DWARVEN SMITHY

Rulebook v2

GAME OVERVIEW

Players take on the role of Dwarven blacksmiths gathering resources and crafting items in their workshop. Players use a variety of metal, gem, and runestone resources to create weapons, shields, armor, and other items to sell for coins! Train apprentices to change game rules and forge tools so items need fewer resources to make. Craft special King's Items in secret, and then reveal them at the end of the game. Players need to refine their resources, choose which cards to use or sell, and strategically manage their hand and tableau well!

Dwarven Smithy is a richly themed game of card crafting, tableau building and hand/area management. The game is for two to four players ages 14 and up. There are two kinds of play: a starter game which lasts for 60 minutes and a full game which lasts for 60 to 90 minutes.

WINNING THE GAME

The player with the most coins at the end of the game wins.

GAME COMPONENTS

Guild cards (78)

Resource cards (116)

Player cards (8)

Coins (102)

Icon Reference cards (4)

Turn Reference cards (4)

Game Board (1)

STARTER AND FULL GAME

The game supports two kinds of play: a Starter and a Full game.

78 Guild cards are divided into 25 Core game, 18 Starter game, and 35 Full game cards. The Starter game uses 43 Guild cards (core and starter) and the Full game uses 60 Guild cards (core and full). The 78 Guild cards are also divided into 10 Apprentice Cards, 16 Tool Cards, 25 Item cards and 27 King's Item cards. Guild cards make up the Guild Deck. All 116 Resource cards are used in both games and make up the Mine Deck.

We suggest new players play the starter game a few times before playing the Full game. The rules are the same in both games, but the gameplay is considerably different.

Core Game
(no icon)

Starter Game

Full Game

GAME SETUP

To set up a game, perform the following sequence of steps.

1. Separate the Icon Reference cards, Turn Reference cards, Player cards, Guild cards, and Resource cards.
2. Choose the Starter or Full Game (build Guild deck)
   - Starter Game - Search through the Guild card stack and remove the 35 full game cards and put them back in the box. The remaining core game and starter game Guild cards are placed together to form the Guild deck.
   - Full Game - Search through the Guild card stack and remove the 18 starter game cards and put them back in the box. The remaining core game and full game Guild cards are placed together to form the Guild deck.
3. Thoroughly shuffle the Guild deck, and then place it on the unfolded game board in the center of the table.
4. Thoroughly shuffle the Mine deck, and then place it on the game board.
5. Stack the coins by type, and then place them on the game board.
6. Each player receives a Player card, a Turn Reference card, an Icon Reference card, and 15 coins.
7. Each player draws four cards from the Mine deck and then places the cards as unrefined into their Workshop.
8. Each player draws four cards from the Mine deck and two cards from the Guild deck, and then places the cards into their hand.
9. The shortest player chooses a player to go first; we suggest the player with the longest beard.

GUILD CARDS

Four types of Guild cards: Apprentice, Tool, Item and King's Item. Each type of card functions differently when completed.

Apprentice (10) - Apprentices change the rules of the game.

Resource Cost → | ← Buy Value
← Discard Icon
← Game Type
Card Type → | GANI | ← Card Title
+1
(Market Card Limit +1) | ← Card Text

Tool (16) - Tools are either sold to the bank for their Completed value OR the card is kept and the card text is used to reduce the resource cost to craft specific types or subtypes of Guild cards. The card text reads; minus one resource, of a resource type, to craft either card types or card subtypes.

Resource Cost → | ← Buy Value
← Discard Icon
← Game Type
Card Type → | ANVIL | ← Card Title
Completed Value → | 23 | -1 | ← Card Text

The Card text above reads minus one gem to craft any cards with weapon and shield subtypes

Item (25) - Items are sold to the bank for the Completed value.

Resource Cost → | ← Buy Value
← Discard Icon
← Game Type
Card Type → | SILVER HEATER | ← Card Title
Completed Value → | 13 | ← Card Subtype

King's Item (27) - King's Items remain hidden until the end of the game, and then are sold to the bank for its Completed value. King's Items may give bonus coins at the end of the game.

Resource Cost → | 20 | ← Buy Value
← Discard Icon
← Game Type
Card Type → | STORMRAGE | ← Card Title
Completed Value → | 70 | ← Card Subtype

RESOURCE CARDS

Four types of Metals: Mithril (18), Gold (20), Silver (22), and Iron (26).

Refined Resource Icon and Title → | MITHRIL | 6 | ← Refined Buy Value
4 | ← Refined Sell Value
Unrefined Sell Value → | 3
Unrefined Buy Value → | 5 | UNREFINED | ← Unrefined Icon and Title

Four types of Gems: Emerald (3), Ruby (3), Sapphire (4), and Moongem (4).

