called **Equipment pile** next to the game board. Collect discarded Equipment cards in a separate discard pile. Shuffle that pile and put it face-down to form a new Equipment pile once the Equipment pile is empty.



GOAL OF THE GAME

All players win the game collectively when completing the quest of a Scenario card of stage C.

All players lose the game collectively when:

- The **Hero** and the **Doom token** end up on the **same space** of the **Doom track**.
- OR**
- **At least one player dies.**

FLOW OF PLAY

You are explicitly allowed to discuss each step and action throughout the entire course of the game. You may decide together what is best for your dwarves and how to make progress towards the goal of the game. However, the final decision is always made by the active player.

Agree on who will start the game. This player will be the first to take a turn. All the other players will follow in **clockwise order**. Continue to play in that order until the end of the game.

On your turn, go through the following steps in the given order:

1. **Move the Hero token**
2. **Draw new cards**
3. **Carry out two actions**

1. Move the Hero token

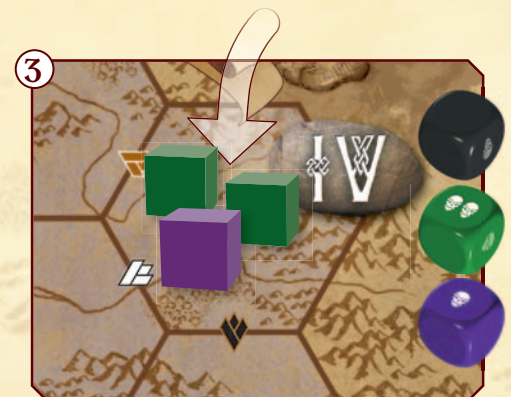


Move the **Hero token** on the **Doom track 1 space** towards the **Doom token**. Then immediately resolve the action indicated by the **symbol** that the **Hero token** moves onto:

① **Dwarven Council:** Move the **Council token 1 space** towards **Bislipur** (i.e. to the left). If the Council token is already on the leftmost space, do not move it any further. The text on the space containing the Council token comes into effect immediately and stays in effect until the Council token moves onto another space.

② **Threat cards:** Draw **2 cards** from the **Threat pile** and shuffle them into the **Adventure pile** without looking at them.

③ **Placing evil troops:** Roll the **3 Recruitment dice**. Take a number of troops of the respective colors equal to the number of skulls on the Recruitment dice. **Put these troops on the Gateway indicated by the Roman numeral above the Hero token.**



The Perished Land and troop movement

① At any time during the game, as soon as there are **5 or more evil troops** on a single map space, this map space immediately becomes **Perished Land**. To indicate this, draw 1 *Perished Land* tile and turn it face-up. Then place that tile on the map space such that its arrow points to the same direction as the outgoing arrow of the same color on the map space.

② The tile also depicts 2 troops on each side of the arrow. **Move the 4 depicted troops** (if possible) onto the adjacent map spaces. If there are fewer troops than depicted, only move the available ones. Do not move troops onto another map space with a *Perished Land* tile or outside the map. In these cases, leave the troops where they are and only move the applicable ones.

③ Then **move all the remaining troops** onto the map space which the **arrow points to**. If now there are 5 or more evil troops, it also becomes *Perished Land*. Repeat the process for that map space.

