



Introduction:

Deep in the heart of the mountain at the dwarven stronghold, the workday has come to an end. The tavern is full and the drinks are flowing. Many a clan is represented during the festivities. Toasts are raised to clans Flagonbeard, Irongullet, Anvilale, and Barleyforge. The renowned dwarven bard Nils Rockrhyme plays his latest song, "Hammer Down that Dragon." An argument regarding elven hats breaks out between the haughty Myra Mithril mug and the ever stylish Fiona Stonecider. Bender Mugknuckle nurses his fourth Deepcavern Lager from the wooden mug attached to where his left hand once resided. Which clan can boast the most? Which dwarf will spill their swill? When the night is done, who will have earned the most esteem in the eyes of their fellow dwarves?

Overview

Each player chooses a dwarf to play. The cards are dealt and dice are rolled. Then players draft cards each turn and place their dice to try to get the highest score. Each card has two possible effects depending on which player resolves the card. Dice may get re-rolled or changed, cards may switch places, and some cards help with final scoring.

Setup

- Each player chooses a dwarf and places that dwarf's player card in front of them.
- All cards of the chosen dwarves (except the player card) are shuffled into a draw deck.
- The non-chosen dwarf cards and player cards are placed back in the box.
- Each player is given 2 six sided dice, 2 eight sided dice and 1 ten sided die.
- Decide how many hands to play. Each hand will take 20-30 minutes. For a short game just play a single hand.
- Decide if you are using the "drinking game" rules.

Card Layout

Title **A DRINK FOR ANBAK**

Add 1 to one of Anbak's dice.
Add 2 to one of your dice.



Main Rules

(Use if **not** playing the pictured dwarf.)

Artwork

Personal Title

Personal Rules

(Use if playing the pictured dwarf.)



Place Attached Die Here

Drinking Rules Icon

Playing a Hand of Drunkn Dwarf Draft

1. **Deal** - Deal each player 7 cards from the draw deck. Who is chosen as the dealer has no effect on gameplay.
2. **Roll** - All players roll 2 six sided dice, 2 eight sided dice and 1 ten sided die (Note: 0 on a 10 sided die is a 10). Players put these dice below their player card without changing the original roll. Once rolled, the die values cannot be changed unless a card resolution instructs a player to alter dice.
3. **Draft Cards** - Choose a card from your hand and place it face down on the table.
4. **Choose Die to Attach** - Move a die from below your player card onto the center of the chosen face down card without changing the value.
5. **Draw Starting Dwarf** - Once all players have drafted a card and placed a die on that card, the dealer places the top card of the draw deck into the discard pile. The player whose dwarf is displayed on that card will start the "Resolve Drafted Cards" step.
6. **Resolve Drafted Cards** - Starting with the player chosen by the "Draw Starting Dwarf" step and going clockwise, each player flips over their card and places the attached die on the "Attached Die" part of the card without changing its value. As each card is revealed, the text of the card is resolved. If the revealed card's dwarf matches that player's chosen dwarf, resolve the text at the bottom of the card. Otherwise, resolve the text at the top of the card. (In some cases cards may be moved around before they are revealed. In these cases, the player revealing the card is the one who counts as playing it, not the player who drafted it in the first place).
7. **Pass Cards** - Once all the cards have been revealed in a clockwise fashion, players pass their remaining cards to the player to their left.
8. **Continue Play** - Players then **complete steps 3-7 until five cards have been revealed for each player** and all dice have been attached to dwarf cards.
9. **Tally Hand Scores** - Each player adds up their dice totals and adds any bonuses awarded by the cards they have in front of them at the end of the hand. If players have chosen to play multiple hands, record hand scores, reshuffle all cards, and start a new hand. The player with the highest score wins the game.

Other Notes

No die can be raised above the highest face or reduced below its lowest face. (Ex. If a card text says to add 2 to a die, a six sided die with the 5 face up **cannot** become a seven. It will be capped at a 6.)