Refined Resource Icon and Title → | EMERALD | 20 | ← Refined Buy Value
10 | ← Refined Sell Value
Unrefined Sell Value → | 5
Unrefined Buy Value → | 10 | UNREFINED | ← Unrefined Icon and Title

Four types of Runestones: Thunder (4), Lightning (4), Frost (4), and Earth (4).

Refined Resource Icon and Title → | FROST | 16 | ← Refined Buy Value
8 | ← Refined Sell Value

PLAYER CARD

During the game, players perform actions around their Player card. The space around the Player card is divided into four areas: Market, Apprentice, Tool, and Workshop. Icons around the edge of the Player card indicate each area's card limit, and what actions can be performed in those areas during a player's turn.

Market Icons → | MARKET | 4 | ← Market Card Limit
2 | ← Tool Card Limit
Apprentice Card Limit → | 2
Workshop Card Limit → | 1 | WORKSHOP
← Workshop Icons

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PLAYER AREA

The diagram below helps players visualize Market, Workshop, Apprentice, and Tool areas around their Player card, and area card limits. These are <u>card limits</u> for each area not slots or places.

Note: Players can stack Resource cards in their Workshop to save table space. Players cannot stack Guild cards to save table space. When Guild cards are placed on top of Resource cards, this is called crafting or training. Craft or Train a Guild card is an Action that happens on the 3rd phase of a player's turn (see page 7).

HAND SIZE LIMITS AND AREA CARD LIMITS

Players have a Hand size limit of six cards. Each area around the Player card has a limit to the number of cards that can be in the area. The area card limits are as follows:

- *Apprentice* – Limit of two completed Apprentice cards
- *Tool* – Limit of two completed Tool cards
- *Market* – Limit of four cards
- *Workshop* – Limit of seven cards

GAME BOARD

The game board contains places for the Guild and Mine draw decks, discard piles, and coins.

The **Warehouse** area on the bottom of the board indicates a space that contains Resource cards which were sold from a player's Market. Sold Resource cards are stacked in a vertical row, placed one on top of another, with the refined icon, card title, and highest Buy value shown. The row allows players a quick view of Resource cards available to be purchased.

PLAYING THE GAME

The Icon Reference card is used as a quick reference for all icons used in the game. The Turn Reference card provides a summary of a player's turn and the end game scoring sequence.

Discarded cards are placed into two separate piles for Guild and Resource cards. Place all discarded cards face-up.

The following rules are in effect at all times:
- If the text on a card directly contradicts these rules, the card text always takes precedence.
- A card played to the table stays on the table and cannot be placed back into a player's hand.
- Cards drawn from the Guild Deck, Mine Deck, or purchased from the Warehouse go directly to the player's hand.
- Players can look at cards in the discard piles and at resource cards under their own completed King's Item(s).
- Players cannot look at Resource cards under a completed King's Item(s) in another player's Market.

The game is played over a series of player turns and play continues in clockwise order around the table. Each player performs the following sequence of steps on their turn.

FOUR PHASES IN A PLAYER'S TURN

1. **Refine Phase**
2. **Complete Phase**
3. **Action Phase** (Repeatable)
   - Play a card
   - Move or Swap a card
   - Discard a Guild card
   - Sell a Resource card
   - Buy a card
   - Craft or Train a Guild card
4. **Draw Phase**

1) Refine Phase

A player's turn starts by refining (turn 180 degrees) all unrefined Metal and Gem Resource cards currently in the player's Workshop. After a card is refined, the card's refined title will be at the top of the card, the refined Resource icon at the top left corner, and the refined card's Buy and Sell values at the top right. A card's current Buy and Sell values are always in relation to the seller's viewpoint and these values change when a card is refined. Resource cards are only refined in a player's workshop.

2) Complete Phase

All Guild cards crafted and trained on the player's previous turn are now complete. A card's text goes into effect immediately when placed into the Apprentice or Tool areas. Complete each type of Guild card as follows:

Apprentice

Place the completed Apprentice card in the player's Apprentice area, and then discard the used Resource cards.

Place the Apprentice card into the Apprentice area

Discard Resource cards

Special Action – Fire an Apprentice: If a player already has two cards in their Apprentice area, exchange one card from the Apprentice area with the newly completed Apprentice card in the Workshop, and then discard the used Resource cards. Players cannot take this Action if the result of exchanging a card causes the player to exceed any new Market area or hand size limits. If the player cannot take this Action, then immediately reshuffle the completed Apprentice card and used Resource cards back into their draw decks.

Tool

Discard used Resource cards, then choose between two options:

1. Use the Tool card by placing the card in the Tool area. Once used, a Tool card cannot be removed, replaced, or sold.
2. Sell the Tool card to the bank for its Completed value. Discard the Tool card and used Resource cards, and then receive coins from the bank equal to its Completed value.

