DWERGAR

Table of contents:

It is still difficult to believe! I, a young scribe (nonetheless talented, I will not deny, and with great ambitions that my words will be read through the ages), received an invitation from Kyledyr Crimsonsmith, the chief Architect of "the mine". YES! The mine! Dwergar — where only the most outstanding miners and foremen may receive the honor of working. Where every blacksmith, engineer, and ironworker is a legend in his noble profession. (How envy will sting our companions, who always said with a hint of malice that "a dwarf should wield something mightier than a pen", and that I would do better to "pick up a pick". HA!) But I digress... Believe it or not (nonetheless, believe it), it is true that the earth trembles many kilometers before one even sees the mountain; that the heat of the Furnaces is perceptible as soon as we enter the Dwergar Valley; and that the sound of masters' hammers and the clattering chains of the lift in the great shaft are the most beautiful melody a dwarf will hear in his life. I am glad, dear reader, that you reach for my chronicle. I am glad that through the words written by my talented hand, you will be able to experience the miracle that is the splendor of our proud race, the miracle that is the Dwergar Mine.

Penvro Redgauntlet
Dwergar – A Chronicle of the Heart of the World
1887ar.

Each player manages the activities of a dwarf clan working to expand the underground kingdom Dwergar. The game is won by the clan that gains the most victory points by completing the architects' projects.

The game consists of several rounds, during which each player takes one turn. Each player does three actions during their turn. Almost every action involves placing a dwarf onto the board to gain some benefit. During actions, players will mine resources (**stone**, **iron**, **gold**, and **crystals**), process them, and use them to complete projects, bringing victory points — and sometimes also providing additional bonuses during the game or during the final scoring.

In addition to the four mined resources, there is also a fifth resource: **heat**. It comes from blast furnaces, and it powers the great machines of Dwergar. Heat is an ephemeral resource, so to use it efficiently, players must expand their own furnace networks. The dwarf worker meeples come in colors representing their specialty (**engineer** , blacksmith , ironworker). Sending a worker to perform an action in his specialty brings additional benefits — which is why good worker management is important for winning. The workers are not permanently assigned to players, and the number of dwarves for each specialty may be different in each game — this ensures unique replay variety.

Dwergar is a large kingdom, and the players' clans are not the only ones working on projects. Each round, an event card tells what else is happening in the legendary kingdom.

3

Game preparation:

1. Place the main board in the center of the table, where each player has easy access to it. Place the 5 cart tiles on the 5 levels of the mine, as in the illustration. **A**.

2. Take the project decks that will be used in the game. The number of decks used equals the number of players:

Number of players	Number of decks	Recommended decks for new players *
2	2	🔵 🟢
3	3	🔵 🟢 🟡
4	4	🔵 🟢 🟡 ⚒️

* Experienced players can select any set of decks.

Each project deck has 9 cards (4 basic projects and 5 advanced projects). Separate the basic and advanced cards. Shuffle all the basic cards together, and shuffle all the advanced cards together. Form a combined deck with the shuffled basic cards on top and the shuffled advanced cards on the bottom.
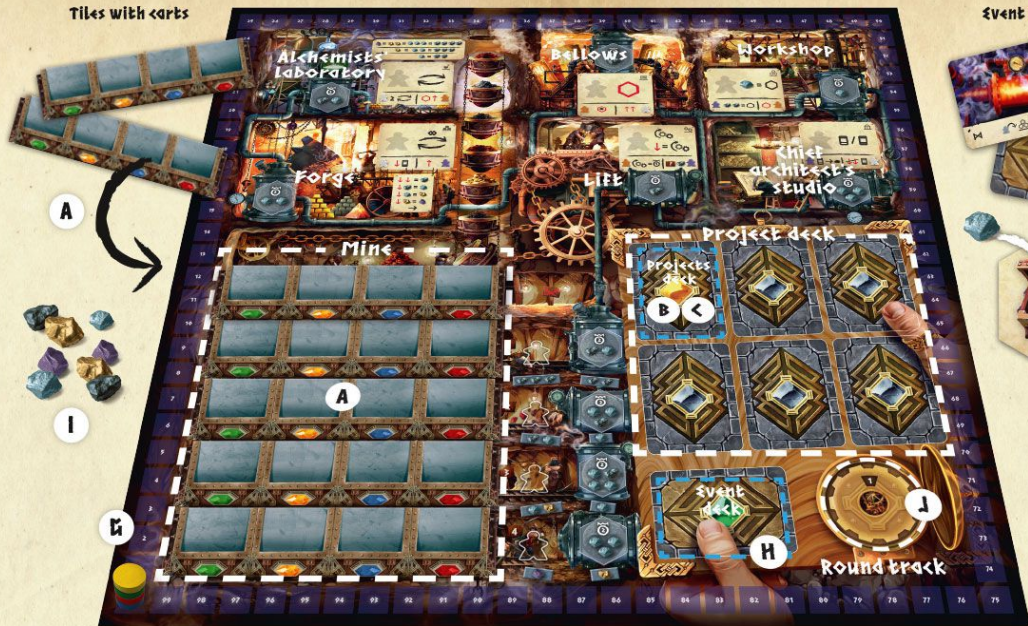Deal the top 5 project cards onto the 5 spaces of the order track.

