
NIDAVELLIR

THE DWARVES KINGDOM LIVED IN PEACE FOR MILLENNIA.

BUT IN THE WILD AND ICY LANDS OF NIDAVELLIR'S KINGDOM, NOTHING EVER LASTS FOREVER. THIS QUIETNESS DISAPPEARED WHEN A FORGOTTEN EVIL AWOKE AGAIN.TERRIBLE RUMBLINGS SHOOK THE FOUNDATIONS OF THE DWARF CITIES AND HELLISH FLAMES TORE THE SKY.
FAR AWAY, IN THE DARK AND LOST REGIONS OF THE CONTINENT, A SINISTER THREAT HAD JUST AWAKENED. NOBODY KNEW WHERE IT CAME FROM.

CONFINED CENTURIES AGO BY AN ALLIANCE BETWEEN DWARVES AND WIZARDS, FAFNIR THE RUTHLESS HAD JUST FREED HIMSELF TO ACCOMPLISH HIS VENGEANCE: TO RAID GOLD AND BURN BODIES. AND AS ANY WISE THIEF WOULD DO, HE WOULD START WHERE GOLD WAS PILED UP WITH THE MOST GREED: IN THE DWARVES KINGDOM!

AS A VENERABLE ELVALAND, A RESPECTED MEMBER OF THE COUNCIL AND CHIEF OF WAR, YOU HAVE BEEN SENT BY THE KING TO FORM AN ARMY CAPABLE OF CONFRONTING AND DEFEATING THIS BLOODTHIRSTY MONSTER. ENTER EVERY TAVERN IN THE KINGDOM, HIRE THE MOST SKILLFUL DWARVES, RECRUIT THE MOST PRESTIGIOUS HEROES AND BUILD THE BEST BATTALION YOU CAN IN ORDER TO DEFEAT YOUR MORTAL ENEMY! DO DILIGENCE, AND ABOVE ALL, SPEND WITHOUT COUNTING, BECAUSE IF THE KING WILL INDEED REWARD THE BEST OF YOU, HE WILL ALSO PUNISH THE ONES THAT COULD ONLY MANAGE TO RAISE AN ARMY OF POOR SOULS!

Goal of the game

The players embody Elvalands mandated by the King of Dwarves to form an **army** capable of defeating the infamous Fafnir. The Elvaland that will assemble the **army** with the highest **final Bravery Value** will win the game and will have the honor to go and defeat the dragon.

Do not hesitate to refer to the glossary page 23 if a term seems vague to you.

Summary

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Game components

87 **Dwarf** cards divided in 5 classes:
A • 18 **Warrior** cards,
B • 16 **Hunter** cards,
C • 16 **Miner** cards,
D • 20 **Blacksmith** cards,
E • 16 **Explorer** cards,
F • 1 **Special Blacksmith** card
(Blacksmith Distinction)



A B C D E



F

5 **Distinction** cards

5 **Royal Offering** cards



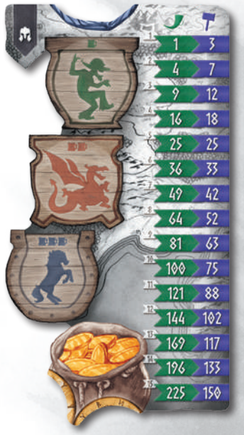
21 **Hero** cards



3 **tavern signs**



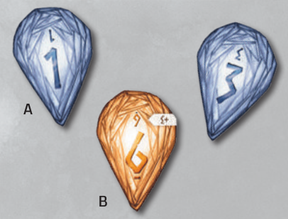
5 individual **Kingdom Map** boards



3 **gems Trade Markers**



6 **gems:**
A • 5 **Basic gems**
1, 2, 3, 4, 5
B • 1 **Special gem** 6
(Miner Distinction)



A B

60 **gold coins:**
A • 25 **basic coins** 0x5 | 2x5 | 3x5 | 4x5 | 5x5 (1 set/Elvaland),
B • 1 **special coin** 3 (Hunter Distinction),
C • 34 **Royal Treasure coins:**
5x2 | 6x2 | 7x3 | 8x2 | 9x3 | 10x2 | 11x3 | 12x2 | 13x2 | 14x2 | 15x1 | 16x1 | 17x1 | 18x1 | 19x1
20x1 | 21x1 | 22x1 | 23x1 | 24x1 | 25x1



A B C

1 **Royal Treasure**
4 card holders
1 scoring pad

2 Elvalands game

All the rules in this booklet apply, however:

During setup:
Remove 2 **coins** worth 7, 9 and 11 (2/3) from the **Royal Treasure** and put them back in the game box.

When Dwarves enter:
Put 3 **Dwarf** cards in each tavern each turn. Each Elvaland will choose a **Dwarf** card in the order defined by the bid, and the untaken card will be discarded.

3 Elvalands game

All the rules in this booklet apply, however:

During setup:
Remove 2 **coins** worth 7, 9 and 11 (2/3) from the **Royal Treasure** and put them back in the game box.

5 Elvalands game

All the rules in this booklet apply, however:

During setup:
Add **Dwarf** cards with a symbol (5) located at the bottom right in the corresponding decks of **Age 1** and **Age 2**.



Getting a good start in Nidavellir

During the first game to familiarize yourself with the rules, we advise you not to play with the following **Heroes**:

THRUD THE HEADHUNTER
YLUD THE UNPREDICTABLE
ULINE THE SEER

These **Heroes** have more complicated gameplay powers and notions that may be harder to comprehend during first plays. Of course, this is just an advice, feel free to play as you wish.

Setup

1 · Give each Elvaland an individual board and 5 **basic coins**.



2 · Take the corresponding **gems** to the number of Elvalands present for the game.

with **5 Elvalands** **Gems 1, 2, 3, 4, 5**	
with **4 Elvalands** **Gems 2, 3, 4, 5**	
with **3 Elvalands** **Gems 3, 4, 5**	
with **2 Elvalands** **Gems 4, 5**	

· Distribute one randomly to each. Place it in the **cavity** of your individual board, face up.

3 · Place in the center of the table the 3 **tavern signs** (Laughing Goblin, Dancing Dragon and Shining Horse) and the **Gem Trade Markers**.

4 · Place all **Hero** cards on three card holders, slightly overlapped, left side of cards visible.

5 · Place the **Distinction** cards on a card holder, slightly overlapping, left side of the cards visible.

6 · Take the **Royal Treasure** out of the game box, check that each **coin** is placed in its intended location.

7 · Leave the cards indicating a (5), at the bottom right corner, in the game box, if less than 5 Elvalands are playing.