Discard Resource cards

Place the Tool card into the Tool area

Use the Tool

OR Sell the Tool

Get Completed Value in coins

Discard the Tool and Resource cards

If a player already has two completed Tool cards, the completed Tool card must be sold to the bank for its Completed value.

Item

Discard the completed Item card and used Resource cards, and then receive coins from the bank equal to its Completed value.

Discard the Item and Resource cards

Get Completed Value in coins

King's Item

A completed King's Item and all its Resource cards are considered one card for the remainder of the game.

To complete a King's Item, keep the Resource cards and the face-down Guild card together, and then move all cards into the player's Market under the King's Item card. A completed King's Item card and the used Resource cards remain in the Market until the end of the game. A completed King's Item can never be tilted, moved, sold or purchased.

Special Action - Exchange: If a player already has four cards in their Market area, exchange a card from the player's Market into the Workshop. Place the completed King's Item and its resources into the Market. Players cannot discard or sell cards from their Market during this Action.

A completed King's Item and all its used Resource Cards are considerd one card for the Market Area Limit and do not tilt the cards

Place the completed King's Item and all Resource Cards into the Market

Tip: If possible, don't craft more than two King's Items of any one card subtype (weapon, armor, and shield) to maximize your chance of getting the single item subtype bonus at the end of the game.

3) Action Phase

During the Action Phase, the player has a choice of six actions to perform. The player can repeat an action and performs actions in in any order they choose. Complete an action fully before taking another action and always follow hand and area limits.

1. Play a card
2. Move or Swap a card
3. Discard a Guild card from the Market
4. Sell a Resource card to the Warehouse
5. Buy a card
6. Craft or Train a Guild card

TILT CARDS PLACED IN A MARKET

When any card is played, moved, swapped, or purchased, and then placed into a player's Market, the card is **tilted** (45 degrees). **Tilting** is a visual reminder the card cannot be sold or discarded during the player's turn but the card can be moved or swapped. Cards are only **tilted** in the Market, not the Workshop, and all **tilted** cards are straightened at the end of the player's turn.

1. Play a card

The player can play a Guild or Resource card from their hand to either their Market or Workshop. All cards, including King's Items, are played face-up for this Action. Metal and gem Resource cards are played as unrefined (unrefined icon played on the top left corner) from the player's hand.

Play Unrefined and Tilted

Play Guild or Resource cards from hand

Play Unrefined and Straight

Tip: Cards can remain in your Market for multiple turns until you decide to move, sell, or discard it but, are at risk to be purchased by other players.

2. Move or Swap a card

The player can move a Guild or Resource card between their Market and Workshop. If the Market and Workshop areas are both full, swap the cards.

Remember to tilt a card placed into the Market

Tilted cards cannot be sold or discarded, but can be moved or swapped

3. Discard a Guild card from the Market

The player can discard any non-tilted Guild card in their Market.

The Silver Heater card can be discarded this turn

The tilted Goblet card cannot be discarded this turn

4. Sell a Resource card to the Warehouse

The player can sell to the bank, any non-tilted Resource card in their Market to the Warehouse for the card's top right Sell value. Place the sold card on top of the current stack of cards in the Warehouse. Spread out cards in the Warehouse so players can see the resource icon, the card's title and the highest Buy value of each card.

← *Receive the Sell Value in coins*

Tilted cards cannot be sold

5. Buy a Card

Buy a Resource card from the Warehouse

The player can buy, from the bank, any Resource card in the Warehouse. To buy the card, pay the card's highest Buy value plus one additional coin for each card stacked on top of the purchased card. The purchased card is placed into the player's hand and cards above the purchased card remain in the Warehouse.

Pay the card's highest Buy Value, plus one gold for each card above the purchased card, and then place the card into the player's hand

Cannot go over Hand size limit

Buy a card from another Market

The player can purchase any face-up card from another player's Market. The player pays the card's top right Buy value, from the seller's viewpoint, in coins to the Seller. A card purchased from another player's Market must be placed into either the purchasing player's Market or Workshop, and not into the player's hand. For the purchasing player, a refined Resource card stays refined and an unrefined Resource card stays unrefined.

Players can choose to place the purchased card in their Market or Workshop

Tilt the card if placed into the Market

Refined cards stay refined and unrefined cards stay unrefined when purchased

6. Craft or Train a Guild card

Using refined Resource cards already in your Workshop, stack the cards needed to craft or train a Guild card together, then place the Guild card on top of the stack of Resource cards. The Guild card can come from your hand, from your Workshop or from your Market.