Example:
4 players take the 🔵 🟢 🟡 ⚒️ *decks.*
They separate the basic projects and the advanced projects.
They shuffle all 20 advanced projects together **1** *and place them onto the board* **B** *, then shuffle all 16 basic projects* **2** *, and place them on top of the advanced projects* **C** *.*

3. Choose the starting player. This is the player with the longest beard. If no player has a beard, then the shortest player. The starting player selects their clan color and takes the corresponding foreman **D**, player board, furnace tokens, and heat level marker. Then in clockwise order, the other players choose their colors and each take their foreman, player board, furnace tokens, and heat level marker. Each player places two of their furnaces onto their player board, cool side up **E**. Players can build more of their own furnaces during play. Place all players' victory point markers onto the "0" position of the victory point track **G**. Each player puts their heat level marker **F** onto the "0" position on their own player board.

4. Shuffle the event deck and deal 9 cards (face down) onto the event card space **H** of the main board. Return the remaining event cards to the box - they will not be used.

The number of event cards equals the number of rounds. You can play a shorter 7-round game, for example, by playing with only 7 event cards.

5. Place all the resources (stone, iron, gold, crystals) near the main board. This is the bank **I**. Resources are not limited to the physical mix provided; in the unlikely case that pieces run out, players can use chest tokens.

stone   iron   gold   crystal

6. Shuffle the dwarf workers and randomly select 6 to return to the box; they will not be used. Thus each game will have a different distribution of specialties. (It can even happen that one specialty is entirely out of play.) From the remaining 12, each player receives one randomly selected worker. Randomly place the remaining workers, one each, on the following squares: alchemists' laboratory, bellows, workshop, forge, lift, chief architect's studio and on each level of the mine, starting from the top. (In a 2-player game, each mine level gets a worker; in a 3-player game, level 4 does not; in a 4-player game, levels 3 and 4 do not.)

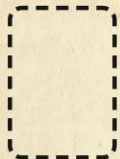**7.** Distribute starting resources in clockwise order from the starting player:

Player	Starting Resources	In the cart
1	🪨	🪨 in cart on level ⚒️
2	🪨	🪨 in cart on level 1
3	🪨🪨	🪨 in cart on level 2
4	🪨🪨	🪨 in cart on level 3

8. Set the round marker **J** on the board on space 1.

Tiles with carts

Alchemists Laboratory

Forge

Bellows

Workshop

Lift

chief architect's studio

Mine

Project deck

projects deck

event deck

Round track

Event cards

x5

Workers

ironworker

blacksmith

engineer

foreman

4   5

Marks for the Eastern District deck

Spaces for Furnaces*

*the specific positions of furnace tokens on a player's board do not matter

Space for project cards

Space for **upgraded** project cards

Heat track   Spaces for resources

Player resources:

Each player's board should have clearly visible their meeples (fore-man and dwarves), resources, furnaces and heat level. Completed project cards go next to their owner's player board: non-upgraded completed projects on the left, and upgraded projects on the right.

Heat:

Heat may be generated by furnaces. Furnaces can have their hot or cool side up. A player can extinguish a hot furnace, turning it over to its cool side, to gain 1 heat for immediate use.

hot furnace   →   cool furnace

To gain more heat, a player must light their furnaces again or build new ones.

Each player starts the game with two cool furnaces. Each player should take care to maintain their flame: at the end of each round, each player with a hot furnace can light one of their cool furnaces. Another way to gain heat is to use actions on the board (e.g. Bellows) and specialist dwarves. When a player gains heat ↑ this way, they advance their heat marker accordingly. This heat can be spent ↓ any time during the player's turn, instead of extinguishing a furnace. Heat is, however, ephemeral — at the end of the player's turn, the heat level on their board drops to zero (so any unused heat is lost). Heat from extinguishing furnaces and heat from the heat track can be combined: for example, if a player wants to spend 3 heat points, they can extinguish one furnace and move their heat level marker down 2 spaces.
Heat from the track cannot light a cool furnace.
A player's heat level track can never have more than 10 heat.