8 · Take the cards of **Age 1** and shuffle them together. Place the deck of cards next to the **Royal Treasure**.

9 · Do the same with the cards of **Age 2**.



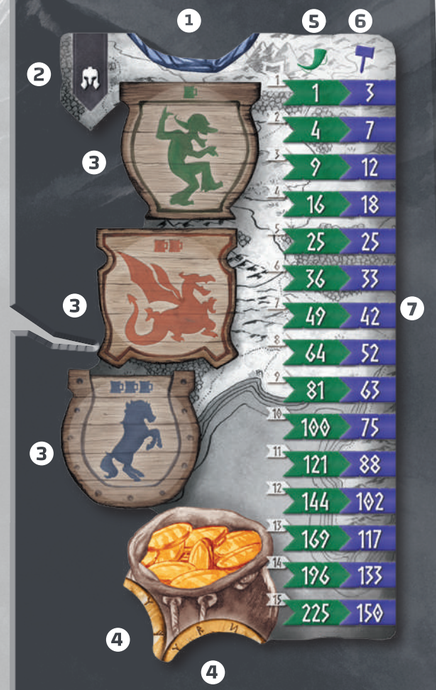
Royal Treasure
Do not forget to build it before your first game, by following the numbering of the notches.





Setup for 4 Elvalands

Board Anatomy



1. Cavity
2. Command Zone
3. Tavern location
4. Pouch
5. Final Bravery Value - **Hunter**
6. Final Bravery Value - **Blacksmith**
7. **Army**

Cards Anatomy

Dwarf card



1. **Class**
2. **Rank** Containing **Bravery Points**
3. Card to be used only when 5 Elvalands are playing

Hero card



1. **Name**
2. **Class**
3. **Rank** Containing **Bravery Points**
4. 5 Powers of the **Heroic** Card

Distinction card



1. **Class** affected by this **distinction**
2. Effect of the card

Royal Offer card



1. Effect of the card
2. Card to be used only when 5 Elvalands are playing

Determine the Bravery Value of each class



WARRIORS

Their **Bravery Value** is equal to the sum of their **Bravery Points**, to which the Elvaland who gets majority in **ranks** in the **Warrior** column, add his **coin** of highest value. In case of a tie, all tied Elvalands add their highest value **coin** to their Warrior **Bravery Value**.





HUNTERS

Their Bravery Value is equal to the number of Hunters squared.
To make counting easier, refer to the box on your individual board in front of the last rank of this column.





MINERS

Their **Bravery Value** is equal to the sum of their **Bravery Points** multiplied by the number of **ranks** in their column.





BLACKSMITHS

Their Bravery Value is a mathematical sequence (+3, +4, +5, +6, ...).
To make counting easier, refer to the box on your individual board in front of the last rank of this column.





EXPLORERS

Their **Bravery Value** is equal to the sum of their **Bravery Points**.



Bravery Points for Blacksmiths and Hunters

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
T	3	7	12	18	25	33	42	52	63	75	88	102	117	133	150	168	187	207	228	250	273	297	322	348	375
	1	4	9	16	25	36	49	64	81	100	121	144	169	196	225	256	289	324	361	400	441				

Turn Sequence

Game takes place during **2 Ages**.

From 2 to 3 Elvalands.
Each **Age** is **4 turns long**.

From 4 to 5 Elvalands.
Each **Age** is **3 turns long**.

Turn preparation

1. ENTER THE DWARVES

* Place X current Age cards face up in each tavern. X is equal to the number of Elvalands present for the game (except if **2 Elvalands** game, see page 4).

EACH ELVALAND OBSERVES THE POPULATION OF EACH TAVERN TO ESTIMATE THE APPROPRIATE BIDS ACCORDING TO HIS NEEDS AND WHAT OTHERS MAY BID ON.

2. BIDS

During this phase, each Elvaland plays simultaneously.
* Take note of your 5 **coins** then place a **coin** of your choosing face down on each **Tavern location** of your individual board.

The two unused **coins** are placed face down in the **pouch** of your individual board.

The value of the bid **coin** will determine the order in which each Elvaland will play when solving each tavern.

Taverns resolution

Solve each tavern one after the other, starting with the **Laughing Goblin Tavern**. When the resolution of the **Laughing Goblin Tavern** has been completed, go to the **Dancing Dragon Tavern** and then to the **Shining Horse Tavern**.



1. BID REVELATION

This phase takes place simultaneously.
* Reveal the current **coin** on the **Tavern location** being resolved on your individual board, and this one only.

The **coin** of highest value determines the active Elvaland. If several Elvalands bid a **coin** of the same value, the tie breaker is made by the **gems**: the **gem** of higher value wins the tie (see **Resolving equalities**).

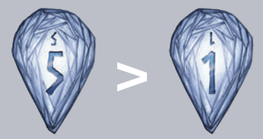


Serge (Gem 3) played his **coin** of value 5, Cecile (Gem 5) and Valeriane (Gem 1) played their **coin** of value 2.
Serge becomes the active Elvaland. When his turn is over, it will be Cecile then Valeriane to play.

Solving ties

In the event of a tie in the value of the **coins** played for a tavern, the order of the game is defined by the value of the **gem** possessed by the tied Elvalands. You become the active Elvaland if you have the highest value **gem**.

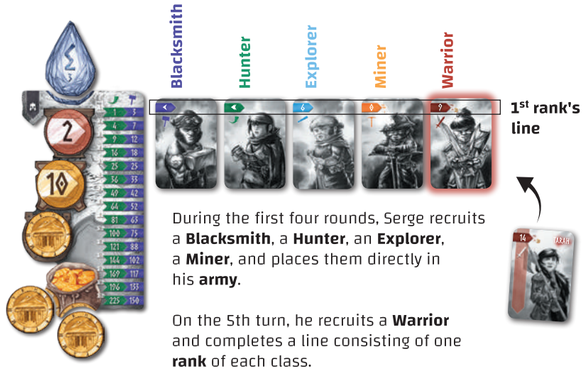
The resolution continues in descending order of **gem** value until each tied Elvaland has played.



2. ACTIVE ELVALAND TURN

In the following order:
* Choose a card in the tavern being resolved. According to your choice, place your **Dwarf** card in your **army** or solve the **Royal Offering** immediately (see **Transforming a coin** p. 11).
* Recruit a **Hero** card if the conditions are right.
* Perform a **coin** trade if you played your **coin** of value 0 (see **Trading Coins** p. 11).

In descending order of bid **coins** value (or **gems** in the event of a tie), the next Elvaland becomes the active Elvaland and starts its turn.



During the first four rounds, Serge recruits a **Blacksmith**, a **Hunter**, an **Explorer**, a **Miner**, and places them directly in his **army**.

