Caverna
A GAME BY UWE ROSENBERG
THE CAVE FARMERS

Caverna is a development strategy game for 1 to 7 players aged 12 and up.
The playing time is about 30 minutes per player.
Uwe Rosenberg advises:



> You can play this game with up to 7 players. For your first play, we recommend you only play with 5 players at most to reduce downtime.

GAME IDEA

In this game, you take the roles of adventurous dwarfs living reclusively in caves where you dig for ore and rubies and furnish caverns to become living and working areas. You need ore to craft weapons to undertake expeditions in search of adventure and loot. Rubies are a valuable and highly flexible good: you can trade them for other goods and landscape tiles at any time. Outside your caves, you will look after your sustenance by felling trees, raising farm animals and doing some agriculture.

At the end of the game, the wealthiest dwarf will win.

COMPONENTS

Wooden acrylic playing pieces



- ~ 20 light brown **Dog tokens**
- ~ 35 white **Sheep tokens**
- ~ 30 grey **Donkey tokens**
- ~ 30 black **Wild boar tokens**
- ~ 30 brown **Cattle tokens**
- ~ 45 brown **Wood tokens**
- ~ 25 grey **Stone tokens**



- ~ 45 black *(acrylic)* **Ore gems**
- ~ 20 red *(acrylic)* **Ruby gems**
- ~ 40 yellow **Grain tokens**
- ~ 35 orange **Vegetable tokens**
- 1 yellow **Starting player token**
- **7x3 Stables** in different colors
- **7x5 Dwarf discs** in different colors

16 Game boards



- **7 large Home boards** *(Forest on the left, Mountain on the right)*
- **1 small basic game board** with 3 preprinted Action spaces and Round spaces 1 to 3
- **1 large basic game board** with Round spaces 4 to 12
- **1 two-sided basic game board** with preprinted Action spaces for 1 to 3 players on one side *(and for 4 to 7 players on the other side)*
- **1 large additional game board** *(with additional Action spaces for 5 players on one side and for 6 to 7 players on the other side)*
- **1 small additional game board** *(with additional Action spaces for 3 players on one side and for 7 players on the other side)*
- **4 longish supply boards** to organize the Furnishing tiles

On counter sheets



- **20 Gold coins labeled "1"**
- **24 Gold coins labeled "2"**
- **5 Gold coins labeled "10"**
- **1 "Additional dwarf" marker**
- **88 "1 Food" markers**
- **7 round Harvest markers**
- **52 Weapon strength markers**
  (1x "1", 1x "2", 4x each of "3" to "13", and 6x "14")



- **8 Multiplication markers "4x"**
  (on the other side: Begging markers "-3 Gold")
- **8 Goods markers** *("8 Sheep", "8 Donkeys", "8 Wild boars", "8 Cattle", "10 Wood", "10 Stone", "10 Ore", "5 Rubies")*
- **2 "8 Animals" markers**

Furnishing and landscape tiles



- **17 identical "Dwelling" Furnishing tiles**
- **47** other **unique Furnishing tiles**
  - **8 single tiles "Tunnel"** *(on the other side: "Cavern")*
  - **16 single tiles "Ruby mine"** *(on the other side: "Field")*
  - **16 single tiles "Meadow"** *(on the other side: "Small pasture")*
- **24 twin tiles "Ore mine/Deep tunnel"**
  (on the other side: "Large pasture")
- **40 twin tiles "Cavern/Tunnel"**
  (on the other side: "Cavern/Cavern")
- **40 twin tiles "Meadow/Field"**
  (on the other side: Small pasture/Field)

29 Playing cards



- **1 "Harvest events" card**
- **12 Action space cards**
  with Action spaces for rounds 1 to 12
- **7 Overview cards "Rubies, Harvest time"**
- **7 Overview cards "Expedition loot"**
  (values 1 to 8 on one side and 9 to 14 on the other side)
- **2 Dwarf cards** for the solo and 2-player game

also

- **scoring pad**
- bags to organize the components
- **24 page rule book**
  - **8 page appendix** with details on Expeditions, the Furnishing tiles and the Action spaces

SETUP

We will explain the game for 2 to 7 players first. The solo rules will be explained on the last page.

Your personal playing areas

Each player chooses a color and takes the Home board and the 5 Dwarfs and 3 Stables of that color.

Place 2 of the 5 Dwarfs side by side in the "Entry-level dwelling" on your Home board. Keep the remaining 3 Dwarfs and Stables next to your Home board as your personal supply.

(Return the Dwarfs, Stables and Home boards of the leftover colors to the game box.)

Then take one of each of the 2 different Overview cards.



Your first two Dwarfs live together in the entry-level room of their cave.

← *Stables*

Randomly determine the player who gets the **Starting player token.** The Starting player and the player to his left each get 1 Food. The third player gets 2 Food. Each other player gets 3 Food.

We recommend you cover the Dwarfs in your supply with Stables to avoid using them by accident before you are allowed to.

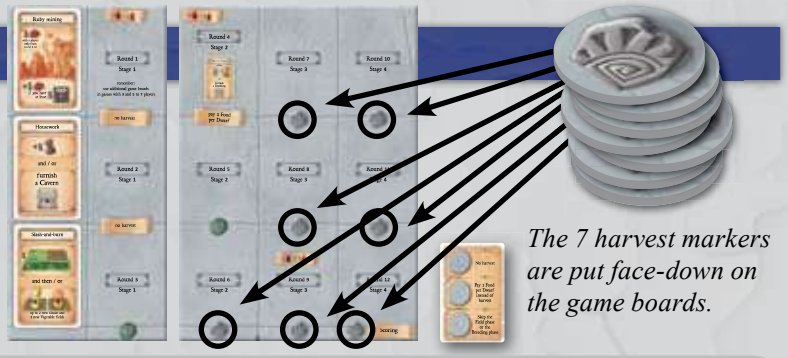




Players get a different number of Food depending on their position in the turn order.

The game boards with Action spaces

Place the two single-sided basic game boards with Round spaces 1 to 3 and 4 to 12 next to each other. Shuffle the 7 Harvest markers and place them face-down *(with the grey rune symbol facing up)* on the Round spaces 6 to 12, one marker per space. Place the "Harvest events" card next to the game boards.



The 7 harvest markers are put face-down on the game boards.

2 PLAYERS In a **2-player game**, remove one of the Harvest markers with a green leaf from the game. Then distribute the remaining 6 markers among the Round spaces 6 to 12 leaving space 9 empty.

Place the third basic game board to the left of the first two. Turn it to the appropriate side depending on the number of players *(1 to 3, or 4 to 7 players).*

There are two additional game boards.

- In games with 5 to 7 players, the larger additional game board is used. Turn it to the appropriate side depending on the number of players *(5, or 6 to 7 players).*
- The smaller additional game board is used in games with 3 or 7 players.

Place the required additional game boards to the left of the basic ones.





Place the supply boards for the Furnishing tiles near the other game boards.

This is the setup for a 3-player game. Especially in a 3-player game, players tend to forget about the additional game board. Place the supply boards near the other game boards as you see fit.



The supply boards and Furnishing tiles

The supply boards are double-sided. One side is used in the **Introductory game**, the other side is used in the **Full game**. The Full game comes with a larger variety of Furnishing tiles. *(Put the unused Furnishing tiles back into the game box when playing an Introductory game.)*

When playing with 6 or 7 players, we recommend that you start with the Full game to make sure that there is a sufficient number of Furnishing tiles in play.



Place the Furnishing tiles on the appropriate spaces on the supply boards. There is more than one ordinary "Dwelling" tile. Place some of them on the appropriate space on the supply board and keep the rest next to it as a reserve.

There is a sufficient number of ordinary "Dwelling" tiles (costing 4 wood and 3 stone). You do not need to put all of them on the supply board. Replenish them incrementally from time to time when needed.



The Action space cards

Shuffle the 12 Action space cards. Keep them face-down while shuffling.

2 PLAYERS

In the **2-player game**, only 11 Action space cards are used. Remove the "Exploration" card with the "Level 4 expedition" from the game. *(Cover the unused Round space 9 with a Dwarf card.)*

Rearrange the shuffled Action space cards into a face-down stack as follows without looking at them.

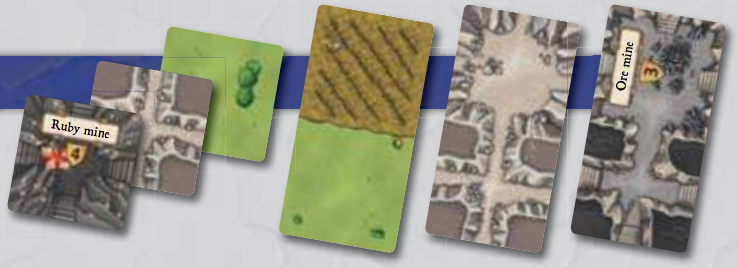
The 12 Action space cards rearranged after shuffling. You can fan them out or keep them in a stack.