Sequence of play:

The game takes place in several rounds. The same starting player takes the first player turn each round. At the start of a player's turn, first deal new project cards to fill all empty spaces. Next the player does 3 actions. When done, they set their heat level marker to 0. Then the next player in clockwise order takes their turn, and so on.

After each player has done one turn, the round ends. Draw the top event card (except at the end of the first round) to reveal what other dwarves in the kingdom of Dwergar are up to. Resolve the event. Then each player who has at least one hot furnace may light one of their cool furnaces. Advance the marker one space clockwise on the round track. The round is now finished; if this was not the last round, start a new round, again with the starting player's turn.

each player's turn:
- Refill the project track to 5 cards,
- Do 3 actions,
- Reset heat level to 0.

end of a round:
- Discard any active event card,
- Draw and resolve a new event card,
- Each player with a hot furnace can light one cool furnace,
- Move the Round Track marker.

Victory Points (VPs):

Victory points are the prestige earned by dwarf clans by their hard work. Each player starts the game with Ö. Each time a player earns Ö, adjust their marker on the score track. When the game is over, the winner is the player with the most victory points.

I had never understood the generally accepted dwarven truth that sounds coming from the forge were anything more than mere clatter. I reacted with sincere bafflement to assurances that for some, this cacophony is pure music. Now I understand; I understand perfectly after listening to concerts played with hammers, tongs, and chisels. The conductor of this orchestra of outstanding blacksmiths is none other than Shain Darkdigger, the legendary foreman and master of the Dwergar blacksmiths.

I am far from being an expert on the quality of stones and other ores. However, while exploring this topic to prepare for writing this chronicle for you, dear reader, I expanded my knowledge sufficiently. Therefore, I can confirm that the quality of the stones that fill the carts on this first level of the mine is, in a word, outstanding.

The unloading area is an impressive hall, where huge carts are lifted up from the mines. You can try to imagine how many precious minerals and rich metal ores are continually brought up here, from below... You can try, but I sincerely believe you will spectacularly fail such a test.

One truly feels the mystical aura after descending to the next level. The iron ore deposits are even denser. Everything glistens from the glow of the gold veins flowing through the mine walls. Despite the melody of mining, at times I felt like I was standing in total silence, immersed in a deep sense of awe.

Sparkling precious gems, like the eyes of mystical creatures, wink at every turn. If on the previous levels mysticism was felt... here it is overpowering. My internal desire to continually transcribe my feelings was thwarted here on the fourth level of the Dwergar mine: I simply stood and let this place's waves of mysticism flood me with sensations. I hope that my scribblings manage to communicate at least some of these emotions...

The mine:

Dwergar's mine consists of 6 levels:

◆ Unloading level

◆ Intermediate transit level

◆ level **1** produces

◆ level **2** produces

◆ level **3** produces

◆ level **4** produces

Resources obtained in the mine do not go straight to a player's board. Instead, they go into the player's cart, which must be brought up to the surface. To do this, you must operate the lift. Every time the lift operates, move all the carts 1 space toward the top of the board (along with the resources on each cart).

Thus the players are collectively responsible for the transport of resources — sometimes you unwillingly help opponents, by moving the lift to move your cart, and sometimes opponents help you.

I am now extremely grateful for that year spent training my endurance and vigor, because otherwise I would not have had the opportunity to convey to you, dear reader, the nature of my work day in Dwergar. It all begins with a hearty meal and discussions about projects in the great hall. The buzz of conversations and voices full of pride fill the air with an aura of determination and a feeling of distinction. Because none of us were here by accident. The names of the great masters of metallurgy, brilliant architects and engineers, and recognized blacksmiths would fill numerous chronicles — of course, such a list is conserved in Dwergar's archives — so please accompany me and my pen to the various wonders of the dwarven masters.

Example of mining resources:

Red player – Action 1:

Red has meeples: and .

1. Red decides to put an ironworker on mine level **1**.

2. The location currently has an engineer , so Red takes the engineer, then puts their ironworker .

3. Red does the mine level's action, adding from the bank to their cart on this level.

Red player – Action 2:

Red has meeples: and .