On the 5th turn, he recruits a **Warrior** and completes a line consisting of one **rank** of each class.

He immediately recruits a **Hero** card. He chooses Tarah and places her in his **Warrior** column.



On turn 9, Serge places a **Hunter** card in his **army**. He creates a complete second **rank** line. He recruits Idunn and places her in his **Explorer** column.

Placing a Dwarf card in one's army

When you choose a **Dwarf** card from the tavern being resolved, place it in your **army** immediately:
· By creating a new column, if you did not have a **Dwarf** card of this class,
· Adding it to an already existing column corresponding to this class, if you already have one.

Ranks must always be visible.

Recruiting a hero

When placing a **Dwarf** card in your **army**, creating a line consisting of one **rank** of each class, requires you to immediately choose a **Hero** available card.

· A **Hero** card corresponding to one of the 5 classes is placed in the corresponding column of your **army**.
If a new line is completed with his pose, immediately recruit a new **Hero** card. Several lines can be completed by the installation of a **Hero** card.

· A **Neutral Hero** Card is placed in the **Command Zone** to the left of your individual board. If the power of a **neutral Hero** is contrary to this rule, the power prevails (see **Heroes Specificities** p. 14) and if its pose is done in your **army**, it may create a new line of 5 different classes and therefore allow you to recruit a **Hero** card.

WARNING
During the game, in order to be able to recruit a new Hero card, the number of complete lines in your army must always be equal to your number of recruited Hero cards +1.

Several lines completed by the pose a Hero card or the Blacksmith Distinction card



Serge places a **Blacksmith** card in his **army**. This results in the creation of a complete line composed of a **rank** of each class.
He then recruits Aegur, who allows him, by completing two lines at a time, to recruit two new **Hero** cards one after the other.

3. TRADING GEMS

When each Elvaland has played their turn, proceed to trading **gems** between Elvalands tied for the same **coin** values, then go to the next tavern resolution.

Go back to 1. BID REVELATION.



Trading of **gems** occurs at the end of the resolution of each Tavern to guarantee the order of play of the Elvalands.

Trading Gems

At the end of a tavern resolution, an trade of **gems** is made between the tied Elvalands for a given **coin** value. Once the trades are made, **gems** are put back into their respective **cavities**.

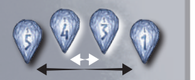
Tie between 2 Elvalands:
· **Gems** are traded between them.



Tie between 3 Elvalands:
· Only the lowest value **gem** and the highest value **gem** are traded.
· The medium value **gem** is not traded.

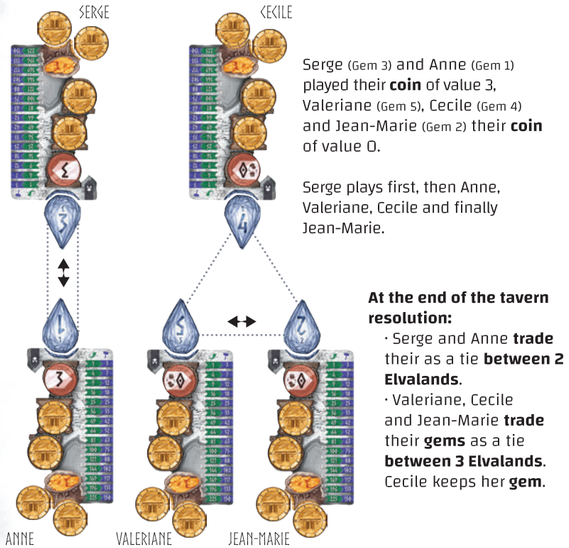


Tie between 4 Elvalands:
· The smaller value **gem** and the higher value **gem** are traded.
· The other two **gems** are traded between them.



Tie between 5 Elvalands:
· The trade happens as for 4 Elvalands.
· The medium value **gem** is not traded.





Serge (Gem 3) and Anne (Gem 1) played their **coin** of value 3, Valeriane (Gem 5), Cecile (Gem 4) and Jean-Marie (Gem 2) their **coin** of value 0.

Serge plays first, then Anne, Valeriane, Cecile and finally Jean-Marie.

At the end of the tavern resolution:
· Serge and Anne **trade** their as a tie **between 2 Elvalands**.
· Valeriane, Cecile and Jean-Marie **trade** their **gems** as a tie **between 3 Elvalands**. Cecile keeps her **gem**.

Special Value gem 6 (Miner Distinction)

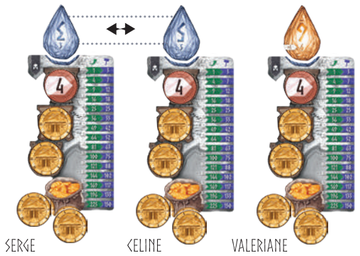
This gem cannot be traded.

This means that during a **gem** trade, you do not count the Elvaland who owns this **gem** to make the exchange.



Serge (Gem 3), Celine (Gem 5) et Valeriane (Gem 6) are tied because they played their **coin** of value 4.

Valeriane does not participate in the trade because she has **the special non-tradable gem 6** and Serge and Celine **exchange** as a tie **between 2 Elvalands**.



Next turn

When all taverns have been resolved, pick up your **coins** and move on to the next turn.

Trading Coins

When you play a **coin** worth 0:
· Reveal the **coins** placed in your **pouch**,
· Add up these two **coins**,
· Discard the highest value **coin**,
· Take the **coin** corresponding to the sum in the **Royal Treasure** and place it in your **pouch**.
· Put the **coins** in your **pouch** face-down.



Discarding coins

During a trade or transformation, a **coin** must be discarded.

· If it is a **basic coin** (red), this **coin** is put back in the game box and will not be used anymore for the rest of the game.



· In the case of a **Royal Treasure** (yellow) **coin**, this **coin** is returned to the location corresponding to its value in the **Royal Treasure**.



Transforming a coin

When you solve a card showing coin +X transformation power **(see Royal Offering, King's Hand, KRID) :**

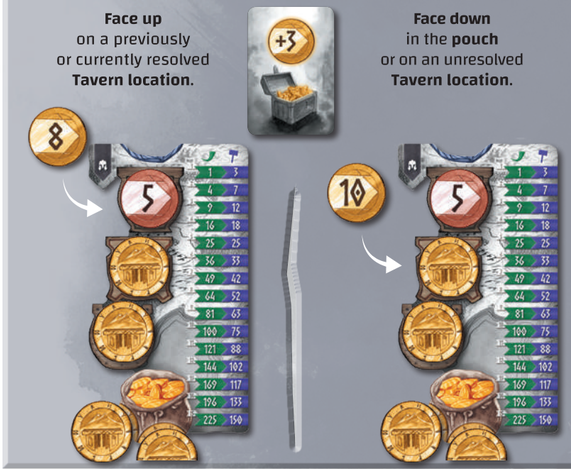


· Immediately add the +X value to one of your **coins** on your individual board (whether it is placed on a **Tavern location** already resolved, resolving, unresolved or in the **pouch**).
· Discard this **coin** and take a **coin** of the new value in the **Royal Treasure**.