Players must add to a die that can increase in value when resolving any card that adds to a die. The inverse is also true, players must choose a die that can decrease in value when resolving any card that subtracts from a die. (Ex. If the card says increase another player's die by 1, you cannot choose the 6 showing on a six sided die.)

Cards are revealed and resolved in a clockwise fashion. In some cases this will mean that a player misses the chance to resolve a card because they were given a card that was already revealed and resolved.

In some cases a player may resolve a card that trades itself for an unresolved card. That player will then resolve the second card before play continues clockwise.

Optional Rules

(Use any of these to modify gameplay to fit your group's preference.)

Let's Keep it Going

To speed up game play, set a minute timer as players pass cards. Any player who has not drafted a card when time runs out, must draft a random card chosen by the player to their left.

Best Laid Plans


Skip steps 5&6 until all cards and dice have been placed and then start resolving the drafted cards.

Add More Luck

A player may roll a die again as it is attached to a revealed card. Then resolve the card text. This adds a bit more randomness to the game. (Note: You will still need to roll dice at the beginning of the hand to ensure all dice have an initial value. Without dice having an initial value, some of the card text may not work properly.)

Optional Drinking Game Rules

Please drink responsibly. A "drink" doesn't mean to empty your beverage. Set some guidelines based on the number of hands you wish to play to ensure that players don't over indulge. An 8 player game could have up to 12 opportunities to drink per hand.

Any card with a  icon in the lower right corner of the card has special drinking rules. There are 3 of these in each set of cards.

- "A Drink for ..." - The player who is playing that dwarf drinks when this card is revealed.
- "A Round on the House" - Everyone drinks when this card is revealed.
- "Seeing Double" - When this card is revealed in front of you or when it is moved in front of you, you drink.

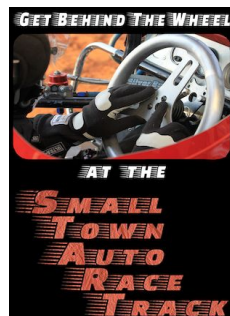
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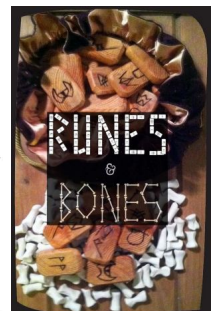


◆ STICKNIA ◆

Super Powered
Print and Play
Skirmish Game



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Card Clarifications

Using Durnan Barleyforge cards as an example.

“A Drink for Durnan”

TOP: All other players -

1. Choose one of the Durnan player's dice and change its face to be 1 higher. You may choose an unattached die below the Durnan player card. You may not choose a die that is already maxed out (ie. a 6 on a six sided die) unless all of Durnan's dice are maxed.

2. Choose one of your dice and change its face to be 2 higher. You may choose an unattached die below your player card.

BOTTOM: Durnan player -

Change the face of the attached die to be 1 higher unless the attached die is already maxed out.

Drinking Rules

Durnan player drinks when this card is revealed.

“Bonus”

TOP: All other players -

Change the face of one of your dice to be 2 higher. You may choose an unattached die below your player card.

BOTTOM: Durnan player -

When a “Fight” card is resolved while this card is in front of you, you may choose to ignore its effects.

If you are targeted by a “Bully” effect, you may choose to ignore it.

Drinking Rules

None

“Clan Council”

TOP: All other players -

During final hand scoring you add 2 to your final score for each different dwarf that you have in play. These can be identified by the clan banners in the bottom right of each card. Each different banner scores you 2 points if this card is in front of you at the end of the hand.

BOTTOM: Durnan player -

During the final hand scoring you add 2 to your final score for each Barleyforge dwarf that you have in play. These can be identified by the Barleyforge banner in the bottom right of each card. Each card with a banner matching the banner on your player card scores you 2 points if this card is in front of you at the end of the hand.