- Put the three stage 4 cards at the bottom of the stack, on top of them the three *(or two)* stage 3 cards, and on top of those the two ordinary stage 2 cards.
- Put the card for round 4 on top of these. *(This card says "Wish for children" on one side and "Urgent wish for children" on the other side. Right now it does not matter which side faces up.)*
- Finally, put the three stage 1 cards on top of the stack.

The landscape tiles

Sort the landscape tiles by type and put them in separate stacks. There are 3 types of both, single tiles and twin tiles.



You will place single and twin tiles on your Home boards during the course of the game. Fields and Meadows (which can be further upgraded to Pastures) can be placed on Forest spaces; Caverns and Tunnels (which can be further upgraded to Mines) can be placed on Mountain spaces.

The building materials, animals and Weapon strength markers

Separate the remaining components and keep them in separate piles next to the game boards. All the animals may be kept in one pile and all the building materials in another. You do not need to sort the Weapon strength markers by number.

GOAL OF THE GAME

Your Home board consists of two parts . On the left side, there is a Forest that you will cut down during the course of the game. On the right side, there is a Mountain with an entrance to your cave system, which currently consists of two Caverns. One of these is the "Entry-level dwelling" and has been furnished for 2 Dwarfs and a pair of animals. The other Cavern is still empty, but is ready to be furnished.



Your first two Dwarfs live in the entry-level room of your cave system. If you want to grow your Dwarf family, you will need to add more Dwellings. There are Furnishing tiles for this purpose as you have already seen during setup.

Caverns can be furnished like the one at the bottom of this illustration or they can be empty like the one at the top. Dwellings are special types of furnished Caverns. There are a lot of other ways to furnish a Cavern.

Each of your Dwarfs may take one action per round – the available actions are displayed on the game boards. You will place your Dwarfs, **one at a time**, in clockwise order **on Action spaces** until all players have placed their Dwarfs on the game boards.

The goal of your actions is to collect Food for your Dwarfs and to develop your Home board to be worth a lot of Gold points at the end of the game. Let us have a look at what you can do with your Home board and what you get Gold points for.

When placing your Dwarfs on the game boards, you will eventually get in one another's way. Each Action space may only be occupied by a single Dwarf. The Dwarfs only return home after they have all been placed. Then they are placed again in the next round.
While reading the rules, you may come back to the following section every now and then to get a better view of the context. This section is not required for understanding the rules. Any information found here is also explained elsewhere in the rule book.



To get a grasp of what happens on your Home boards

You cut the Forest on your Home board to get Wood and cut through the Mountain to get Stone. You need these building materials to furnish the hollowed out spaces of your Mountain. Outside the Mountain, you can use the cleared Forest land to do agriculture and raise Farm animals to feed your little family.

Cut the Forest to make room for Fields and Meadows.

Meadows can be fenced in to form Pastures for your Farm animals: simply turn the "Meadow/Field" twin tile to the other side. A fenced space can hold a pair of animals.

Collect Rubies to buy single "Field" and "Meadow" tiles for 1 Ruby each.



Expand your cave system by placing "Cavern/Tunnel" and "Cavern/Cavern" twin tiles in the Mountain.

Or expand your cave system with single tiles bought with Rubies: a single Tunnel costs 1 Ruby, a single Cavern costs 2 Rubies. *(Rubies have many other uses as we will see later.)*



These are Rubies.

Place your first "Meadow/Field" tile on the Forest spaces in front of your cave entrance.

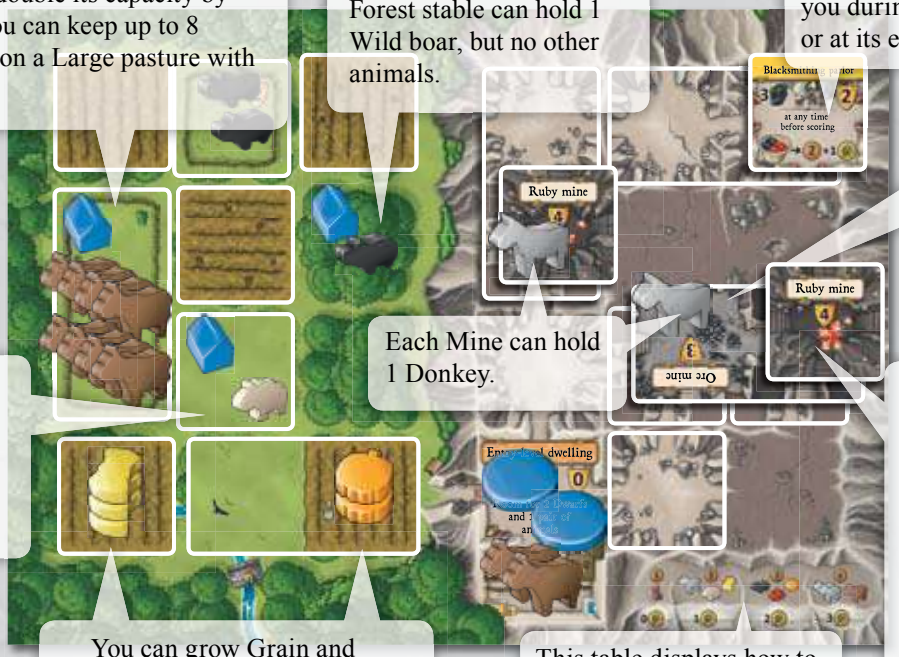
Your "Entry-level dwelling" is a Dwelling for your very first couple of Dwarfs. You can also keep a pair of animals there.

There are more ways to keep animals than shown on the previous page.

You can place a "Large pasture" on two adjacent Meadow spaces to keep your animals more efficiently. You can even double its capacity by building a Stable on it. You can keep up to 8 animals of the same type on a Large pasture with a Stable.

You can place a Stable on a Forest space *(that you have not cleared, yet)*: A Forest stable can hold 1 Wild boar, but no other animals.

You can place Furnishing tiles in the Caverns of your cave system. These tiles can be beneficial to you during the course of the game or at its end.



You can place an Ore mine on two adjacent Tunnels.



Each Mine can hold 1 Donkey.

You can also build a Stable on a Meadow space. A Meadow stable can hold 1 animal of any type.

There are ordinary Tunnels, and Deep tunnels in Ore mines. You can place a Ruby mine on any of these Tunnels. If you place one on a Deep tunnel, you will immediately gain 1 Ruby.





You can grow Grain and Vegetables on your Fields and harvest them later.

This table displays how to feed your family.

Weapons and Expeditions

Veteran "Agricola" players may be highly interested in what the Weapons are for. In Caverna, your Dwarfs gather Ore to forge Weapons. The strength of a Weapon is determined by the amount of Ore used in the process and is increased by 1 after each Expedition. Depending on its level, an Expedition may yield 1 to 4 loot items. What these items will be depends on the strength of the Weapon that has been used *(see the Overview card)*. A newly forged Weapon can only have an initial strength equal to or lower than 8. This strength can be increased over the course of the game to the maximum strength value of 14.



The available loot items up to a strength of 8.



This Dwarf gets the best Weapon he can get via forging.

The special thing about the 'Cave Farmers' is the two groups that emerge when playing with a lot of players: one group goes after Weapons, the other one pursues the peaceful route. Members of the same group, of course, will compete for the same resources. Be vigilant about the competition within your group, so you do not lose against the other one.



Number of components

The only components that are purposely limited in number *(apart from the unique Furnishing tiles)* are the 5 Dwarfs and 3 Stables of each player. Any other components are considered to be unlimited. If you run out of any such component, use the Multiplication markers or improvise. Put a good token on a Multiplication marker to indicate 4 tokens of that type.

There are markers depicting 8 animals of a specific type. These can be used on Large pastures with a Stable. Also, there are markers for 10 units of a specific type of building material or for 5 Rubies.



You can "multiply" animals as well. This Large pasture is currently holding 4 Wild boars.

Let us have a look at the scoring pad

At the end of the game, the player with the most Gold points wins. In the following example, we will have a look at the ways you can score points. The numbers in parentheses are the points gained in the example.

Each animal is worth 1 Gold point. There are Dogs, and the Farm animals Sheep, Donkeys, Wild boars, and Cattle. (2+4+2+3+10=21) **21**

Furnishing tiles are worth the number of points printed on them. (2+2+2=6, and 3+3=6 for the Dwellings that have been built during the game) **12**

You lose 2 points for each type of Farm animal that you are missing. *(This Home board is not missing any type of animals.)*

Pastures are worth the number of points printed on them. (2+4=6) **6**



You lose 1 point for each unused space of your Home board. **-3**

Mines are worth the number of points printed on them. (4+3+4=11) **11**



Vegetables, Rubies and Gold are each worth 1 Gold point. (4+1+13=18) **18**

Grain is worth ½ Gold point *(rounded up)* regardless of whether it has been already harvested or not. **5**

Each Dwarf is worth 1 Gold point. **4**

Some Furnishing tiles may award additional points. (The "Fodder storage" awards 6 Gold points for 19 Farm animals.) **6**

The player in this example has got a total of 80 Gold points. **80**

A score of 80 Gold points is a realistic one. Advanced players will easily crack 100 points.