This new **coin** is placed on the location of the discarded **coin**:

Face up on a previously or currently resolved **Tavern location**.

Face down in the **pouch** or on an unresolved **Tavern location**.



Tie and coin transformation on a Tavern being resolved

Ties are determined during bid revelation. Transforming a **coin** placed on a **Tavern location** being resolved does not change that status and **gems** must be traded between the tied Elvalands at the end of the current Tavern resolution.

· If the **coin** of the desired value is not available, take the first **coin** of the higher value available in the **Royal Treasure**.
In the rare case that there are no longer any **coins** with values greater than the desired value, take the first available **coin** of lower value in the **Royal Treasure** (the value closest to the desired value).

· You cannot take back a **coin** from the **Royal Treasure** that you have discarded during a trade or transformation.



· **The Coin value 0 can never be transformed.**

End of Age 1: Troop Evaluation

At the end of the turn when the **Age 1** deck has been exhausted, a Troop Evaluation is performed by the King. The Elvaland with the strict majority of **ranks** in each class, wins the corresponding **distinction**. In the event of a tie, no one takes the corresponding **Distinction** card.
The **gems** do not settle the ties during the Troops Evaluation.

Distinction cards must be awarded in this order:



The King's Hand Majority of Warriors

Add +5 immediately to one of your **coins** (see **Coin Transformation** p. 11).
Place this **Distinction** card in your **Command Zone**.



Hunting Master Majority of Hunters

Trade your **coin** of value 0 immediately with the **special coin** of value 3. This **special coin** keeps its trading properties and cannot be transformed.
Place this **Distinction** card in your **Command Zone**.



Crown Jeweler Majority of Miners

Place the **special value gem** 6 on your current gem. You will add 3 points to your **Final Bravery Value**. This **gem** will never be traded, even in the event of a tie with another Elvaland, and will allow you to win all ties at Tavern Resolutions.
Place this **Distinction** card in your **Command Zone**.



King's Great Armorer Majority of Blacksmiths

Immediately add **the special Blacksmith** card with 2 ranks to your **army**.
Placing this card may trigger a recruitment of **Hero** cards.
Place this **Distinction** card in your **Command Zone**.



Pioneer of the Kingdom Majority of Explorers

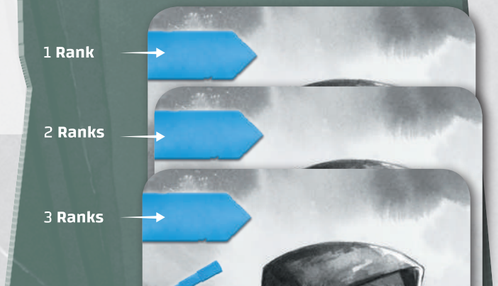
Draw 3 cards from the **Age 2** deck. Keep 1:
- If it is a **Dwarf** card, place it immediately in your army. Placing this card may trigger the recruitment of a **Hero** card.
- If it is a **Royal Offering** card, transform one of your **coins**.

The two unassigned cards are shuffled back in the **Age 2** deck.
Place this **Distinction** card in your **Command Zone**.

If this Distinction is not won, discard the first card of the Age 2 package, without effect.

Take the **Age 2** cards, shuffle them together and begin a new turn.
Follow the same rules as **Age 1**.

WARNING
Majorities are the number of ranks in each class of your armies and not the sum of their Bravery points or the number of cards.

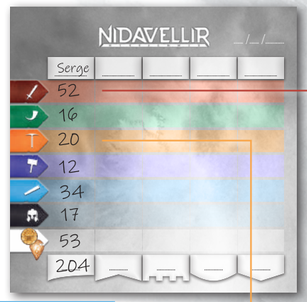


End of Age 2 and end of the game

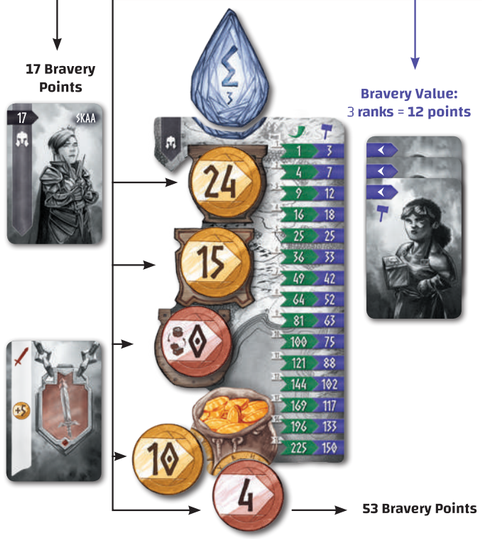
At the end of the turn when the **Age 2** deck has been exhausted, count your **Final Bravery Value**:
- your Bravery Value for each class of your army (see **Determining the Bravery Value for each class** p. 7),
- the **Bravery Value** of your **neutral Hero** cards present in your **Command Zone**,
- the total value of your **gold coins**.

The Elvaland, who owns the **special value gem** 6, adds 3 **Bravery Points** to the total value of his **gold coins**.





In this example, Serge has a majority of **Warrior ranks**. He therefore adds his **coin** of highest value to the **Bravery Value** of his **Warriors**.



Bravery Value: 3 ranks = **12 points**

Bravery Value: 4 ranks = **16 points**



Bravery Value: **34 points**



Bravery Value: **4 Bravery Points** x 5 **ranks** = **20 points**



Bravery Value : **28 pts + 24 pts = 52 points**





Serge then obtains a **Final Bravery Value** of 204 points.

The Elvaland with the highest **Final Bravery Value** wins the game and earns the privilege of leading his troops to the dragon.
In the event of a tie, the Elvalands concerned share the victory and the privilege of facing Fafnir together.

The Elvaland who has the most **Warrior ranks** adds his **coin** of higher value to the **Bravery Value** of its **Warriors**. This **coin** is counted once in the total **gold coins** and once in the **Warrior** class for Elvaland.

If several Elvalands are tied for the majority, each adds his **coin** of highest value to their **Warrior's Bravery Value**.

WARNING
As for the Distinctions, majorities are the number of ranks present in this class and not the sum of their Bravery points or the number of cards.