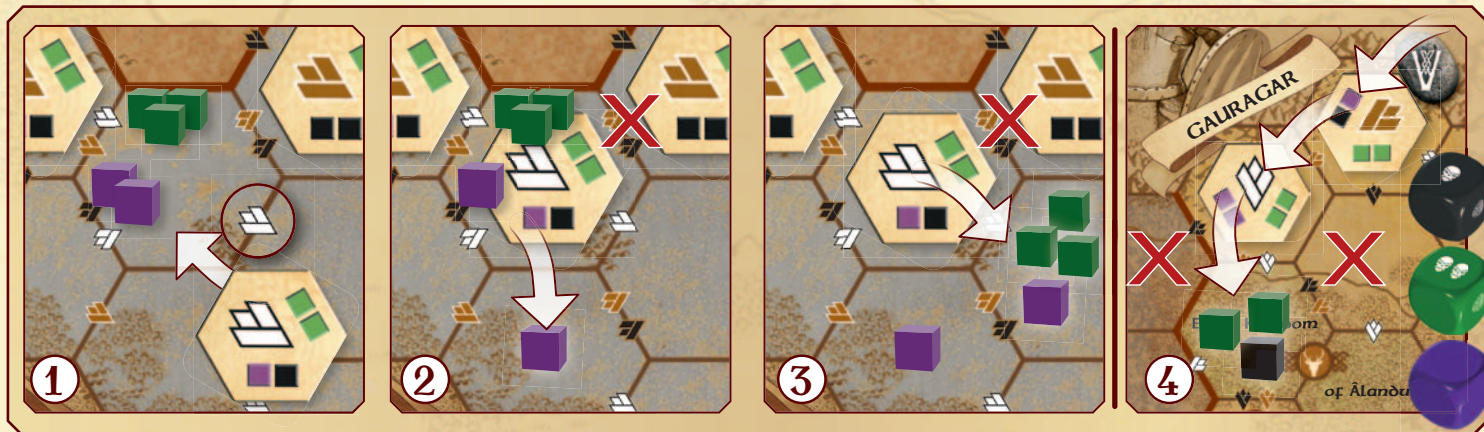
④ When **troops enter a map space** that already is *Perished Land*, **immediately** move these troops according to the **arrow** on the *Perished Land* tile they are now on. Repeat this process, if needed, **until these troops enter a map space without *Perished Land***. (If this map space then contains 5 or more troops, it also becomes *Perished Land* etc.)

Special cases:

- As long as the supply of a certain type of troop is empty, no more tokens of this color will enter the map.
- Once all the *Perished Land* tiles have been placed on the map, no more map spaces will become *Perished Land*. From then on, map spaces may contain 5 or more troops.

The Blacksaddle

Troops following a number of *Perished Land* tiles will sooner or later end up on the “Blacksaddle”. If there are **5 or more troops on the “Blacksaddle”** at the end of their movement, remove **all the troops from there** and return them to their respective supplies. Then move the **Doom token 1 space towards the Hero token**. (Ignore the symbols that the Doom token moves onto.) The “Blacksaddle” will never become *Perished Land*.



2. Draw new cards

A. Scenario cards

If there is **no face-up Scenario card**, draw the next card from the Scenario pile and **put it face-up** next to that pile. If its quest has already been completed, discard it and immediately draw another one. If the new card tells you to place troops on the card, but there are no more troops of that type in the supply, take the respective troops from anywhere on the board instead. **Scenario cards of stage C** have a **condition**. If the condition is not met, discard the card and draw another one. There will always be at least one of the 3 stage C cards whose condition will be met when drawn. Then proceed with the indicated preparations for that card.

Important: After you have drawn one (or more) Scenario card(s), discard all the face-up Adventure and Threat cards (max. 3). (The symbol on the back of the Scenario cards reminds you about that.) Then carry out the threats of the to be discarded Threat cards.



Before discarding a Threat card, carry out its instructions mentioned below the symbol on the left. If a map space becomes *Perished Land* as a consequence of a Threat card, move the troops off that map space according to the troop movement rules.

B. Adventure and Threat cards

If now there are **less than 3 face-up Adventure and/or Threat cards**, draw a number of new cards from the Adventure pile until there are **3 face-up cards again**. If a card tells you to put troops on it, but there are no more troops of that type in the supply, discard the card and draw another one. However, you have to resolve the threat of a discarded Threat card nonetheless. If a newly revealed **Threat card** says “**Immediately**”, immediately follow the instructions on that card. Then discard it and draw another one.

3. Carry out two actions

On your turn, you may carry out **2 actions**. Both of these actions may but need not to be the same. These are your options:

- A. Moving on the map
- B. Fighting evil troops
- C. Sending a message to the *Dwarven Council*
- D. Performing a test

A. Moving on the map

Roll a number of Number dice equal to the *Speed* attribute value of your Character board. Then **move your Dwarf figure** by a number of map spaces equal to or lower than the **highest rolled number**.

