

ZWERGENDORF

A DWARF DRAFT AND DRAW GAME BY RITA MODL

RULES

Componets:

31 target cards (dwarf stature), 31 resource cards (wheelbarrow), 31 building cards (construction site), 16 dwarf cards 10 phase cards, 1 game block, 4 wooden pencils



Story and Gameintro:

You are about to start your final project, as a young dwarf builder you have to prove yourself. Who can plan and build the best village? You have to be careful not to miscalculate, because the dwarves cleverly build all kinds of useful things for their village from each raw material during the production phases. For every gold coin a new dwarf comes to the village, for every stone a section of wall is built, for every combination of wood,

stone and beer a tavern, and so on. Since the forest clearing available to you as a building site is not the largest, you must plan well in advance so that there is enough room for everything in your dwarf village. Of course, the wishes of the inhabitants must also be taken into account, so there are many things to consider for your own dwarf village and many things that can earn you points. Can you manage with the space the clearing offers, or are you too greedy and only accumulate treasures and raw materials? Only the best dwarf builder, the one with the most victory points, is crowned master dwarf builder by the dwarf elder and receives a cave building certificate.

Game Setup:

Each person gets a village plan and a pencil. Give your village a name and draw yourself as a dwarf. The resource cards, building cards, target cards are shuffled individually and placed in separate piles face down in the centre of the table. For your first game, keep an eraser aside.

It is best to place the phase cards in the middle of the table, fanned out, so that you can always see the complete sequence of the game. The phase cards have numbers from 1-10 on them.

They include 6 card phases, 3 production phases and a scoring phase at the end of the game. The phase cards are dealt from 1-10 during the game. If you are familiar with the game, you can also place them face up in a stack in the middle of the table.

There are 4 different sets of dwarf cards with the colours grey, brown, yellow and green. For your first game, take the dwarf and the blacksmith from the grey set. Put them in the middle of the table so that everyone can see them. Read through the tasks, these will score the most points at the end of the game. For the next game, it is best to take one more grey dwarf card. If you keep track of the tasks, you can play each game with up to 4 dwarf cards. Once you have completed all the colour sets, you can combine the dwarf cards from different sets. When making your selection, make sure that there is always one dwarf and that no dwarf appears twice.



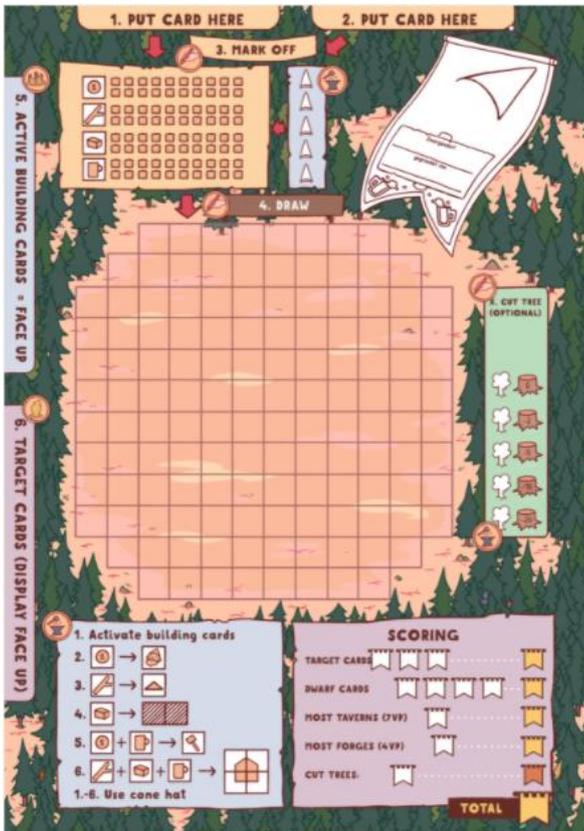
Phase cards:

The phase cards guide you through the respective game round Always deal them completely Turn them over and then turn to the next phase card/round. They are numbered from 1. start to 10. score.



The village map:

The lettering and numbering and symbolism on your village map will assist you in each phase. It is best to place a village map next to you during the rule study to understand the connections better.



The game begins:

The first phase card is turned face up. It is a card phase: Each person draws a card from the target card, resource and building card piles. Choose 1 card from these and place it face down above your village map at "Place 1st card". Pass the remaining 2 cards to the left or right player depending on what the arrow on the card says. Then select 1 card again and place it face down above your village plan at "Place 2nd card". 1 card remains for each player and goes on the discard pile.



If everyone has two cards above their village plan, the cards are turned over and each person now simultaneously enters the resources on the cards in their own village plan. Hand over the first card completely before you turn to the second card.