Heroes Specificities

Cards

Neutral Heroes

Place them in your **Command Zone** unless otherwise stated in their description.



DWERG THE 5 BROTHERS

Add X points to your **final Bravery Value**.
X depends on the **number of recruited brothers**:

1	2	3	4	5
13	40	81	108	135

Several players can embark on this strategy.

SOME SAY IT'S ALMOST IMPOSSIBLE TO REUNITE THE 5 BROTHERS IN AN ARMY.



Serge recruited two brothers.
He adds **40 points** to his **final Bravery Value**.



SKAA THE UNFATHOMABLE

Add 17 **points** to your **final Bravery Value**.



ASTRID LA FORTUNÉE

Add X **points** to your **final Bravery Value**.
X is the value of the largest **coin** you own.



If you own **coin** 25,
Astrid will earn you 25 points.



GRID THE MERCANTILE

Add 7 **points** to your **final Bravery Value**.
When you recruit her, immediately add +7 to one of your **coins** (see Transforming a coin p. 11).





ULINE THE SEER

Add 9 **points** to your **final Bravery Value**.
At each turn, during the bidding phase, you do not place your **coins** on your individual board and keep them in your hand.
At the Taverns Resolution, you wait for the other Elvalands to reveal their **coins** to pick yours and place them on the corresponding **Tavern loation**, face up. The resolution then happens normally.
During a **coin trade**, you must choose, at the end of your turn, which **coins**, from your hand, you add up to make the trade. The trade takes place normally except that you immediately take over the newly acquired **coin**. No **coin** is placed in the **pouch** of your individual board.

During a **coin trade**:
- If you choose a **coin** from your hand, put the newly acquired **coin** in your hand.
- If you choose a **coin** from an already resolved **Tavern location** or currently being resolved, replace it with the newly acquired **coin**.

The **coins** in your hand are available to be placed on the **Tavern location** that will be solved later in the turn. The **coins** placed on your individual board must remain there until the end of the current turn.

Uline's power activates as soon as you take her card.
This means that as soon as you choose Uline, you place her in your **Command Zone** and then immediately take control of your **coins** in the **Tavern location** that are not resolved this turn, as well as those in your **pouch**.



YLUD THE UNPREDICTABLE

Place it in your **Command Zone**.
Just after the resolution of the last Tavern in **Age 1** but before the **Troops Evaluation**, place Ylud in the column of your choosing in your **army**. Ylud's **rank** counts as a card of this class for the award of **Distinctions**.
Ylud will remain in this place until the end of **Age 2**.

If you recruit Ylud in **Age 2**, place her in your **Command Zone**.

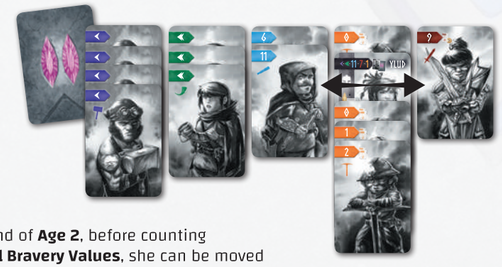
Just after the resolution of the last Tavern in **Age 2** but before the countdown of **Bravery Values**:
- If she is in your **Command Zone**, place her in the column of your choice within your **army**,
- If she is in your **army**, you can take her back and place her in the column of your choosing in your **army.**

Consider Ylud as a **dwarf** of this class.
She takes the value corresponding to the column where she is at the end of **Age 2** (**Blacksmith** and **Hunter**: depending on the placement level, **Explorer**: 11, **Warrior**: 7, **Miner**: 1) and her rank counts in the Warrior majority if placed in this column.

Placing Ylud in your army may trigger a **Hero** card recruitment.



Ylud is moved, at the end of **Age 1**, from the **Command zone** to one of the columns of the Elvaland army that recruited her.



At the end of **Age 2**, before counting the **Final Bravery Values**, she can be moved to another column of the **army** of the Elvaland who recruited her.

Timing for Ylud and Thrud

The activation order of their power is important. Thus, after the resolution of the last Tavern of **Age 2**, Ylud is placed or moved in the **army** of the Elvaland who recruited her. At the time of placement, the recruitment of a **Hero** card may take place if conditions are met (see **Recruiting a Hero** p. 9). Thrud is then removed from the player's **army** to be placed in his **Command Zone**.



THRUD THE HEADHUNTER

Place her in the column of your choice in your **army**.
Thrud should never be covered. If a **Dwarf** or **Hero** card should be placed on Thrud, take Thrud in hand, put the **Dwarf** or **Hero** card in the column, and replace Thrud in the column of your choice (its original column or another). Placing her may trigger the recruitment of a new **Hero** card.

The **rank** of Thrud counts in the attribution of **Distinctions** of **Age 1** in the column where she is. After the resolution of the last Age 2 Tavern and before the countdown of your **final Bravery Value**, she is placed in your **Command Zone**.

She adds 13 **points** to your **final Bravery Value**.





This **Explorer** card cannot be directly placed.
Take Thrud in hand.
Place the **Explorer** card and put Thrud on the column of your choice.



At the end of **Age 2**, Trud is relocated to the **Command Zone**.

Cards

Warrior Heroes

Place them in the **Warrior** column of your **army**.



KRAAL THE VENAL

Has **2 ranks**.
Add **7 and 0 points** to your **Warrior Bravery Value**.



TARAH LETHAL STRIKE

Has **1 rank**.
Add **14 points** to your **Warrior Bravery Value.**

Cards

Hunter Heroes

Place them in the **Hunter** column of your **army**.



ARAL EAGLE CLAWS

Has **2 ranks**.



DAGDA THE EXPLOSIVE

Has **3 ranks**.
Immediately place Dagda in your **Hunter** column, and immediately discard the last **Dwarf** card of your choosing from two other columns in your army. The two columns must be different.



Cards

Blacksmith Heroes

Place them in the **Blacksmith** column of your **army**.



AËGUR FIST OF STEEL

Has **2 ranks**.



BONFUR THE TYRANNICAL

Has **3 ranks**.
Immediately place Bonfur in your **Blacksmith** column, and immediately discard the last **Dwarf** card of your choosing from another of your columns.



Bonfur and Dagda

Bonfur and Dagda discard **Dwarf** cards when they come into play. You cannot recruit a new **Hero** card until you replace the discarded cards and make an additional line of 5 different class **ranks**.
As a reminder: during the game, in order to be able to recruit a new **Hero** card, the total line number of your **army** must always be equal to your number of recruited **Hero** cards +1.

ATTENTION
You can never discard a Hero card when activating the power of Dagda and Bonfur, only one or more Dwarf cards. If this is not possible, you cannot choose Dagda and Bonfur.