Display the resources used, as shown in the figure below, so other players can view the resource card(s) icon(s). Once a Guild card is placed on top of a stack of Resource cards, the Guild and Resource cards cannot be moved. Crafting completes on the player's next turn in the 2) Complete Phase (see page 5).

Apprentice   *Tool*   *Item*   *King's Item*

Note: All Guild and Resource cards count towards the Workshop card limit.

When placing a Guild card on top of the resource stack, follow these rules:

- **Apprentices, Tools or Items –** Place the card <u>face-up</u> on top of the stack of the Resource cards.
- **King's Items –** Place the card <u>face-down</u> on top of stack of the Resource cards.
- Players can craft or train more than one Guild card at a time, but cannot exceed their Workshop card limit.
- Guild cards can only be crafted or trained in the Workshop.

If a Guild card is crafted or trained with the incorrect resources, immediately reshuffle the Guild card and used Resource cards back into their draw decks.

4) Draw Phase

The player draws four cards, but cannot go over their hand size limit. The player straightens all **tilted** cards in their Market area to end their turn. The player can choose to draw four cards in any combination between the Guild and Mine decks and can look at the cards as they draw.

To speed up gameplay: After the player draws their first card in the Draw Phase, the next player can begin their turn.

Example: With a hand size limit of six cards, a player with three cards in their hand can only draw three cards.

Tip: Instead of trying to search for particular resources, you may try drawing from the Guild deck and find cards that use resources already available.

LAST TURN (ENDING THE GAME)

The last turn of the game is triggered when one of the following events happen:

- A player draws the last Guild card (Guild Deck)
- A player draws the last Resource card (Mine Deck)
- A player ends their turn with four or more completed King's Items in their Market.

The game is over for the player who triggered the last turn and the remaining players receive one more game turn.

SCORING & WINNING THE GAME

Once all players finish their last turn, the game is over. All cards remain on the table until removed in the steps below. Perform the following sequence of steps to determine a winner:

1. Players discard all cards in their hand and all cards in their Workshop.
2. Players discard all Guild cards in their Markets, excluding completed King's Item cards.
3. One at a time, each player sells to the bank all Resource cards (not under King's Items) in their Market for the card's <u>Buy value,</u> and then discards the card(s).
4. Players reveal all completed King's Items.
5. Separately compare the Completed values for each subtype of King's Items. Players receive 25 bonus coins, from the bank, for the single highest (non-cumulative) Completed Value for each Armor, Weapon, and Shield subtype. (75 total bonus coins)
6. Players receive coins from the bank equal to the Completed value for their King's Item(s). Players can now discard all cards including Apprentice and Tool cards in their Apprentice and Tool areas.
7. Players add up all their coins. The player with the most coins wins the game.

FAQ

Q.) If I have a Tool card that says I don't need an iron resource, and I have a card that needs only one iron resource, can I just put the card down by itself into my Workshop?
A) Yes, this is a craft action. Place the card in your Workshop with no resource cards under it to craft the card. All cards count toward your Workshop card limit.

Q) Can I immediately start crafting or training a Guild card or use a Resource card after it was purchased from another player or the Warehouse?
A) Yes, both Guild and Resource cards can be immediately used after purchasing.

Q) What happens when I already have two Apprentice cards in my Apprentice area and I completed another Apprentice card?
A) Select one Apprentice card currently in your Apprentice area, move that card into your Workshop, and then complete the Apprentice card. For cards that increased your Market or hand size limits, you cannot exchange these cards if the result would cause you to go over any new Market or hand size limits, i.e. you had five cards in your Market and are now allowed to have four.

VARIANT RULES

BIDDING

Adding bidding into the game increases interaction between players, but also increases player downtime and lengthens the overall game time. To introduce bidding into the game, add the following rules:

1. Bidding replaces the "Buy a card from another Market" Action
2. The player selling the card cannot bid.
3. To be eligible to bid on a card, a player must have enough coins and cannot exceed Area card limits.
4. Players can pass and only get one bid per card.

How bidding works

1. The player announces which card they want to buy a card from another player's Market.
2. Starting with the player to the right of the player selling the card, the player gets ONE bid on the card. The bid must be equal to or higher than the card's Buy value.
3. Bidding continues in counter-clockwise order around the table by eligible players. Each bid must be higher than the previous player's bid.
4. Once all eligible players have bid or passed, the player with the highest bid receives the card, places the card into their Market or Workshop, and then pays the selling player in coins equal to the bid number.

NEVER-ENDING MINE

Players can remove the Last Turn trigger rule; "A player draws the last Resource card." Instead, when the Mine Deck is used up, shuffle the discarded Resource cards and the Warehouse Resource cards to form a new Mine Deck. By using this variant, this can cause a much longer, never ending game.

CREDITS