FLOW OF PLAY

This section consists of two parts. At first, we will look at the course of a round. Then we will explain the actions.

The course of a round

Each of the **12 rounds goes through five phases** that are played one after another in the order described here.

2 PLAYERS In the **2-player game,** there are only 11 rounds to play.

Players who have already played 'Agricola' only need to read the brown sentences. All the other rules are the same in both 'Caverna' and 'Agricola'.



Overview of the course of a round

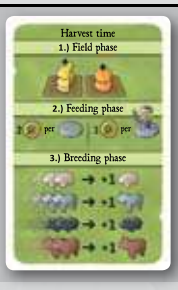
The five phases of a round are:

1. Add a new Action space	At the beginning of each round, **turn over the top Action space card** and put it on the appropriate space on the basic game boards. *This is where you will place the first Action space card in Round 1.*
2. Replenish accumulating spaces	Place **goods** from the general supply on the Action spaces that require them. These Action spaces show an arrow. *The accumulation arrow*
3. Work phase	In clockwise order, take turns to place **1 Dwarf** per turn on an Action space on the game boards. Then carry out the actions on that space. Each Action space may only be occupied by a single Dwarf. *This Dwarf is forging a Weapon.*
4. Return home	After all Dwarfs have been placed on Action spaces, **return** your Dwarfs **to their Dwellings**.
5. Harvest time 	At the end of most of the rounds, there is a harvest: collect Grain and Vegetables, feed your family, and breed your animals.









1. Add a new Action space

Turn over the top Action space card from the stack and put it on the empty Round space with the lowest number. *(The Round spaces are numbered 1 to 12.)*

The new Action space adds to the number of available actions. It can be used by any player in the Work phase of this and all subsequent rounds.

From the start of round 6, you must also turn the Harvest marker on the Round space where the new Action space card is placed face-up. Leave the marker on the grey rune space.

The first Round space reminds you to check if you need additional game boards



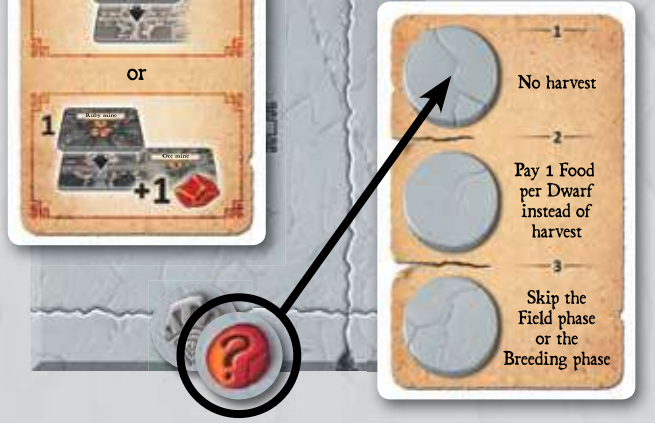
There is a grey rune symbol on the back side of each Harvest marker, and a green leaf or red question mark on the front side.



If the Harvest marker shows a green leaf, there will be a normal harvest at the end of the round *(see page 9).*

If it shows a red question mark, the harvest will be played differently *(see "Which rounds end with a harvest?", page 10).*

Example: *A red question mark has been revealed: The "Harvest events" card determines which event will affect the coming harvest. In this example, it will be the event at the top of the card.*





If you like the element of surprise, we recommend you reveal the Harvest marker only at the end of a round.

Special cases when adding a new Action space

The "Wish for children" Action space card will always come into play in round 4. Initially, place it with the "Wish for children" side facing up on the game board. Turn it to the other side that says "Urgent wish for children" as soon as you add the "Family life" Action space card in stage 3.



That's the way it is with small families: Over time a wish for children will become an urgent wish.

2 PLAYERS

In the **2-player game**, the last round of stage 3 – round 9 – is skipped, as the "Exploration" Action space card was removed from the game *(see "Setup", page 3).*

2. Replenish accumulating spaces

On many Action spaces, there is a special arrow and a background illustration indicating that this space has to be replenished with goods every round. These Action spaces are called "accumulating spaces".



This is an accumulating space.

Accumulating spaces have to be replenished even if there are goods left on them from previous rounds. "3 Wood" and an arrow, for instance, indicate that you put 3 Wood on that Action space every round.

There is an exception: "3 (1) Wood" and an arrow, for instance, indicate that you put 1 Wood on that Action space every round – unless that Action space is empty, in which case you put 3 Wood on it. Read the icons of other Action spaces accordingly. "1 Grain (1 Vegetable)" on the "Sustenance" Action space, for instance, means you have to put 1 Grain on that space if it is empty, and 1 Vegetable instead if not.

Details on replenishing accumulating spaces

- When replenishing, take the required goods from the general supply.
- There is no upper limit for the number of goods on an accumulating space.
- If you run out of a specific good, use the Multiplication markers or improvise *(see page 5)*

3. Work phase



Beginning with the Starting player and **in clockwise order**, take turns to pick up a single Dwarf from your cave and place it on an unoccupied Action space. Then carry out the depicted action **immediately**. Play continues until **all Dwarfs of all players** have been placed in this fashion.

Please note the play order of Dwarfs: You have to place your Dwarfs in ascending order of their Weapon strength, beginning with your unarmed Dwarfs (i.e. those without a Weapon) and followed by your armed ones (i.e. those bearing a Weapon).



These Dwarfs have to be played in the indicated order.

Each Action space can **only be used by one Dwarf** in a round.



Wood, Stone and Ore are building materials.

Whenever you take building materials, Grain, Vegetables, Food or Rubies, the tokens are placed in your personal supply in view of the other players. Animals may not be placed in your supply; they must be placed directly on your Home board. *(See page 20 for the animal husbandry rules that we have already addressed briefly on page 5.)*

Details on the Work phase

- Animals that you gain during the Work phase but that you cannot or do not want to accommodate on your Home board may be converted into Food immediately *(according to the conversion table on your Home board and on page 11).*
- You can only place Dwarfs from your cave. You may not use the Dwarfs in your personal supply *(as they have not been born yet, if you will, but they can be introduced later, see "Family growth" on page 15).*
- On your turn, you can only ever place one Dwarf at a time.
- You may not place a Dwarf on an Action space without performing at least one of its actions.
- Due to the "Family growth" action *(see page 15)*, some players may have fewer Dwarfs than others in their caves. If a player runs out of Dwarfs during a round, this player is skipped. Only the players that have Dwarfs left in their caves continue to play them one by one as described.
- On some Action spaces you have to choose one out of several options *("either ... or").*
- Other Action spaces allow you to take any number of the available actions *("and/or", "and then/or").*
- There are two Action spaces that have a mandatory primary action and an optional follow-up action *("and then").* In case of the "Urgent wish for children" Action space, you have to use the first action in order to use the second one at all.



4. Return home

Remove your Dwarfs from the game boards and return them to their Dwellings.

Details on returning home

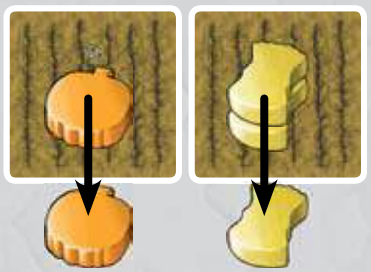
- It does not matter how you distribute the Dwarfs among the Dwellings in your cave system.
- You may never have more Dwarfs in play than available room in your cave. This is why each of your tired Dwarfs will always find a place to sleep.
- It is best to place your Dwarfs side by side in your cave so that your opponents can easily see which of your Dwarfs have a Weapon and what strengths these Weapons have.



Dwellings are indicated by the orange background color of their name tag.

5. Harvest time

During the Harvest time, players have to sustain their families. Some rounds do not end with a harvest, others do *(see "Which rounds end with a harvest?" on page 10).* A harvest goes through three sub-phases that are played in the following order *(see the "Harvest time" Overview card).*



It's time for the harvest!

- Sub-phase 1: **The Field phase**

  Remove 1 Grain or Vegetable token from each sown Field on your Home board and place it in your personal supply. *(See page 14 for information on how to grow crops.)*

- Sub-phase 2: **The Feeding phase**

  In the Feeding phase, you have to feed your Dwarfs by paying **2 Food per Dwarf** in your cave. Offspring that were born during the current round from a "Family growth" action only consume **1 Food** for this round, but will require 2 Food in future harvests. *(See page 15 for details on Family growth.)*

  If you do not have enough Food, you may convert goods into Food *(according to the conversion table on page 11)* or you will have to take Begging markers.