Cards

Miner Heroes

Place them in the **Miner** column of your **army**.



ZORAL THE FOREMAN

Has **3 ranks**.
Adds **1, 0, and 0 Bravery Points** to the sum of **Miners**.

Note: In other words, Zoral increases by 1 the **Bravery Value of the Miners** and by 3 the multiplicative factor (3 **ranks**) for the calculation of the **Bravery Value**.



LOKDUR GREEDY HEART

Has **1 rank**.
Add **3 Bravery Points** to the sum of the Miners.

Note: In other words, Lokdur increases by 3 the sum of the **Bravery Points of the Miners** and by 1 the multiplicative factor (1 **rank**) for the calculation of the **Miners Bravery Value**.

Cards

Explorer Herores

Place them in the **Explorer** column of your **army**.



HOURYA THE ELUSIVE

Has **1 rank**.
Add **20 points** to your **Explorers Bravery Value**.
You need to have 5 **ranks** in the **Explorer** column in your **army** in order to recruit her.

Note: The **rank** of Thrud and Ylud counts for Hourya's recruitment if they are placed in the **Explorer** column.

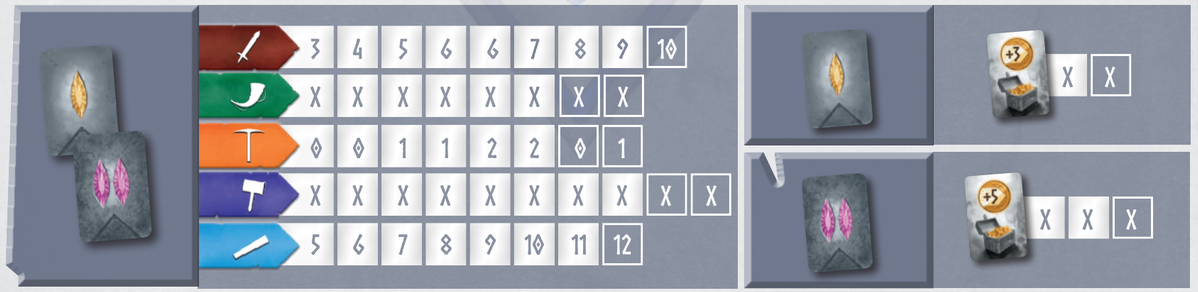


IDUNN THE FURTIVE

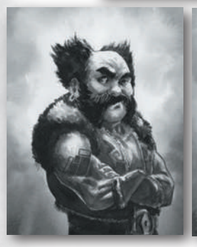
Has **1 rank**.
Add **7 points** to your **Explorer Bravery Value** plus **2 points** per present **rank** in this column, including her own.

Cards in play

CARDS USED FOR 2, 3, 4 PLAYER GAMES | ADDED CARDS TO 5 PLAYER GAMES







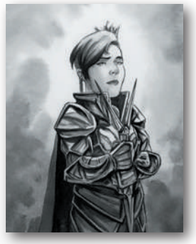


THE DWERG BROTHERS

The technique called "the dance of 5" is a most formidable combat formation. A group of 5 warriors fight together as if they all were a finger of the same hand. When perfectly mastered, it allows this formation to resist a high number of enemies, inflicting mortal wounds on those who dare getting close to the "hand". The Dwerg brothers are known far beyond the lands of Nidavellir, for their exceptional virtuosity in the realization of this technique.

To win with this strategy in the 4 and 5 player games, you will have to make sure to recruit at least 3 of the brothers. This will mobilize 3 sets of 5 **Dwarves**, so 15 cards. But the 81 points earned this way will not be enough to grant you victory. An interesting option may be, in the first few rounds of play, where you're not very regarding on the class you are recruiting (since all the categories are necessary), to trade your strongest tavern pieces to get in front of your opponents and permanently be the one with the best bidding possibilities. This should allow you, when the moment comes, to take the last **Dwarf** you need and / or block some players who would want to monopolize **Dwarves** belonging to a class. The additional **Dwarves**, after the 3 you need, could as well be **Warriors**, which would allow you to win the majority bonus allocated to this class.

SKAA THE UNFATHOMABLE



Adoptive daughter of one of the richest merchants in the kingdom, Skaa's real origins have always spouted many rumors. Some perfidious ones even claim that she might have elven blood coursing in her veins... Forced to constantly give the best of herself to cut off these neverending gossip, Skaa has always shown exceptional valor. No one, in her presence, would venture to disrespect her.

As she has no particular ability, Skaa is the perfect end-of-game **Hero** where the priority becomes the acquisition of additional **Bravery Points**.

GRID THE MERCANTILE

Raised from an early age in the atmosphere of the most colorful taverns in the kingdom, Grid has become a mistress in the art of finding a good deal a thousand miles around! It is said that she used to work hand in hand with Astrid the Fortunate, and that they managed to amass a colossal fortune!



Her ability is powerful and if you manage to recruit her early in the game, you will make such a gain on your **Gold coins** that it will give you a decisive control over the bids.

ASTRID THE WEALTHY



Merchant's daughter, granddaughter and great-granddaughter, the origin of her fortune is lost in the depths of time. One thing is certain, though. If at some point she decides to feature you in her living room as a statue, she will put the right price!

Her recruitment obviously implies that you do many trades throughout the game, thanks to the zero value **coin**. The **coin** "25" is your goal and you will need to manage your trades in order to get there as soon as possible, before any opponent.

ULINE THE SEER

From an early age, Uline has proven to be an atypical child. Her exceptional size, her taste for fine food, her attraction to the vegetable world rather than the mineral one, and her interest in magic, made her both a feared and admired character. It is said that she can see the future and thus predict her enemies' maneuvers.



The sooner her recruitment takes place, the more effective her ability will be. The ability to keep your **coins** in hand and play them at the last moment will give you a significant advantage, as you'll quickly master the art of using the "trade" **coin** at the right time.

YLUD THE UNPREDICTABLE

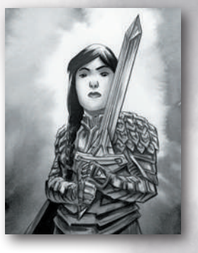


A distant cousin of the King, Ylud spent a good part of her life inside the castle. Her independent character and her way of always doing what one least expects, made her one of the most beloved personalities of the court.

Ylud is an ideal **hero** when the game is uncertain and crucial choices will have to be made at a later time. Note that she can sometimes be useful at the end of the **first Age** to get an unexpected reward.