Enter resources on the village map:



Step 3 follows: Tick the boxes.
The players tick boxes in the list according to the resources they get.

And draw them into the village (grid) at step 4 as shown on the map.

With the list, you keep track of your plan, and you don't have to search for resources when producing. When a map phase is over, you make a longitudinal line in each line of your list, then you know what you have already drawn into your village.



Each resource can be entered on any free space in your village (grid). They do not have to be contiguous! Pay attention to how you arrange the resources in the village (grid) when you enter them, so that you fulfil the tasks of the dwarves and get as many victory points as possible at the end of the game.

Remember: You must always draw in EVERYTHING you get or produce! There are exceptions, which will be explained later.

Symbols on cards:

The 4 resources are: Coin, Wood, Stone and Beer. 

Furthermore you will find on the cards: Dwarves, Mine, Wall section, Forge and Tavern, Tree.

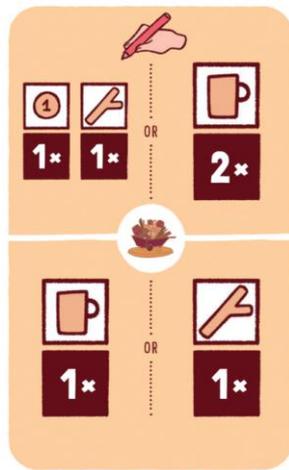


These are not listed because they do not produce anything new in the production phase.

Basically, the symbols we use are only a guideline, get creative. Draw beautiful taverns or dwarves and let your imagination run wild. Just make sure that you still recognise all the symbols and that you can distinguish them.



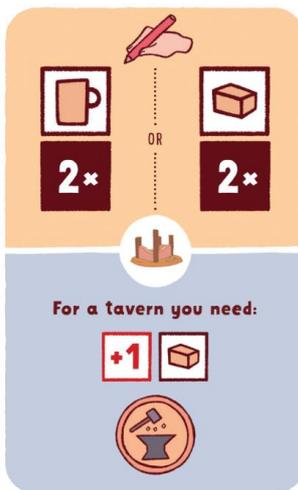
Explanation of the individual card types:



Resource card with wheelbarrow on the back:

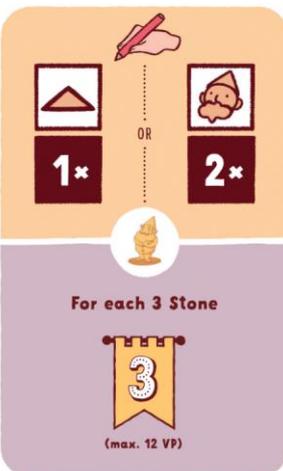
These cards bring a unique amount of resources. You always have to choose between different resources. Enter the resources in steps 3-4 and then place the card on the discard pile. With the resource cards, your village (grid) will fill up faster. There are also trees on these cards; you also draw these above your trees on your sheet at step X. Cut down tree.

They will be explained later.



Building cards with a building site on the back:

The upper part of the card again gives you the choice of which resources to draw in. Step 3-4. The lower part concerns the production phase. Place this card in the space provided Step 5. building cards face up on your left next to your village plan. You can have as many building cards as you want during the game. At the beginning of the production phase, you can always decide whether to use the card or not. If you do not use it in a production phase, you turn it over. It is then not available for that production phase. You can use it again in another production phase. With the building cards you need more raw materials to produce, you refine your production with them and your village (grid) does not become volatile as quickly.



Target cards with stature on the back:

The upper part of the card again gives you the choice which resources, buildings, dwarves to draw in. Step 3-4.

The lower part has a victory point condition or directly victory points. Place this card on the space provided to the left of Step 6 Lay out target cards face up. You can generate a maximum of 12 victory points per card with the target cards. You can have as many target cards as you like during the game. At the end of the game, you choose 3 of them and discard the rest.

When you have finished, turn over the next phase card and draw cards again. Then turn over the next phase card again. If you have played 3 card phases, each player has drawn 6 cards. Now follow the first production phase:

Production phase:

The production phases are always marked with an anvil on the phase cards.

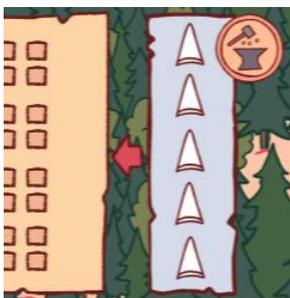
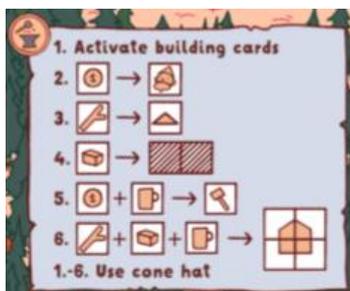
On your plan you can see what you produce in the production phase. Go through the individual steps one by one.