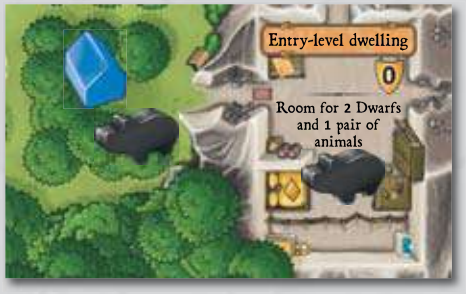
Begging markers

If you cannot or do not wish to produce the required Food, you must take 1 Begging marker **for each missing Food**. You may not give up Dwarfs to avoid the need to feed them. *(At the end of the game, you will lose 3 Gold points for each Begging marker. There is no way to return Begging markers once you have taken them.)*



- Sub-phase 3: **The Breeding phase**

If you have **at least 2 Farm animals of the same type**, you get exactly 1 additional (baby) animal of that type – but only if the new animal can be accommodated on your Home board. *(Baby animals and parent animals may not be converted into Food immediately after the birth. You have to accommodate them on your Home board first.)*



The player in this example has built a Stable in the Forest just outside his cave. Now he is able to keep up to 3 Wild boars. (Animal husbandry will be explained in detail on page 20.) Therefore, his Wild boars can breed a piglet (despite the fact that they currently do not seem to be interested in each other at all).

Details on breeding

- You get all of your baby animals at the same time, not one by one.
- You can only get at most one animal per type in each harvest.
- Dogs are not considered Farm animals. They do not breed.
- The animals breed regardless of where the parent animals are placed on your Home board. The parents may be in separate areas.

Which rounds end with a harvest?

- **Rounds 1 to 4**

  In the first four rounds, there is **only one** harvest: at the end of the **third round**. The first two rounds do not have a harvest at all. At the end of round 4, there is no harvest but instead you have to pay **1 Food per Dwarf in your cave** *(even for offspring Dwarfs).* There is no Field or Breeding phase at this time.

- **Rounds 5 to 12**

  By default there will be a harvest at the end of rounds 5 to 12.

  This may change if a Harvest marker shows a red question mark. *(Harvest markers have been placed on Round spaces 6 to 12 during setup, see page 7.)* The change depends on the number of question marks that have already been revealed.

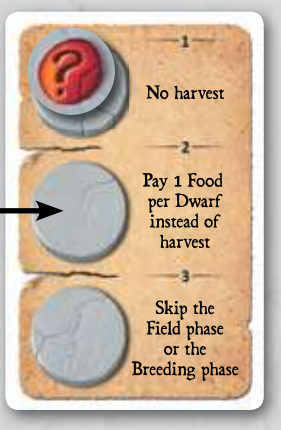
  - As explained on the "Harvest events" card, there is no harvest at the end of the round in which the **first** question mark is revealed *(like at the end of rounds 1 and 2).*
  - At the end of the round when the **second** question mark is revealed, instead of a harvest, you have to pay **1 Food per Dwarf in your cave** *(even for offspring Dwarfs; like at the end of round 4).*
  - When the **third** question mark is revealed, you have to decide individually whether you want to play the Field phase or the Breeding phase of the Harvest time at the end of the round. *(You cannot play both these phases, but you must still play the Feeding phase. Each player may choose differently.)*

To keep track of how many question marks have been already revealed, place them on the "Harvest events" card *(from top to bottom)* after they have been resolved.



You will need a lot of Food for your hungry Dwarfs due to the high number of harvests in this game. On the other hand, you will collect crops more frequently and your animals will breed more often. If you take the right steps to feed your family early on, it will not be as hard as it seems.

In this example, the first question mark has already been resolved. When the next one is revealed, all players will have to pay 1 Food for each of their Dwarfs.



Food conversion rules

To feed your Dwarfs, you may convert goods into Food at any time *(without constraints)*. There is a Food conversion table at the bottom right of your Home board that summarizes the following Food conversion rules:

- You can buy Food with Gold. Pay one more Gold than the amount of Food you wish to get. *(For instance, 1/2/3/... Food cost 2/3/4 Gold, respectively. Gold is available in denominations of 1, 2 and 10. You may change your Gold at any time. You cannot spend the Gold points that are awarded at the end of the game for things like Mines or Meadows. Keep in mind that each Gold is worth 1 point at the end of the game.)*

This is what Gold looks like





And this is what Gold points look like

In addition, you can convert animals and crops into Food.

- Sheep are each worth 1 Food, Wild boars 2 Food, and Cattle 3 Food. A single Donkey is worth 1 Food, but 2 Donkeys are worth 3 Food.
- Each Grain is worth 1 Food, and Vegetables are worth 2 Food.
- Rubies could be exchanged for goods like Wild boars and Vegetables that are each worth 2 Food *(see page 17 for details on Rubies)*; therefore, you can convert Rubies into 2 Food directly.
- Dogs and the building materials Wood, Stone and Ore are not worth any Food. *(Nor are Dwarfs, by the way.)*



The Food conversion table on your Home board summarizes the Food conversion rules.

Now you know how to play a round. If you go back to pages 4 to 6, you might notice what we have not talked about yet: which actions you can take to become a wealthy dwarf. Let us have a look at the remaining rules by explaining the Action spaces.



As most of the following rules will be new to veteran 'Agricola' players as well, we will now stop using brown color to mark new stuff.

The actions

Some Action spaces are already available at the beginning of the game, others will become available later *(see "Add a new Action space", page 7)*. Some Action spaces are only available with a certain number of players *(see Setup, page 2)*.

We will now explain the Action spaces grouped by type in the following order.

Type of Action space	Questions that will be answered	Page(s)
1. Action spaces for **twin tiles** *(including the explanation of the "Sow" action)*	How can I get twin tiles on my Home board? 	12 to 14
2. Action spaces for **family growth** *(including the explanation of the "Furnish a cavern" action)*	How can I get more Dwarfs into my cave? 	14 to 16

3. Action spaces for **goods and mines** *(including the explanation of Rubies)*	What can I do with Mines and Rubies? How can I get the single tiles on my Home board? 	16 to 18
4. Action spaces for **animals** *(including the explanation of the "Build fences" and "Build stables" actions and how to keep animals)*	How can I get animals on my Home board? 	18 to 20
5. Action spaces for **weapons** *(including the explanation of the "Expedition" actions)*	What are Weapons for? 	20 to 22
6. **Starting player**	Who will be the Starting player next round? 	22
7. **Imitation**	What can I do when an opponent has occupied an Action space I wanted to use? 	22

1. Action spaces for twin tiles

At the end of the game, you will lose 1 point for each unused space on your Home board. An unused space is one that does not have a tile *(or Stable)* placed on it. You will now learn how to get tiles – for your Mountain and for your Forest.



Action spaces: *Excavation and Drift mining*

The "Excavation" and "Drift mining" Action spaces accumulate Stone. Take all the Stone tokens from the Action space when taking the action.

Additionally, you may place a "Cavern/Tunnel" twin tile on two adjacent empty Mountain spaces of your Home board. The new tile must connect with your cave system, i.e. you must place it *(horizontally or vertically)* adjacent to an already occupied Mountain space.





If you place the new tile on one of the underground water sources, immediately take the indicated 1 or 2 Food from the general supply.

The difference between the "Excavation" and the "Drift mining" action is which side you may turn the twin tile on. With the "Excavation" action, you may choose either side, but when taking the "Drift mining" action you must use the "Cavern/Tunnel" side. The "Cavern/Cavern" side can only be used with the "Excavation" action.

In games with 4 to 7 players, the restriction of the "Drift mining" Action space is countered by the fact that it will accumulate Stone faster than the Action space "Excavation".



Details on the *"Excavation" and "Drift mining"* Action spaces

- If you have run out of adjacent empty Mountain spaces, you may not place any more twin tiles in your Mountain. In this case, you may not place a single tile instead when using the "Excavation" or "Drift mining" action *(on single tiles, see "Rubies" on page 17 and "The Expedition loot items" in the appendix).*
- In games with 5 to 7 players, there is an Action space called "Small-scale drift mining". It provides 1 Stone and a "Cavern/Tunnel" twin tile.
- In 7-player games, there is an additional Action space called "Extension". It also provides 1 Stone and a "Cavern/Tunnel" twin tile. Alternatively, you may take 1 Wood and a "Meadow/Field" twin tile for the Forest on your Home board.





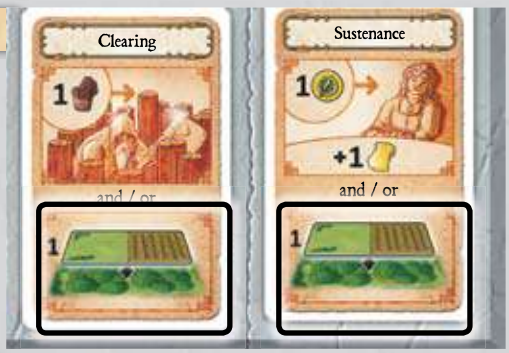
The twin tile with a Meadow and a Field.

The "Meadow/Field" twin tile will be explained next.