Drinking Rules

None

“A Round on the House”

TOP: All other players -

When this card is revealed, each player gives their card for this turn to the player on their right. The attached die goes with the card with its value unchanged. This means that the player resolving this card will also resolve the card passed to them by the player to their left unless it is already resolved. In many cases this card will move an already resolved card to a player who has yet to resolve a card this turn. That player does **not** get to resolve a resolved card for a second time.

BOTTOM: Durnan player -

As above but the Durnan player chooses whether cards are passed to the left or right.

Drinking Rules

Everyone drinks when this card is revealed.

“Cheater”

TOP: All other players -

Look at the top two cards of the discard pile and choose one to swap with this card. Without changing the value of the attached die, attach it to the new card. Immediately resolve the new card. Ignore “Cheater” cards in the discard pile when resolving this card so that an infinite loop doesn't break the game. You may not choose a “Cheater” card from the discard pile for this reason. If the only options in the discard pile are “Cheater” cards, this card is resolved with no effect.

BOTTOM: Durnan player -

As above but choose any card in the discard pile instead of choosing only from the top two cards.

Drinking Rules

None

“Dwarven Gift”

TOP: All other players -

Trade this card with any other card in play (resolved or not). The dice from both cards are swapped as well without changing values. If the card received was unresolved, resolve it immediately. The player receiving this card does not get to resolve it again even if they have not resolved a card this turn.

BOTTOM: Durnan player -

Change the face of all your dice to be 1 higher unless they are maxed out. This includes the dice below your player card.

Drinking Rules

None

“Fight”

TOP: All other players -

All players choose one of **their** dice. You may choose an unattached die below your player card. All players re-roll the chosen die and place it back where they got it. The player who rolled the highest number may change the face of any die (including an opponent's die) to be 2 higher. If 2 or more players tie for the highest roll, each of them may change the face of a die to be 2 higher.

BOTTOM: Durnan player -

Change the face of one of your opponents' dice to be 3 less. If you target a player that has an active "... Peace" card, this card's effect may be ignored by that player.

Drinking Rules

None

“Re-Roll”

TOP: All other players -

Choose any two dice (even opponent's dice). You may choose unattached dice below player cards. Roll them and place them back where they came from with the new value showing.

BOTTOM: Durnan player -

Choose any one of your dice. You may choose an unattached die below your player card. Roll it and place them back where it came from with the new value showing.

Drinking Rules

None

“Steal”

TOP: All other players -

Trade the die attached to this card for one of the Durnan player's dice without changing the value of either die. You may choose an unattached die below their player card.

BOTTOM: Durnan player -

Trade the die attached to this card for any other die without changing the value of either die. You may choose an unattached die below player cards.

Drinking Rules

None

“Passed Out”

TOP: All other players -

Choose any resolved card in play and turn it face down. Place the attached die in the bottom right corner of the face down card to show that it has been resolved already without changing the die's value. (Unresolved cards should have the die in the center of the face down card.) The die is still counted for final scoring and may be re-rolled, swapped, or modified by other card effects.

BOTTOM: Durnan player -

During final hand scoring add 5 to your final score if this is in front of you.

Drinking Rules

None

“Seeing Double”

TOP: All other players -

At the end of the hand if any of your dice match add 4 to your final score. You do **not** get to gain multiple bonuses. (Example: Your dice show 2, 2, 4, 4, 8. You have some matching values and therefore you add 4 points to your final score if this card is in front of you at the end of the hand.)

BOTTOM: Durnan player -

At the end of the hand if any of your dice match add bonuses to your final score. You **do** get to gain any bonuses even if it means scoring multiple bonuses. (Example: Your dice show 2, 2, 4, 4, 4. You have 2 matching 2's for a 6 point bonus and 3 matching 4's for a 10 point bonus. This card would be worth 16 extra points if this card is in front of you at the end of the hand.)

Drinking Rules

Whenever a player reveals this card or whenever it moves in front of them, they drink.