4. Red sends their newly acquired engineer to mine level **2**. **There is currently no dwarf on this space, so Red does not take any meeple in compensation.**

5. Red does the mine level's action, adding to their cart on this level.

Red player – Action 3:

Red has meeples: .

6. Red sends a blacksmith to the Lift and...

7. ... lifts all carts up 1 level.

8. Red gets . The cart tile on the unloading level (at the top) must be moved down to mine level **4** (the bottom).

Red's turn is now over.
This also happened to be the last turn of the round, so players reveal the next event card:

This event lifts the carts up 2 more levels! As a result, individual players receive:

Player	Extraction I	Extraction II

Actions:

There are 11 possible actions. 10 are associated with board locations (4 mine levels and 6 other workplaces in the kingdom of Dwergar), and the 11th action is used when a player has no dwarves.

Action	Effect	Specialist
Mine Level **1**	(stones)	–
Mine Level **2**	(stones)	–
Mine Level **3**	(stones/gold)	–
Mine Level **4**	(gem)	–
Alchemists' Laboratory	Exchange resources	(orange) (grey)
Bellows	Light furnace	(orange) (grey)
Lift	Raise carts	(orange) (purple)
Workshop	Build furnace	(orange) (purple)
Forge	Exchange resources	(grey) (purple)
Chief Architect's Studio	Complete projects	(orange) (grey)
Work Break	Take foreman and a worker	–

To do an action at a board location, a player must place a dwarf from their own pool of dwarves onto that board location and performs the action. If the location already has a dwarf, first remove it before placing the new dwarf:

❖ If the removed dwarf is a worker (engineer, ironworker, or blacksmith), the acting player takes it (and can place it in a later action, in the same turn or later).

❖ If the removed dwarf is a foreman, it returns to its owner.

❖ If the location was empty, the active player simply places their dwarf (without gaining a meeple in compensation) and performs the action.

A player who has no dwarves to place can only do the **Work Break** action, to remove their own foreman from the board and one selected worker (engineer, ironworker, or blacksmith).

Each non-mine location lists two specializations. When a player places a dwarf who matches one of the location's specializations, the action gives a bonus effect in addition to the location's basic action. For example, on the Bellows:

(orange) Light all furnaces.

(grey) Gain 2 heat levels.

(grey)(purple) No bonus effect, but can still go to the Bellows to do the basic Bellows action.

Using a specialist bonus is optional, and so is using a location's basic action! It is possible to:
❖ use the basic action and the specialist action,
❖ use only the special action,
❖ use only the basic action (even if you placed a matching specialist),
❖ use no action, placing a meeple only to take the meeple that is there.

Board location actions:

Mine:

On all mine levels, when you do that action's level, you will gain that level's resources into your cart, if your cart is empty. If your cart already has resources, then it is considered full, and the action gives no new resources, but you can still do the action (e.g. to take a specialized worker already there into your pool). If you placed your foreman to do a mine action, then put your foreman into your cart on that level (along with the resources in the cart). As soon as the foreman reaches the surface, he returns to you.

Level 1

Put (stones) into your empty cart on level **1**

Level 2

Put (stones) into your empty cart on level **2**

Level 3

Put (stones/gold) into your empty cart on level **3**

Level 4

Put (gem) into your empty cart on level **4**

Lift:

Move all carts up by one level. You can **spend extra heat** to operate the lift longer, moving one additional level up for each heat spent.

It is legal to pay as much heat as you want to keep raising carts (to gain more VPs), even if all carts are empty. (The rulers of Dwergar appreciate hard-working dwarves.)

(orange) Gain (heat) for each level moved.

(purple) You may put 1 stone into each player's cart on a selected level (regardless whether a cart is empty or not). This can be done before or after lifting the carts.
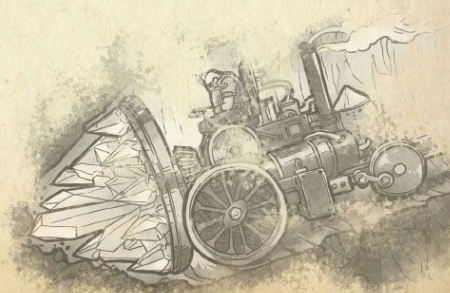
Workshop:

Build one new furnace: pay 1 🔵 , then put a new cool furnace (of your color) onto your player board.

🟣 Build one new furnace, by paying 🪨🪨 .
(Thus you can buy 2 furnaces in one action, paying a total of 🪨🪨🪨🪨 .)

🟠 Light one of your furnaces.

Bellows:

Light one of your furnaces.

🟠 Light all your furnaces.