Action spaces: *Clearing, Sustenance and Slash-and-burn*

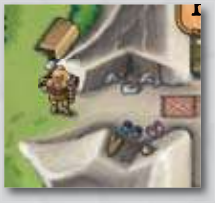


Apart from the goods depicted on the "Clearing" and "Sustenance" Action spaces, you can get a "Meadow/Field" twin tile there. This tile is also available on the "Slash-and-burn" Action space.



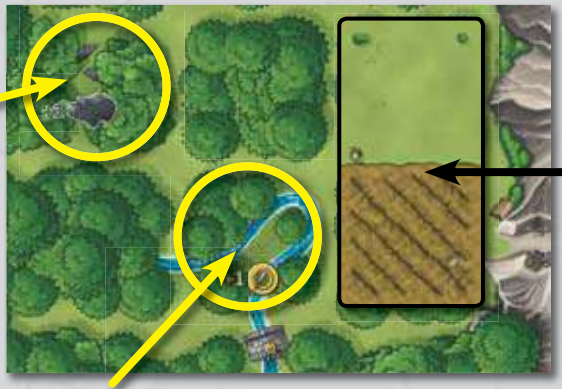
These Action spaces provide the means to lay out Meadows and plow Fields.

You have to place the "Meadow/Field" twin tile on two adjacent Forest spaces of your Home board. The first such tile has to be placed in front of the cave entrance *(see illustration)*. Any subsequent tiles have to be placed adjacent to an already existing Field, Meadow or Pasture *(see the "Build fences" action on page 19 for more details on Pastures).*



A close-up view of the cave entrance

Immediately take 1 Wild boar from the general supply when covering one of the Wild boar preserves in your Forest. You can accommodate this Wild boar on your Home board or convert it into 2 Food immediately *(see the conversion table on your Home board).*



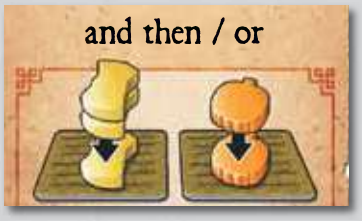
The first "Meadow" and/or "Field" tile you place in the game must be placed in front of your cave entrance regardless of whether it is a single or a twin tile.

Immediately take 1 Food from the general supply when covering the water source in your Forest.

Details on the *"Clearing", "Sustenance"* and *"Slash-and-burn"* Action spaces

- The two adjacent Forest spaces on which you place the "Meadow/Field" twin tile do not need to be empty. One of them may already be occupied by a Stable. In this case, place the twin tile **underneath** the Stable such that the Stable ends up on the Meadow *(see page 20 for more details).*
- If you have run out of adjacent Forest spaces, you may not place any more "Meadow/Field" twin tiles. In this case, you may not place single tiles instead when taking the "Clearing", "Sustenance" or "Slash-and-burn" action.
- You do not necessarily need to place Fields adjacent to other Fields, or Meadows adjacent to other Meadows. *(The tiles themselves, though, have to be placed adjacent to one another.)*

Apart from the twin tiles, the "Clearing" and "Sustenance" Action spaces provide Wood and crops, respectively. The "Slash-and-burn" Action space, on the other hand, provides an additional "Sow" action.



This is how you sow.



You can sow crops to collect them in the Field phase of the harvest. This is one way of feeding your family in the long run.

The *Sow* action

You can grow crops with the "Sow" action. To sow Grain, take 1 Grain from your personal supply and put it on an empty Field. Then take 2 Grain from the general supply and put them on top of your sown Grain.

Instead of Grain, you may sow Vegetables. Take 1 Vegetable from your personal supply and put it on an empty Field. Then put 1 Vegetable from the general supply on top of your sown Vegetable.

With a single "Sow" action, you can sow **Grain and Vegetables up to 2 times each**.

Details on the *"Sow"* action

- You cannot sow a crop, i.e. Grain or Vegetable, if you do not have at least one token of it in your personal supply *(unless you have Rubies, see page 17.)*
- A completely harvested Field can be sown again with another "Sow" action.



A newly sown Grain field contains 3 tokens, a newly sown Vegetable field just 2 tokens.



You can take a 'Sow' action on the 'Slash-and-burn' Action space and later on the 'Family life' Action space *(in stage 3)*. Family life is what the next section is about.

2. Action spaces for family growth

The *Furnish a cavern* action

The "Furnish a cavern" action can be found on the "Housework" Action space.



When using the "Furnish a cavern" action, choose one of the available Furnishing tiles on the supply boards.

Pay the building costs indicated on the left below the name of the tile *(most often Wood and/or Stone)* and place it on an **empty Cavern space** in your Mountain.

Every Furnishing tile has an ability which is shown at the bottom of the tile. *(The abilities of all Furnishing tiles are explained on page A3 of the appendix.)*

Dwellings are special Furnishing tiles. They provide room for additional Dwarfs.



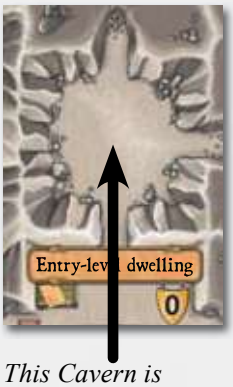
Dwellings are indicated by the red background color of their name tag.



Details on the *"Furnish a cavern"* action

- You may be able to furnish an empty Cavern as a result of an Expedition *(see the "Detailed example on forging a Weapon and undertaking an Expedition" on page 22).*
- You cannot carry out the "Furnish a cavern" action if you do not have an empty Cavern. *(You can get a Cavern via Rubies, see page 17.)*
- You may not place a Furnishing tile on a Tunnel, Mine or empty Mountain space. *(However, you may place one on the empty Cavern that is pre-printed on your Home board.)*
- Once placed, you cannot remove, displace or build over a Furnishing tile.
- Except for the ordinary Dwelling *(see the illustration on page 14)*, there is only one copy of each Furnishing tile. The number of ordinary Dwelling tiles is considered to be unlimited *(improvise if needed).*

The next action specifically addresses the building of Dwellings.



This Cavern is waiting to be furnished from the start.

The *Furnish a dwelling* action



The "Furnish a dwelling" action is found on both sides of the Action space card for round 4 *("Wish for children" and "Urgent wish for children").*

When using the "Furnish a dwelling" action, take a Dwelling tile, pay its building costs and place it on an empty Cavern. There are 6 different types of Dwellings. Every Dwelling provides room for one or two Dwarfs.

Details on the *"Furnish a dwelling"* action

- You may be able to furnish a Dwelling as a result of an Expedition *(see page A2 of the appendix).*
- For details on the special Dwellings, check the appendix on page A3.



The 'Furnish a dwelling' action prepares you for the 'Family growth' action that we will address next.

The *Family growth* action



The "Family growth" action can be found on the "Family life", "Wish for children" and "Urgent wish for children" Action space cards, and *(in games with 4 or more players)* also on the "Growth" Action space.

You can only use a "Family growth" action if you have more room for Dwarfs in your Dwellings than you have Dwarfs. *(An offspring requires room in your cave.)*

When taking a "Family growth" action, put a Dwarf disc from your personal supply **on top of the Dwarf taking the action**.



The new Dwarf cannot take an action this round. *(The offspring has to grow up first.)* In the Return home phase of this round, the new Dwarf has to be accommodated in an available Dwelling like the other Dwarfs.

Look at this lovely pregnant Dwarf woman!



This player's cave has room for 4 Dwarfs but only 3 Dwarfs are living in it at the moment.

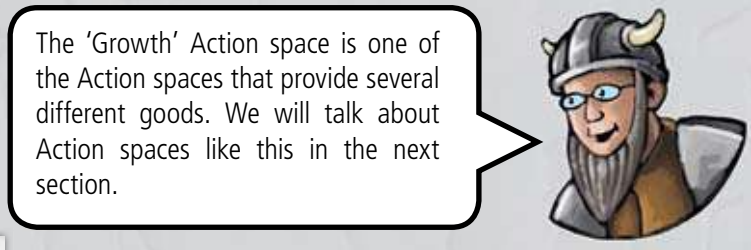
Details on the *"Family growth"* action

- Players taking a "Family growth" action will have one more *(adult)* Dwarf to use in subsequent rounds. *(However, they will also have to feed more Dwarfs, see "Harvest time" on page 9.)*
- Dwarf families are **limited to 5 Dwarfs**. You may no longer use a "Family growth" action once you have all of your 5 Dwarfs in play *(unless you build the "Additional dwelling, see page A3 of the appendix).*
- You get only one "Family growth" action per Action space, but you may occupy more than one of them to grow your family faster.



The "Additional dwelling" provides room for a sixth Dwarf.

The "Family growth" action is also available on the "Growth" Action space when playing with 4 to 7 players.



3. Action spaces for goods and mines

Action spaces: *Supplies and Growth*

The "Supplies" and "Growth" Action spaces are available from the start.

They provide 1 Wood, 1 Stone, 1 Ore, 1 Food, and 2 Gold. In games with 4 to 7 players, you can take a "Family growth" action instead on the "Growth" Action space *(see previous section).*



Action space: *Ore mine construction*

The "Ore mine construction" Action space will become available in stage 1.