If your Dwarf figure enters a map space containing evil troops, its movement ends there immediately. You may leave that map space during your next or a future movement action. You do not need to fight evil troops when sharing a map space with them.

Moving through Perished Land

For each map space containing a *Perished Land* tile that you ENTER(!) via movement, either **lose 1 Health point**, or **move the Doom token 1 space towards the Hero token**. For each such map space decide together which penalty to choose. (Ignore the symbols that the Doom token moves onto.)

The same rules apply when a Dwarf is placed on *Perished Land* by a card. However, nothing happens when the map space a Dwarf is staying on becomes *Perished Land* after he has moved onto it, or stays there.

Tunnel System

On the map, there are a number of entrances to the Tunnel system hidden under Girdlegard.

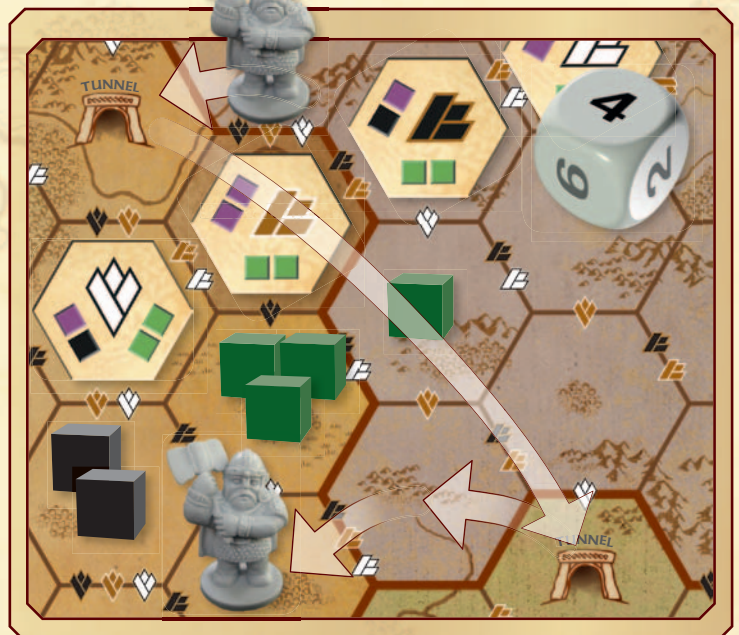
When moving, you may enter such an entrance, then use a movement point to “teleport” to any other entrance to the Tunnel system and continue your movement from there.

It is possible to create another such entrance in form of the Tunnel tile when completing the quests of certain Adventure cards.

Important: Entrances to the Tunnel system that *became Perished Land* may not be used any more. That is why you should absolutely protect them as well as you can.



Example: Your movement ends after 3 steps, because there is a troop on the third entered map space. During that movement, you have moved through 2 *Perished Land* tiles. For both of these tiles individually, you now have to decide together whether you lose 1 Health point, or whether you move the Doom token 1 space towards the Hero token.



B. Fighting evil troops

If your Dwarf figure shares a map space with evil troops, as an action, you may fight these (1 battle = 1 action). **Roll as many Number dice as the *Battle* attribute value of your Character board specifies.** Depending on the outcome, you may **remove 1 evil troop from that map space per die rolled** (When fighting evil troops, Boindil may re-roll all the dice once, even **after**, according to a Dwarven Council track space, one die re-roll was performed. After Boindil's re-roll the Dwarven Council effect triggers again!):

- For each **6**, remove **1 Älfar** or **1 Trolls** or **1 Orcs** troop.
- For each **5**, remove **1 Trolls** or **1 Orcs** troop.
- For each **4**, remove **1 Orcs** troop.

Return any removed troops to their respective supplies. 1's, 2's and 3's are considered to be **failed** attempts.

Important: If you could **not** remove even a single troop, immediately **lose 1 Health point**. Move the Health token down 1 space on your Character board.