THRUD THE HEADHUNTER

When her father, General Kraal, had to recruit an army to face the orc invasion, he, eager to satisfy his King, had the idea to use the charms of his eldest daughter to strengthen the patriotic feelings of future recruits. Hurt about being reduced to her appearance in her father's eyes, she left his army and. formed hers. Some say she surpassed her father's in the decisive battle of the Orc Wars.



Thrud is obviously the first choice of **Hero** since she will greatly facilitate all other recruitments. Her ability to change classes allows you greater flexibility in recruiting Taverns, allowing you to acquire the **Dwarves** you need in the order of your choice. She will always take the place of the fifth character in a line to trigger a recruitment of **Heroes**.



TARAH LETHAL STRIKE

She is the archetype of the ideal Warrior: quick as lightning, precise as a gnome watchmaker, powerful as a war horn, she only hits once and leaves no chance to her target. She has invented a secret move that no other Warrior has managed to replicate, as her execution speed is beyond perceptions!

Her **Bravery Value** is not exceptional, but if her presence allows you to get the majority bonus, then Tarah is for you!



KRAAL THE VENAL

Promoted General during the Orc Wars, Kraal distinguished himself mainly by his ability to strengthen the King's army, thanks to many recruits. Is it due to his charisma? Or is his eldest daughter the real reason, as the some naysayers and jealous ones claimed... More likely, the explanation is much simpler. This is only due to his immense personal fortune!

Kraal is a key **Hero** to switch on the majority bonus of the **Warrior** class. Think about it if you have to do a sleight of hand to get the win. And beware not to get too pretentious if the bonus seems too easy to get as you run to a presumed victory!



ARAL EAGLE CLAWS

There is no better tracker in the Kingdom of Dwarves.
His fame was such that it led to a common saying:
"You can't go where Aral can't follow you! ".

Perfect to significantly increase a long series of this class
without the destructive disadvantage of its counterpart Dagda.



LOKDUR GREEDY HEART

Lokdur was in charge of the main mines of the rich mountains
of the North. It is said that his greed was limitless and that he pushed
the Dwarves to dig far too far, into the darkest depths of the Mountain
of Fate. Some claim that it was by his imprudence that Fafnir
was awakened, but no one could ever prove these allegations.

Lokdur is a perfect **Hero** if you've managed to recruit a lot of **miners**
but have low **Bravery Values** (zero or 1).



DAGDA THE EXPLOSIVE

A formidable hunter, Dagda can boast the most beautiful trophy
collection in the kingdom! On the other hand, if her effectiveness
can't be questioned, her methods to reach her ends are far more
debatable, and unpleasing rumors regularly spread on this subject.

It can give you a decisive victory score in the **Hunter** Class,
but be careful to recruit her at the right time because losing a character
from two other classes may prevent you from recruiting another **Hero**
later in the game.



ZORAL THE FOREMAN

Zoral was exactly the opposite of his master. Close to his men, always
careful before updating a new vein, he was for many years the keeper
of the cohesion of the Northern Miners Guild.

Unlike Lokdur, Zoral will be really useful if you have recruited
a small number of **Miners** with good **Bravery Values** (1 or 2),
because it will increase the multiplicative factor of an otherwise large
sum thanks to its number of **ranks**.



AËGUR FIST OF STEEL

A craftsman of many weapons and armours, he was appointed
by the King himself, the first blacksmith of the Kingdom.
Rumor has it that he had a hidden twin brother who secretly
worked at night with him which is why he could work twice as hard
as any of the other Blacksmiths. But this could never be verified.

Ideal to significantly increase a long series of this class without
the destructive disadvantage of its counterpart Bonfur.



IDUNN THE FURTIVE

Legend has it that the King and Idunn had a romantic relationship
in their youth. Life could have been sweet for them if the King had not
been the King and if the customs of the court had been more flexible.
Alas, in the kingdom of the Dwarves, traditions are sacred
and the King was not allowed to marry the chosen of his heart.
In desperation, Idunn became an explorer and spent most of her life
away from the kingdom and her lost love.

Idunn is a good value if you have recruited an army of **Explorers**!



BONFUR THE TYRANNICAL

Grandmaster Blacksmith, his ambition was so devouring,
that he pushed the dwarves of his forge to exhaustion and even
his own son to his death. His reputation is great but forever tainted
by this unjust death.

Bonfur can give you a decisive victory score,
in the **Blacksmith** Class, but be careful to recruit him at the right time,
as losing a character from another class may prevent you
from recruiting another **Hero** later.



HOURYA THE ELUSIVE

During the troubled skirmish times against the elves, Hourya managed
to capture an elf prince to whom she gave his freedom back in exchange
for his magical cloak. This cloak conferring near invisibility in natural
environment, Hourya has been entrusted with the most dangerous
missions in foreign lands. She is one of the most respected Explorers
of her caste.

Hourya does not offer any particular advantage except her huge value
in **Bravery Points**. It becomes crucial at the end of the game,
if you managed to recruit at least 5 **Explorers**!




WARRIORS

True celebrities, Warriors are revered as ancient gods. Although capable of changing the face of a battle alone, everyone knows that their thirst for wealth is their greatest motivation. Many say that their reputation is usurped, especially since the disappearance of the great threats that hovered over Nidavellir centuries ago.

As suggested by the rumors circulating in the Kingdom, they have lost their splendor and do not seem that dangerous anymore... However, having them in your **army** attracts prestige, and the King is very attached to it, as it awakens memories his ancestors slaying demons in the shadows. Thus, the Elvaland counting the most **Warrior** in his army will be rewarded by the King. And gold is really not negligible in the final victory.




HUNTERS

Following the great fire that put to ashes much of the Kingdom's forest during the last battle with a dragon, many animal species have disappeared... Hunting has become a marginal practice and only a handful of Dwarves can still practice this profession in the Unnamed Valley which borders the rocky ridges of the Kingdom. Although marginalized, Hunters, with their tracking knowledge, and expertise in handling weapons and traps, are powerful allies. Their endurance makes them particularly valuable at the end of battles.

Hunters have a **Bravery Value** equal to their number squared. These are not the most numerous, nor the most powerful at the beginning of recruitment but the more you recruit, the more they will be able to lead you to victory.




MINERS

Millennial profession that lost its prestige over the centuries. Although each Dwarf of the Kingdom is the direct descendant of a Miner, few boast about it. Miners are considered dirty and obsessed with precious minerals, as they were in ancient times. Some argue, however, that discoveries made in the depths of the mines would give the Elvarand who would bet on them, a considerable advantage during battle.

Miners have a **Bravery Value** equal to their **Rank** multiplied by their **Bravery Points**. Their value in combat is low, but their numbers can reverse desperate situations. Never forget that everything can be settled with a good pickaxe hit!