If there are two horizontally or vertically adjacent **ordinary Tunnel spaces** in your Mountain, you may use the "Ore mine construction" Action space to place an "Ore mine/Deep tunnel" twin tile on top of these spaces. If you do so, take **3 Ore** from the general supply.

Additionally or alternatively, you may undertake an Expedition of level 2 on that Action space *(see page 21).*



Two ordinary Tunnels are covered by an Ore mine tile.



Details on the *"Ore mine construction"* action

- Deep tunnel tiles are indicated by a much darker background color *(as opposed to the ordinary Tunnel tiles),* and show staircases.
- The "Ore mine/Deep tunnel" twin tiles can only be placed on top of ordinary Tunnels. You **may not** place them on top of Deep tunnels.
- You will only get 3 Ore if you did place the twin tile on your Home board.
- An Ore mine is worth 3 Gold points.
- Each Mine can hold 1 Donkey *(see page 20 for details on animal husbandry).*



The staircase to the Deep tunnel.

Tip for the *"Ore mine construction"* action

- You may trade 1 Ruby for a single "Tunnel" tile at any time *(see page 17).* You can do so to place the single Tunnel next to an existing ordinary Tunnel in your cave and then use the "Ore mine construction" action to cover them with an "Ore mine/Deep tunnel" tile. *(You can even cover two adjacent single Tunnels.)*

Rubies can be collected in Ruby mines which will be explained next.

Action space: *Ruby mine construction*



The "Ruby mine construction" Action space will become available in stage 2 *(in round 5 or 6).*

If you have at least one empty Tunnel space in your Mountain, you can place a Ruby mine on top of one of these spaces. If (and only if) you place the Ruby mine on top of a Deep tunnel, you immediately get 1 Ruby from the general supply. *(Deep tunnels and Ore mines are on the same tiles. This is why the Action space displays an "Ore mine/Deep tunnel" twin tile.)*

Details on the *"Ruby mine construction"* action

- A Ruby mine is worth 4 Gold points.
- Every *(Ore and)* Ruby mine can hold 1 Donkey *(see page 20 for details on animal husbandry).*



An ordinary Tunnel space has been covered by a Ruby mine tile. You do **not** *get a Ruby for this.*

Action spaces for mining: *Ore mining, Ore delivery, Ruby mining and Ruby delivery*

The "Ore mining" Action space is available from the start. The "Ruby mining", "Ore delivery" and "Ruby delivery" Action spaces will become available in stages 2, 3 and 4, respectively.

When using one of these Action spaces, take all the Ore and Ruby tokens from that space.

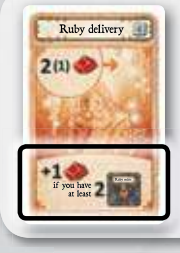
Take 2 additional Ore tokens from the general supply for each Ore mine you have when you take the "Ore mining" or "Ore delivery" action.





If you have at least 1 Ruby mine, take 1 additional Ruby when taking the "Ruby mining" action. *(You will only ever get 1 additional Ruby.*

2 SPIELER *In the 2-player game only: No Rubies are placed on this Action space in the first two rounds.)*



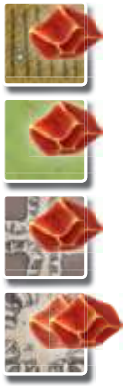
If you have at least 2 Ruby mines, take 1 additional Ruby when taking the "Ruby delivery" action. *(You will only ever get 1 additional Ruby.)*

Rubies



Rubies can be used in a variety of ways. *(There is an Overview card for quick reference.)*

- Rubies are sort of a **wild card**. You can exchange them at any time at a 1:1 ratio for animals, building materials, Grain, Vegetables and Gold. There is an exception with Cattle: You have to pay 1 Food on top of the Ruby token to get 1 Cattle *(see at the bottom left of the Overview card).*

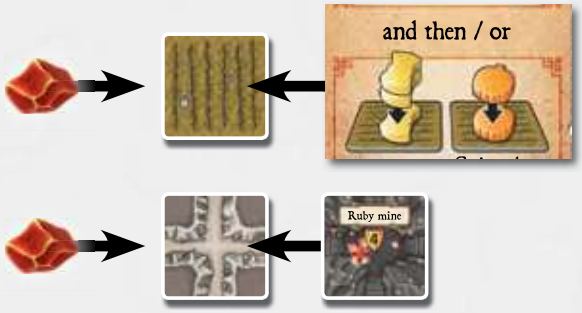


- You can also spend 1 Ruby to get a **single** "Field" or "Meadow" **tile**. You have to place it immediately on an empty Forest space that is adjacent to an already existing Field, Meadow or Pasture. *(On page 13, we have already explained Fields and Meadows. If you have no Fields, Meadows or Pastures in your Forest, place the single tile in front of your cave entrance. See page 20 for more details on Meadows and Pastures.)*
- Alternatively, you can spend 1 Ruby to get a **single** "Tunnel" **tile** or 2 Rubies to get a **single** "Cavern" **tile** *(see at the bottom right of the Overview card).* You have to place it immediately on an empty Mountain space *(adjacent to your cave system). (On page 14 and on pages 16-17, we have already explained Tunnels and Caverns.)*
- Rubies can also be spent to play an armed Dwarf out of order. By paying 1 Ruby, you can ignore the **"play order"** for one of your Dwarfs. *(See page 8 for details on the play order of Dwarfs.)*



Tips on using Rubies

- Changing the play order of your Dwarfs is important for Expeditions *(see page 21)*.



- When taking a "Sow" action *(see page 14)*, you can spend 1 Ruby to get a single "Field" tile before you sow crops. *(You can also spend Rubies to get crops in the first place.)*
- When taking the "Ruby mine construction" action, you can spend 1 Ruby to get a single "Tunnel" tile before you place the Ruby mine on top of it *(see page 17)*.

Action space: *Ore trading*



The "Ore trading" Action space will become available in stage 4.

When using this Action space, you can exchange 2 Ore for 2 Gold and 1 Food from the general supply. You may do this up to 3 times *(e.g. you can exchange 6 Ore for 6 Gold and 3 Food)*.

Action space: *Weekly market*



The "Weekly market" Action space is only available in games with 5 to 7 players. It is available from the start.

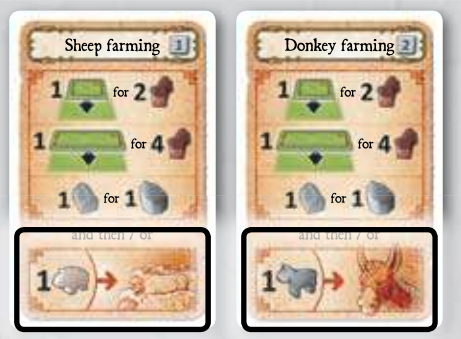
You get **4 Gold** from the general supply. You can then spend your Gold to buy different goods if you like. The prices are printed on the card: any building material, Sheep or Donkey costs 1 Gold; a Wild boar or Dog costs 2 Gold; Cattle costs 3 Gold; Grain costs 1 Gold and a Vegetable costs 2 Gold.

Details on the *"Weekly market"* action

- You can only buy **one token of each type** per action.
- You are not limited to spend only the 4 Gold you received. You can spend as many Gold coins as you have and wish.
- You may spend fewer than 4 Gold. *(You may even refuse to spend Gold at all.)*
- You can buy animals and then immediately convert them into Food.
- You get change if you cannot pay the exact amount with the coins you have.

4. Action spaces for animals

Action spaces: *Sheep farming and Donkey farming*



The "Sheep farming" and "Donkey farming" Action spaces become available in stages 1 and 2, respectively.

They accumulate Sheep and Donkeys, respectively. Before taking the animals, you can turn Meadows into Pastures and/or build exactly 1 Stable to make room for more animals. The exact details will follow.

You have to accommodate the Sheep and Donkeys on your Home board. *(You may not place them in your personal supply, but you may convert them into Food. The exact rules on animal husbandry will be explained at the end of this section on page 20.)*

There is no 'Wild boar farming' Action space. One way to get Wild boars is to build over the two preserves on your Home board. Also, there is no 'Cattle farming' Action space. You can get Cattle as well as Wild boars as loot from Expeditions *(see page 21)* or in exchange for Rubies *(see page 17)*.



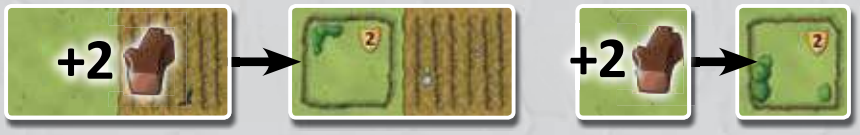
The *Build fences* action



Meadows can be fenced in to become Pastures on the "Sheep farming", "Donkey farming" and "Fence building" Action spaces.

When using one of these Action spaces, you can turn **exactly** one Meadow into a **Small pasture** and/or **exactly** two adjacent Meadows into a **Large pasture**. *(Fenced in Meadows are called "Pastures".)* Pastures can hold animals *(see page 20)*.