⚪ Raise your heat level by 2.

Alchemists' Laboratory:

Convert 1 resource to several less valuable resources, as shown in the conversion table.
(E.g. convert 🟡 to 🪨🪨🪨 , or 🟡 to 🪨🪨🪨🪨 .)

During one action, you may make only ONE such exchange. (E.g. in one action, you cannot convert 🟡 to 🔵🔵🔵 , and then convert 🔵 to 🪨🪨 .)

⚪ You can make 2 additional exchanges (thus a total of 3 exchanges). It is legal to exchange newly acquired resources.

Example: you can convert 🟣 to 🔵🔵 (as the 1st exchange), then convert those 🔵🔵 into 🪨🪨🪨🪨🪨🪨 (as the 2nd and 3rd exchanges).

🟠 Light 1 furnace and raise your heat level by 1.

Forge:

Convert resources into more valuable resources, as shown in the conversion table. During one action, you may make as many conversions as you like and can pay for.

Example: you can spend 1 heat and 🪨 to produce 🔵 , then spend 1 heat and 🔵 to produce 🟡 .

⚪ Upgrade one or more of your completed (but not yet upgraded) projects. Each project costs the printed upgrade cost +1 additional heat. In one action, you may upgrade any number of your completed projects in this way.

🟣 Gain one heat level (which you can spend in this same forge action).

Chief Architect's Studio:

Complete one of the face-up project cards on the project track, by paying the resource cost on the top of the selected card. Move the project card from the board to the left side of your player board. When completing a project, you may immediately also pay the cost on the bottom of the card to upgrade it. Project cards are described on the next page. Each completed project immediately gives you ⏱ (shown at top of the card): adjust your VP marker on the score track. Upgrading a project can give additional ⏱ (shown on the bottom of the card).

🟣 Take back one resource used to pay for the project. This does not reduce the cost: you must have and pay all the required resources! You simply then immediately regain one of them.

◆ You cannot take back heat, nor resources spent for upgrading the project.
◆ You can only take back a resource if completing the project costs more than 1 of that type of resource.

Example: if completing a project costs 🔵🔵🪨 , you can take back 🔵 , but you cannot take back 🪨 .

⚪ The cost to upgrade the project is reduced by 2 heat points. In contrast to the engineer bonus, the blacksmith bonus reduces the upgrade cost.

Project cards:

Each project card has the following information:

1. **Seal color** - which deck this card belongs to.
2. **Project cost** - resources paid to complete this project.
3. **Victory Points** - VPs gained for completing this project.
4. **Upgrade cost** - resources paid to upgrade this project.
5. **Extra victory points** - VPs for upgrading this project.
6. **Upgrade effect** - additional effects for upgrading this project.
7. **Card number**

Detailed descriptions of all project cards are on page 18.

Each project also has an additional optional upgrade cost, on the bottom of the card. When you are completing a project, you can choose to immediately pay this additional cost, to upgrade the project for additional Ö or some other bonus (as described on the card). Place upgraded projects to the right side of your player board. Upgrading is not an additional action; the decision to pay for upgrading is part of completing the project.

The Western District   The New Shaft   Golden Terraces   The Old Shaft   The Eastern District

---

At the mere thought of seeing the lift in the great shaft, which constantly supplies raw materials to talented craftsmen, I felt an excitement that I could barely describe. What a blow to my pride and sense of colorful imagination was today! When my eyes saw the source of the mighty rumbling — these powerful moving chains and rotating gears in the vast shaft... It is a failure of my craft that I lack the words to express the delight afforded by this view. The legendary foreman Dahy Jewelhammer (known for his achievements during the expedition deep into the Eastern District and the construction of both steam ducts) allowed himself a moment of reflection with me. He said, "Every day I fall into the same delight, my young scribe," and then he grabbed my arm with his strong hand, saying with a twinkle in his eyes, "Just wait until you ride with me in a cart!" ...I was sure that he was only joking...

One might suppose that with the high demand for furnaces in the Dwergar mine, craftsmen would not have time to add fancy decorations. Evidently no one has informed the workers of the Curim Slatecrusher workshops — the most eminent metalworkers. These furnaces are true works of art, and at the same time efficient and reliable. Believe me, oh yes, believe: everything here meets the Dwergar standard.

Blow! Hard! Lighting furnaces is an act so common in Dwergar workshops and guilds that often the bellows operate around the clock. You might think that someone would complain about such conditions... but then you would be mistaken. The list of applicants aspiring to work here is as full as the ore carts in the great lift!