BLACKSMITHS

A deeply respected Class, mainly for their knowledge in metals and sheer ingenuity. Blacksmiths are valuable support for any army. How do you expect to win without weapons and the right kind of armor? Moreover, their ability to work in extreme heat will give them an edge at the end of the battle when everything is ablaze!

The **Bravery Value** of the **Blacksmiths** is based on a mathematical sequence. Being the most represented Class in Nidavellir, recruiting them will give you a growing advantage as the game advances.




EXPLORERS

Relatively new within the Kingdom, this profession divides. Some see in it the evil influence of elves, others see it as a sign of openness of the Dwarven people until then too curled up on itself. However, this type of fast and strong dwarf seduces a lot, even if few will admit it. This Class was the first to report the return of Fafnir and the constitution of his army.

Explorers have a heterogeneous **Bravery Points** that is directly added to that of your army. With some dwarves with a very high **Bravery Points**, this category can seem very attractive. However, do not forget that an army consisting only of **Explorers** can't win a battle and that without a real **Hero** to lead them to the battlefield, you will not be able to win.

GLOSSARY

Age 1 First part of the game, consisting of 4 turns with 2-3 Elvalands and 3 turns with 4-5 Elvalands.

Age 2 Second part of the game, consisting of 4 turns with 2-3 Elvalands and 3 turns with 4-5 Elvalands.

Army Area located to the right of the individual Elvalands board, where you will place your **Dwarf** cards and **Hero** class cards in the corresponding columns.

Bravery Points Points indicated in the **Ranks** and used to calculate the **Bravery Value** of each class. Each class has a different way of calculating their **Bravery Value** (cf **Determine the Bravery Value of each class** on page 7).

Cavity Upper section of the individual board that allows Elvalands to place their **gem**.

Command Zone Area to the left of the individual board, where **neutral Hero** cards and **Distinction** cards go.

Distinction Cards obtained by a strict majority in **Rank** in a class of Dwarves during the Troop Evaluation phase at the end of **Age 1**.

Dwarf Character recruited from taverns. They can be from 5 different classes:

WARRIOR HUNTER MINER BLACKSMITH EXPLORER

Elvaland Dwarf word designating war chiefs and members of the council of the Kingdom. In these rules, this term refers to the players.

Final Bravery Value Final score of the **army.** Total of **Bravery Values** for each class.

Gems Gemstones defining the turn order in case of a tie during bids. They are placed in the **cavity** of the individual boards.

Gem Trade Markers These markers are present to remind Elvalands who bid the same **coin** value, to trade their **gem** before going to the resolution from the next tavern.

Hero Powerful character recruited when a line made of a **rank** of each class is created. During the game, in order to be able to recruit a new **Hero** card, the number of complete lines in your **army** must always be equal to your number of recruited **Hero** cards +1.



Pouch Bottom area of the individual board comprising two notches to put the two **coins** players did not bid during a game turn.



Rank present on the left side of each **Dwarf** and **Hero** card, indicating **Bravery Points**.

Royal Offering Cards that can be found with **Dwarf** cards during **Age 1** and **2**. They allow Elvalands to improve their **gold coins** faster by transforming them.



Royal Treasure Display where the King's **gold coins** are. The Elvalands take **coins** in the **Royal Treasure** when an trade or a **coin** transformation occur.

Taverns These are 3 places where **Dwarf** cards are recruited. The Laughing Goblin, The Dancing Dragon, and The Shining Horse taverns are symbolized by **signs** on the table and by **Tavern spots** on the individual boards of the Elvalands.

Troop Evaluation Majority count at the end of **Age 1** to win **Distinction** cards.

• Credits •

GRRRE GAMES

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NJORD TYPEFACE by Tugcu Design CO.

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• Acknowledgments by the game designer •

Many thanks to the many testers who have given their time so that this game can hope to please the public, especially the Ruiz family for their availability and imperturbable good mood!

Sincere thanks to the great team that worked on the project: Céline, Valériane, Florian & Jean-Marie.
It is thanks to their commitment and talent that the game has become what it is today.

Game Summary

Refer to page 4 for adaptations to **2, 3 and 5 Elvalands**.

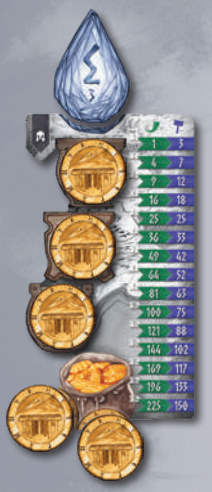
Tour preparation

1. DWARVES ENTRANCE
* Place X cards of the current Age in each Tavern. X = number of Elvalands.

2. BIDS
* Place your **coins** face down on each **Tavern location**.

Taverns resolution

1. BID REVELATION
* Reveal your **coin** on the corresponding **Tavern location**.
* The highest value **coin** determines the active Elvaland.
Ties are separated by the **gems**.



2. ACTIVE ELVALAND TURN
* Choose a card of the tavern being resolved.
* Recruit a **Hero** card (if conditions are met).
* Swap **coins** if you played your value 0 **coin**.

Next Elvaland turn determined by decreasing order of **coins**, or by **gems** in the event of a tie.

3. TRADING GEMS
When each Elvaland has played, proceed to the trading of **gems** between the Elvalands tied for a given **coin** value. Then proceed to the resolution of the next Tavern.

Go back to 1. BID REVELATIONS.

Next turn

When all Taverns have been resolved, pick up your **coins** and move on to the next turn.

Determine the Bravery Value of each class



WARRIORS
Their **Bravery Value** is equal to the sum of their **Bravery Points**, to which the Elvaland who gets majority in **ranks** in the **Warrior** column, add his **coin** of highest value. In case of a tie, all tied Elvalands add their highest value **coin** to their Warrior **Bravery Value**.



HUNTERS
Their Bravery Value is equal to the number of Hunters squared. To make counting easier, refer to the box on your individual board in front of the last rank of this column.
(see **Bravery Points for Blacksmiths and Hunters** p.5)



MINERS
Their **Bravery Value** is equal to the sum of their **Bravery Points** multiplied by the number of **ranks** in their column.



BLACKSMITHS
Their Bravery Value is a mathematical sequence (+3, +4, +5, +6, ...).To make counting easier, refer to the box on your individual board in front of the last rank of this column.
(see **Bravery Points for Blacksmiths and Hunters** p.5)



EXPLORERS
Their **Bravery Value** is equal to the sum of their **Bravery Points**.

Cards in play

CARDS USED FOR 2, 3, 4 PLAYER GAMES

ADDED CARDS TO 5 PLAYER GAMES