You have to pay **2 Wood** to fence in a single Meadow space. This space becomes a Small pasture. To indicate this, turn the Meadow tile to the other side.



Turn a Meadow tile to the other side when building fences.



If you have two adjacent Meadow spaces on your Home board, you can pay **4 Wood** to turn them both into one Large pasture. To indicate this, place a "Large pasture" twin tile on top of these spaces. *(Large pastures are printed on the back side of the Ore mine tiles.)*

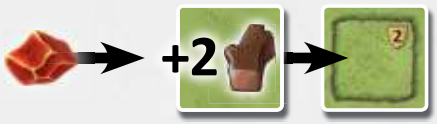
You can place a Large pasture on top of two horizontally or vertically adjacent Meadow spaces.

Details on the *"Build fences"* action

- You cannot fence in Field or Forest spaces or any spaces in your Mountain.
- Only Meadows can become Pastures. You cannot turn a Forest space into a Pasture directly.
- Pastures are permanent. Once established, they cannot be combined or split up.
- You may be able to build fences cheaper as a result of an Expedition *(see appendix, page A2)*.
- You can only build 1 Small and/or 1 Large pasture per action.

Tip for the *"Build fences"* action

- Before taking a "Build fences" action, you may spend 1 Ruby to buy a single "Meadow" tile and then turn this tile into a Small pasture with your "Build fences" action.



The *Build stables* action



You can build Stables on the "Sheep farming" and "Donkey farming" Action spaces.

Pay 1 Stone to build a Stable. You can place the Stable on any Forest, Meadow or Pasture space. Stables are permanent. Once established, they cannot be moved or removed. You can only build 1 Stable per action. Like Pastures, Stables allow you to keep more animals.

Details on the *"Build stables"* action

- You **cannot** build Stables on Field spaces or on any spaces in your Mountain.
- When you build a Stable on a Forest space, this space **does not need** to be adjacent to any of the landscape tiles on your Home board.
- Each space on your Home board outside your Mountain can only have 1 Stable at most. *(Large pastures cover 2 spaces on your Home board and can thus have up to 2 Stables.)*
- You are limited to 3 Stables *(in your color)*. You cannot build more than 3 Stables.
- A Forest space with a Stable can later become a Meadow with Stable if you place a "Meadow" tile underneath the Stable. You cannot, however, place a Field on that space.
- A Meadow space with a Stable can be fenced in to become a Small pasture, or a Large pasture if it is adjacent to another Meadow space.
- Building a Stable on the water source or the Wild boar preserve in your Forest **does not** trigger the reward *(see page 13)*. You have to place a tile on these spaces to get it.
- You may build a Stable for free as a result of an Expedition *(see page A1 of the appendix)*.

Rules on animal husbandry

You may rearrange your animals on your Home board **whenever and how often** you like as long as you abide by the following rules.

On Pastures, you can keep Farm animals. **Each Pasture space** can hold up to **2 Farm animals** of the same type. *(For instance, Small pastures can hold 2 Farm animals, and Large pastures can hold 4.)*

A Stable on a Pasture **doubles** its total capacity.
(Small pastures with a Stable can hold up to 4, Large pastures with one Stable up to 8, and with two Stables up to 16 Farm animals.)

A Stable on a **Meadow space** can hold **any 1 Farm animal**. A Stable on a **Forest space** that has not been covered by a tile can hold exactly **1 Wild boar**.



Dogs wander around. You can keep them on any spaces of your Home board.

Each Ore or Ruby mine can hold **1 Donkey**.

You can keep up to 3 Cattle on the "Breakfast room" Furnishing tile.

The entry-level room of your cave can hold **2 Farm animals of the same type**.

Instead of the normal rules for Meadows and Pastures *(with or without Stables)*, you can apply the following when you place Dogs on them: You can keep one more Sheep on the Meadow or Pasture than there are Dogs on it. *(For instance, 1/2/3/... Dogs can watch 2/3/4/... Sheep, respectively.)* If you use Dogs to watch Sheep on a space with a Stable, you may not use the Stable.

Details on animal husbandry

- You can fence in a Meadow space with Stable to get a Pasture with double its normal capacity.
- Dogs can only watch Sheep; not Donkeys, Wild boars or Cattle. You cannot use a Dog to keep Sheep in a Pasture that also holds another type of Farm animal.
- Dogs cannot watch Sheep on Forest spaces or Fields.

The 'Cave Farmers' has many more options to keep animals than its predecessor 'Agricola': Dogs wander around or can watch Sheep. A Stable in the Forest can hold a Wild boar, and a Mine a donkey. *(Only Cattle follows the same rules in both games except for the Breakfast room.)* As a result, you will rearrange your animals more often to optimize the available room.



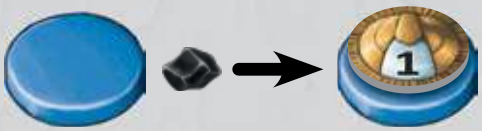
5. Action spaces for weapons

The *Forge a weapon* and *Expedition* actions

The "Blacksmithing" Action space with its "Forge a weapon" and "Level 3 expedition" actions will become available in stage 1. The "Adventure" Action space with its "Forge a weapon" and two "Level 1 expedition" actions will become available in stage 4.



Collect Ore in your personal supply so that one of your Dwarfs can then use it to forge a Weapon with a "Forge a weapon" action. Only an unarmed Dwarf can forge a Weapon. When taking the "Forge a weapon" action, spend a number of Ore tokens **but no more than 8 tokens** and take a Weapon strength marker with a value equal to the number of Ore tokens spent. Place the Weapon strength marker on the Dwarf taking the action.



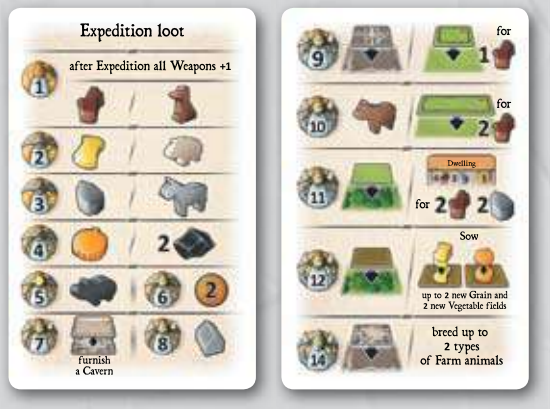
You can forge a Weapon for as little as 1 Ore.

This Dwarf may immediately try out its new Weapon on an Expedition.

The Expeditions

Every Expedition yields some loot items as depicted on the "**Expedition loot**" Overview card. There are a number of Action spaces on which you can undertake an Expedition with an armed Dwarf. Expeditions have one of four different levels (1-4). The Expedition level determines how many **different** loot items you may choose from the Overview card. *(Choose the loot items one by one in any order.)*

Each space with a loot item on the Overview card has a **Minimum strength value**. When choosing an item from the list, you may only choose items with a Minimum strength value **lower than or equal to the Weapon strength** of the Dwarf undertaking the Expedition.



*The "**Expedition** loot" Overview card lists a lot of different goods and bonus actions. Each space depicts one loot item. Each such item may only be chosen once per Expedition.*



One of your Dwarfs with a Weapon strength of 1 goes on a "Level 3 expedition". As a result, he can get the loot items "All weapons +1", "1 Dog" and "1 Wood". He was not strong enough to get better items (for now).



At the end of each Expedition, the Weapon strength of the Dwarf undertaking it will increase by 1 as a result of the experience gained *(regardless of the Expedition level)*. Only newly forged Weapons are limited to an initial Weapon strength of 8. You can increase this strength beyond 8 with Expeditions.



As a result of the "All weapons +1" loot item and the end of the Expedition, the Weapon strength of your Dwarf has been increased by 2 and is now 3.

As a reminder: **The play order of Dwarfs**

As mentioned on page 8, you have to place your Dwarfs in the order of their Weapon strength. You have to place unarmed Dwarfs first, then your armed Dwarfs in ascending order of Weapon strength.

You can spend a Ruby to bypass the play order for a specific Dwarf *(see "Rubies" on page 17)*.



Two Dwarfs are left in your cave. You would like to undertake an Expedition. Unfortunately, you have to place the Dwarf with the Weapon strength of 3 next. Obviously, it would be much more efficient to use the Dwarf with the Weapon strength of 14 instead.

In the example, you could spend 1 Ruby to place the Dwarf with the Weapon strength of 14 before placing the weaker one.