Note the following for all production steps:

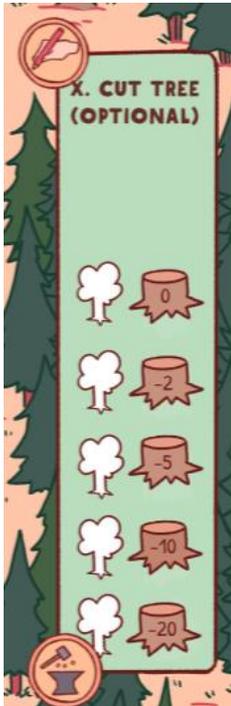
- All resources are used for every possible production and production phase.
- What is produced is drawn directly on an empty field in the village (grid).
- You may draw freely in the village (grid), you do not have to draw in a connected sequence.
- When drawing in, always pay attention to your goals and the tasks of the dwarves in order to score as many points as possible.

1. If you have building cards, decide now whether you want to use them in the current production phase. If you do not want to use them, turn them over to the back side. When the production phase is finished, turn the building cards over again.
2. Coin > Dwarf: Each player who has entered coins on his plan now draws an additional dwarf for each coin.
3. Wood -> Mine: Each player who has entered a wood on his plan now draws in an additional mine for each wood.
4. Stone -> Wall section: Each player who has entered a stone on his plan now draws an additional wall section for each stone. This always occupies two squares, is outlined and hatched.
5. Coin+Beer -> Forge: Each player who has coins and beer on his map now draws an additional forge for each coin and beer. You always use the coins for dwarves and forges.
6. Beer+Stone+Wood -> Tavern: Every player who has entered beer, stone and wood on his plan gets an additional tavern for each beer, stone and wood. This needs 4 fields. Remember, you always use every resource for every possible production.

1-6 : If you notice during or before production that you are missing an important resource (coin, wood, stone or beer), you can conjure it out of the dwarf's cap. Simply cross off a cap and mark the appropriate raw material in the list and draw it on the clearing. You have up to 5 caps during the game. When you use them is up to you. After you have noted down the new raw materials on your village plan in step 3-4, check all the production steps again and draw in everything you can now produce.



When everyone has finished producing, you deal the next phase card and start a new card phase, this time it is only 2x. Then you produce again as described above. If a player had entered 3 dwarves for 3 coins in the previous production phase, and now has 2 coins more, he now enters 5 dwarves. You can always enter more during the game! Then there is 1x card phase, and finally 1x production phase.



Step X. Cut down trees.

If you cannot or do not want to draw in something, no matter whether it is already from a card in the card phase or something that was produced in the production phase, you cross off one tree for each symbol that is not drawn in. Even for a tavern or wall that has not been marked, you only have to mark one tree. The minus points in the tree stumps are not added up, you can get a total of 20 minus points here. If you have marked the last tree and can no longer mark something, the game ends for you after the current phase. The player affected cannot add any more resources until the end of the game.

There are resource cards with which you can also mark new trees, these can be marked in the same way as the already marked ones, but they do not give you any further minus points.

You can cut down trees at any time in order not to draw in something, and as many as are available, if you have no more trees left and have to draw in something, the game ends for you. You can get a maximum of 20 minus points by cutting down trees.

Please always note: You must enter all resources and produced buildings, dwarves according to the above procedure, unless you have building cards or use a tree.



End of game

The last phase card is the scoring phase, where you count your victory points. You now go through the bottom part of your sheet together.

In general, only orthogonal squares are counted, never diagonal ones!

First you choose 3 target cards (stature) from your own cards, which you score. The other cards are forfeited. If you only have 2 cards, you only count these two. If you don't have any, you don't count anything for this area. You enter the victory points on your plan.

Secondly, you evaluate the 2 - 4 general tasks on the dwarf cards that were placed in the middle of the table at the beginning of the game and enter the victory points on your plan in the spaces provided. These cards will give you the most victory points.

The player with the most taverns gets 7 victory points. If there is a tie, each player gets 3 victory points.

The player with the most forges gets 4 victory points. If there is a tie, everyone gets 2 victory points.

Now count up all your plus and minus points against each other. The player with the most points wins the game. If there is a tie, the player with the most dwarves wins.

For some cards, points are awarded if a player has the largest territory. In case of a tie, each player gets half (rounded down) of these points, if it is in the middle. Otherwise, the card holder gets no points.