Example: With this roll you may remove 2 troops. You may use the 6 to remove any 1 troop (probably the Älfar one) and one of the 4's to remove the Orcs troop. You cannot use the other 4 as there is only 1 Orcs troop on that map space. To defeat a Trolls troop, you would need to roll a 5. As you have succeeded in removing troops, you do not lose a Health point.

Some Scenario, Adventure and Threat cards require you to place evil troops on them. To fight these, your Dwarf figure needs to be in the called-for location on the map. (Place a Scenario token at this location to keep track. These troops do **not** interrupt your movement through that map space!) Proceed with the fight as described above.

If there are both, troops on a map space and a card linked to that map space, you may fight all of these troops at once.

C. Sending a message to the Dwarven Council

You may **send a message to the Dwarven Council** from anywhere **on the map** to influence the election of the new king. **Roll as many Number dice as the *Craft* attribute value of your Character board specifies.** **If at least one die has a number equal to or greater than the number depicted on the right of the Council token (i.e. on Balendilín's side), move the Council token 1 space to the right.**

If all of the rolled dice have a number **lower than** the requested one, your **attempt fails** and your action ends without any consequences.

Important: You can only move the Council token by 1 space per action.

The text on the space containing the Council token stays in effect until the Council token is moved to another space. The text of that new space comes into effect immediately.

When a new Threat card is revealed, one player may gain 1 health point. Decide together who will gain this Health point.

After completing an Adventure card, you may discard 1 face-up Threat card without consequences.

Any dice

Example: In order to send a message to the *Dwarven Council* successfully, you need to roll at least 5 (indicated by 5+ to the right of the Council token). Even if you roll both, a 5 and a 6, you may only move the Council token by 1 space.



D. Performing a test

If a face-up Adventure or Scenario card requires 1 or more tests to succeed at (Battle, Craft, Speed), you have to roll as many Number dice as your character board specifies in the indicated attribute. Each die that has at least the required number counts as 1 successful test. If you are lucky enough you may succeed at several tests in a single roll.

Important: The only exception to that rule is the Craft test 4+ on the rightmost space of the *Dwarven Council*. Even if you get several successful die results, you will only gain a single Equipment card per action.

Discard a Scenario card after you have completed all of its tests.



If you complete the required number of tests of an Adventure card, you will get the reward mentioned below the symbol on the left. Discard the card afterwards.

Important: New cards will only be drawn on the next player's turn!

You may only perform the tests of a single card per action.

- Usually the required number of successes can be achieved over the course of your turn and needn't be succeeded at in a single roll!
- When performing a **Speed test**, you do not move your Dwarf figure.
- When performing a **Battle test**, you do not fight any evil troops.
- When performing a **Craft test**, Balyndis may re-roll all the dice once, even **after**, according to a Dwarven council track space, one die re-roll was performed. After Balyndis' re-roll the Dwarven Council effect triggers again!

Example: You decide to perform the depicted test. On your turn (i.e. within 2 actions), you need to roll at least three 4's (or higher) in order to complete it. So you roll a number of dice equal to your *Craft* attribute value. On your first roll you have rolled two successes. On your second roll you succeed once again for a total of three times. You now get the depicted reward. Please note: You cannot use the remaining dice of your second roll to perform a test for another card.



1st roll



2nd roll



If you had failed on your second roll to roll another 4+, you or another player would need to roll three 4+'s all over again at a later point in time.

VARIANT FOR VERY EXPERIENCED PLAYERS:

If you beat the game on *Heroic Difficulty* constantly and want to challenge yourselves even more, you may increase the difficulty with the following rules modification:

A map space becomes *Perished Land* as soon as it contains **4 or more** evil troops.