Details on Weapon strength

- Each Dwarf can only bear a single Weapon.
- You cannot use the "Forge a weapon" action with an already armed Dwarf. Especially, you may not spend Ore to upgrade his current Weapon or to replace it with a new one.
- Weapons are "bound" to their Dwarfs. You **cannot** forge a Weapon with one Dwarf and hand that Weapon over to another Dwarf. An armed Dwarf cannot actively get rid of its Weapon. *(A Dwarf by grace of God loves his Weapon. He would never ever let it go.)*
- An unarmed Dwarf **cannot** undertake an Expedition.
- You cannot use your Weapons to attack other players.
- The highest possible Weapon strength is 14. You cannot further increase this strength.
- In the extreme scenario that you have four unarmed Dwarfs and one Dwarf with Weapon strength 14, you could pay a single Ruby to place that armed Dwarf before any of your other Dwarfs.





Choosing the right loot items is quite crucial. We recommend the other players continue playing while you are picking loot. The Weapon strength of your Dwarf will be increased after the Expedition: therefore, the other players may place the **next highest Weapon strength marker next to your Dwarf undertaking the Expedition** to indicate that you are not done yet. Once you have finished picking loot, you can exchange the current Weapon strength marker of your Dwarf with the new one. *(Exception: You pick the loot item 'All weapons +1'.)* The following example illustrates this recommendation.



Detailed example on forging a Weapon and undertaking an Expedition

You have 10 Ore in your personal supply and an unarmed Dwarf. You place that Dwarf on the "Blacksmithing" Action space and pay 7 Ore to forge a Weapon of strength 7. Now your Dwarf can immediately test its Weapon by undertaking an Expedition. To indicate the upcoming Level 3 expedition, you can place a "Weapon strength 8" marker next to your Dwarf. You then choose the loot items "1 Dog", "2 Gold" and "Furnish a cavern". They have Minimum strength values of 1, 6 and 7, respectively, and are thus not greater than the Weapon strength of your Dwarf. At the end of this Expedition, you may exchange the "Weapon strength 7" marker with the "Weapon strength 8" one.



Do not underestimate or overrate the importance of Expeditions. The game is designed in a way that you can win it with a peaceful approach, but also with one relying on heavy weaponry. I can tell you this, though: With 4 or more players, if a player is **the only one going after Weapons**, he will most likely win. And if he is **the only one to ignore Weapons**, he will also most likely win.

6. Action space: *Starting player*

The Starting player token is not passed at the end of the round. In order to become Starting player, you have to use the "Starting player" action. *(If no one does this, the Starting player token stays where it is.)* You do not only become Starting player on that Action space, but you also get all the Food tokens that have accumulated on it, as well as 2 Ore *(in games with 1 to 3 players)* or 1 Ruby *(in games with 4 to 7 players)* on top of that.



On top of the Starting player token and some Food, you will also get 2 Ore or 1 Ruby depending on the player count.

7. Action spaces: *Imitation*

The "Imitation" Action spaces are available in games with at least 3 players. Imitation costs 0, 1, 2 or 4 Food depending on the Action space.

When using an "Imitation" action, pay the required Food into the general supply and choose an Action space that is currently occupied by an opponent's Dwarf. You may use this Action space as if you had placed your Dwarf there. The only Action space that cannot be imitated is "Starting player".



Imitation cost ("apprentice's due")

Details on the *"Imitation"* action

- Do not place your Dwarf on the Action space that you imitate. Your Dwarf stays on "Imitation".
- When imitating an accumulating space, you do not get any of the accumulating goods as they have already been taken by your opponent.
- You **cannot** imitate an Action space that is occupied by one of your own Dwarfs.
- In games with 5 to 7 players, there are multiple "Imitation" Action spaces *(see appendix, page A7)* and they may all be used to imitate the same or different Action spaces.

End of the game and scoring

Name			
per Farm animal and Dog 1			
per missing type of Farm animal -2			
per Grain (rounded up) ½			
per Vegetable 1			
per Ruby 1			
per Dwarf 1			
per unused space -1			
Furnishing tiles, Pastures, Mines			
for Parlors, Storages and Chambers			
Gold coins and Begging markers			
Total			

The game ends at the end of round 12. Use the scoring pad to determine the final scores. There are several different categories for which you can get Gold points. The player who has the most Gold points wins the game. *(In case of a tie, there are multiple winners.)*

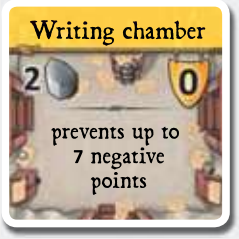
- **1 Gold per Farm animal and Dog:** Each animal is worth 1 Gold point at the end of the game, even Dogs. *(Dogs are not considered Farm animals.)*
- **-2 Gold per missing type of Farm animal:** At the end of the game, you should have at least 1 Sheep, 1 Donkey, 1 Wild boar and 1 Cattle. You lose 2 Gold points for each of these types that you do not have on your Home board. *(You do not need to have any Dogs.)*
- **½ Gold per Grain** *(rounded up)***:** Count all of your Grain tokens – both those in your supply and those still left on Fields. Divide this number by 2 and round it up. This is the number of Gold points you get for Grain.
- **1 Gold per Vegetable:** Count all of your Vegetable tokens – both those in your supply and those still left on Fields. You get this number of Gold points for Vegetables.
- **1 Gold per Ruby:** At the end of the game, each Ruby is worth 1 Gold point.
- **1 Gold per Dwarf:** At the end of the game, each of your Dwarfs is worth 1 Gold point.
- **-1 Gold per unused space:** Count the number of spaces on your Home board that have no tile or Stable on them. You lose 1 Gold point for each such space. The two pre-printed Caverns of your cave system are considered used. *(Unfurnished Caverns are also considered used.)*
- **Gold for Furnishing tiles, Pastures and Mines:** Add up the Gold point values on all of your tiles. Small pastures are worth 2 Gold points, Large pastures are worth 4 Gold points *(regardless of the type and number of animals on those tiles).* Ore mines are worth 3 Gold points, Ruby mines are worth 4 Gold points *(regardless of whether they hold a Donkey or not).* The value of a Furnishing tile is printed on the right of the tile, right under the name of the tile.
- **Bonus points for Parlors, Storages and Chambers:** Most of the Furnishing tiles called Parlors, Storages and Chambers *(indicated by the yellow name tag)* may be worth Bonus points depending on the condition they impose. The scoring pad has multiple lines for Bonus points. You can use one line per Furnishing tile that you get Bonus points for. *(Details on the Furnishing tiles can be found on page A3 of the appendix.)*

Details on Bonus points

- Bonus points for the Weaving parlor, Milking parlor, Fodder chamber, Food chamber and Treasure chamber are awarded as "Bonus points" *(even though you could add them to other categories).* Minus points prevented by the Writing chamber have to be adjusted in the respective categories.
- As with the Writing chamber, Bonus points for the Hunting parlor, Beer parlor, Blacksmithing parlor and Spare part storage are not awarded as "Bonus points" on the scoring pad. These tiles allow you to exchange goods for Gold before scoring. *(If you forgot to do so but notice it just before scoring, you may still do it.)*



If you have the Weaving parlor, you will get points for Sheep twice: in the category "1 Gold per Farm animal" and in the category "Bonus points for Parlors".



If you have the Writing chamber, your minus points in the "-2 Gold per missing type of Farm animal", "-1 Gold per unused space" and "Begging markers" categories will be reduced.

- **Gold coins and Begging markers:** Add up the values on your Gold coins and subtract 3 Gold points from that for each Begging marker you have.

RULES FOR THE SOLO GAME

The solo game is played according to the rules for 2 to 7 players with the following exceptions:

In the Work phase, place one Dwarf after another. There are no opponents that you have to wait for. The goal of the solo game is to get the highest score you can. *(Try to beat the "magical score" of 100 points.)* You start the game with **2 Food**.

Use the game boards for the 2-player game and cover some of the Action spaces with Overview cards as indicated in the following illustration.





Place the Action space cards face-down on the empty spaces of the game board as indicated by the following table:

1 Blacksmithing	**4** Wish for children	**7** Ore delivery	**10** Ore trading
2 Sheep farming	**5** Donkey farming	**8** Family life *(Wish for children → Urgent wish for children)*	**11** Adventure
3 Ore mine construction	**6** Ruby mine construction	**9** -	**12** Ruby delivery

Use a Dwarf card to cover the "Wish for children" Action space card. At the beginning of round 4, remove the Dwarf card from the game. Make sure the Action space card shows "Wish for children".

There are **no Harvest events** in the solo game. From round 5 on, there is a harvest at the end of **every round.**

In comparison with the 2-player game

As in the 2-player game, the "Exploration" Action space card has to be removed from the game and round 9 will be skipped. You can cover Round space 9 with a Dwarf card to indicate this. Unlike the 2-player game, Rubies will accumulate on the "Ruby mining" Action space from round 1 on.

Refilling the accumulating spaces

Before refilling the accumulating spaces, check if there are any spaces with more than **6 goods**. Remove all the goods from all of the spaces where this is the case and return them to the general supply. For each Ruby you spend, you can prevent this from happening for one of these spaces. The goods on the accumulating spaces that you paid a Ruby for will be safe for another round. *(This way an accumulating space may accumulate more than 6 goods.)*

Other than that, there are no further changes to the rules.

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Animal husbandry *4, 5, 20*
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