CREDITS

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Copyright © 2016 by Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg, Germany, licensed by Markus Heitz www.mahet.de. All rights reserved. www.pegasus.de | Based on the novels by Markus Heitz: *The Dwarves, The War of the Dwarves, The Revenge of the Dwarves, The Fate of the Dwarves, The Triumph of the Dwarves*; nach den Romanen von Markus Heitz: *Die Zwerge, Der Krieg der Zwerge, Die Rache der Zwerge, Das Schicksal der Zwerge, Der Triumph der Zwerge* | © 2003, 2004, 2005, 2008, 2015 by Markus Heitz represented by AVA international GmbH (www.ava-international.de). | © of the English editions by Orbit Books | This publication was facilitated by AVA international GmbH Autoren- und Verlagsagentur München. www.ava-international.de | We would like to thank all our busy play-testers who have helped with the game design for their patience and clever ideas. In particular we would like to thank Demian, Thilini, Babs, Arne, Philipp, Thomas, Sigrun & Christoph. Special thanks to Markus Heitz for the great and friendly cooperation. Thanks, mahet, for being allowed to implement Girdlegard in this game.



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CARDS AND SYMBOLS

Scenario cards

The quest on a Scenario card may be completed at any time during your turn. If so, discard the card. Draw a new one only at the beginning of the next player's turn.



Convince the Human Kings / Keep the Gateways!
The Craft tests need not be completed on the same turn. They may even be completed by different players on different turns.



Forge Keenfire
Any player may receive this card (even one that is not present at Dragon Fire). Use a Battle value modification tile to keep track.



Defeat Nôd'onn!
When turning this card face-up, if there are 15 or more Perished Land tiles on the map, put 4 Scenario tokens on this card. Place all Dwarf figures on the Blacksaddle (excluding the one affected by Sinthoras' Assassination). To Battle Nôd'onn you have to be at the Blacksaddle. If you leave it, you have to return to it to battle Nôd'onn.



Battle for Girdlegard
When turning this card face-up, if there are 35 or more troops on the map, you win the game after defeating 20 or more troops. Previously defeated troops do not count for that matter.

Adventure cards

To complete certain Adventure cards, you only need to move through certain locations. You do not need to end your movement there unless the card requires you to meet a certain condition there (e.g. completing a challenge). While taking the journey from A to B you may not interrupt it by any other action than movement.



Abandoned Tunnel / Sverd is spying in the Tunnels
Moving through the Tunnel system (action 1) and completing the challenge (action 2) both need to happen on the same turn. When moving the Tunnel tile, do not move any troops or *Perished Land* tiles with it.



A Dwarf cleans up / What are Dwarven Women like?
As with tests, every dice roll counts as 1 action.



Travel to Greenglade
The quest is completed immediately when there are at least 2 Dwarves in Greenglade.



Election of the new Secondling King
The quest is completed immediately when the Council token is on the rightmost space of the *Dwarven Council track* (on Balendilín's side).

Threat cards

Discard a Threat card without further consequences after averting its threat. If the card tells you to place troops on it, take the troops from the supply. The threat is averted when all the troops on the card have been defeated.



Sinthoras' Assassination
The Älfar can be defeated by any player if his Dwarf is on the same map space as the affected player; even by the affected player himself.



Älfar Attack at Night
For each Health point lost, you may decide which player will lose that point.

Equipment cards

Each player may have any number of Equipment cards, but never two of the same kind. You may not trade Equipment cards with each other.



Dwarven Song / Beer Stein
You may be this player.



Health token
Place this card at the top left side of your Character board. Your maximum number of Health points is immediately increased by 1.



Value modification tiles
Take the value modification tiles with the next higher value and place it on the respective attribute on your Character board. This way you can easily keep track of your attribute values. If you lose that card later in the game, adjust your attribute value accordingly.

Key of symbols

	Kingdom: Move to any map space of the depicted kingdom to complete the quest.
	Important locations on the map: Porista (depicted), Dsón Balsur, Toboribor, Dragon Fire, Blacksaddle, Greenglade, Roodacre, Elven Kingdom of Ålandur, Mifurdania, Lot-Ionan's Vaults (see key on the game board)
	Gateways I, II, IV, V: These symbols represent the Gateway spaces on the game board.
	Tunnel system
	Tunnel tile
	Orcs troop
	Trolls troop
	Älfar troop
	Battle test
	Craft test
	Speed test
	Hero token
	Doom token
	Council token
	6 rolled on a Number die
	Reward
	Threat