The intense concentration in this spacious chamber filled with great minds hunched over their drawing boards evokes a true hunger for knowledge... especially for a scribe. It is here, thanks to the kindness of Kyledyr Crimsonsmith, that I most often write these words to you. Nonetheless, it sometimes happens that I listen to the architects' council for hours, planning the next stages of Dwergar's development.

Work break:

If you have no dwarves to place, then you can use this action to take your own foreman and one other selected worker (ironworker, blacksmith, or engineer) from the board to your pool. They are now available to be placed for other actions.

It is unusual in Dwergar's tunnels and chambers to hear the call of a magic horn proclaiming a work break. I had the opportunity to experience this rare event. Perhaps the notion of a work break has positive connotations for you, and perhaps you are not too wrong... But it is not so for the dwarves in Dwergar! Of course, the order to pause is followed, but you will not hear shouts of joy. Here, everyone prefers to work.

Foreman:

A foreman has three properties:
- He is loyal to his owner and always returns to his owner when removed from the board.
- When replaced by a different dwarf on a mine level, a foreman jumps into his owner's cart on that mine level.
- When a player places their foreman onto an action location, the owner may install a furnace at that location, permanently heating that section of Dwergar.

To do this, the owner moves a furnace from their player board, pays the resource cost printed on the action space, and places the furnace onto the location (covering the cost). After installing a furnace, the player can no longer use that furnace to gain heat. But the player gains 2, and the installed furnace will give a bonus when the location is activated in the future (not on this action when the furnace is installed):
- A furnace installed on one of the 6 locations outside the mine gives its owner 1 heat level whenever an opponent places a dwarf there.
- A furnace installed on one of the 4 mine levels gives its owner additional resources (as printed on the board) whenever the owner activates that level. E.g. on level **1** the installed furnace's owner receives ⬛⬛⬛⬛⬛ instead of ⬛⬛⬛.

A player can install a hot or cool furnace. Install it with its cool side visible, showing the owner's color. Only the owner of an installed furnace gains benefit from it. Each location can have only one installed furnace.

End of a round:

After each player has done their turn, the starting player draws the top card from the event deck. Apply its effect immediately, as described on the card. (At the end of the rulebook, each event card is described in more detail.)

Then each player who has at least one hot furnace may light one of their cool furnaces. Advance the marker one space clockwise on the round track.

End of the game:

At the end of the round in which the last event card was revealed, the game ends. Players may gain additional victory points from completed projects which give bonuses at the end of the game.

The player with the most Ö wins.

In case of a tie for victory, the tying player with the most 💎 wins. In case of a tie for 💎, the tying player with the most 🪙 wins; then compare 💎, then ⬛.

In case tying players have exactly the same resources, they enjoy a shared victory.

Decks and special rules:

Projects in the game are divided into 5 different decks. Each project deck in play introduces its own special rules. During setup, only use 2, 3, or 4 decks (equal to the number of players), so each game will play out differently, and different strategies may be useful.

The Western District is full of large machines, huge noisy gears, and conveyor belts. Blue deck projects are most focused on stone and iron.

If this deck is in play, then at the end of the game, before calculating the final scores, check which player has the most completed Western District projects. This player may do 3 additional actions. If several players are tied for the most completed Western District projects, they each get 3 bonus actions, in the normal turn order.

The New Shaft is not yet an active mine — the dwarves are digging as deep as possible to verify its quality. Clans that contribute to the development of the New Shaft will gain recognition in the eyes of Dwergar residents.

Each New Shaft card gives the same upgrade bonus: ⓩ for each upgraded New Shaft card you own. So your first upgraded New Shaft project gives you 2, the second gives you 4, the third gives you 6, etc. The value of each additional upgraded card grows rapidly, so players should not let any opponent gain too many New Shaft cards!

During my stay in Dwergar, I had the great pleasure, under the leadership of Ryn Darkdagger — one of the more experienced foremen (and the originator of the mine's development in a new district, popularly known as the New Shaft) — to visit every nook and cranny of this huge complex. A map is essential, although even with a map, wandering without a guide you are likely to lose your way in the corridors connecting individual districts of this city-mine.

The Western District greets us with a rumbling crescendo. This district is responsible for the production of new tools (of masterful quality). At the end of this area is a place called the abyss, an apt name for this vast hole in the middle of the mountain. I learned that a special council was formed, chaired by the indispensable Heilyn Boronspade — the deputy chief architect who deals with issues related to the abyss.

The New Shaft is destined to be the most modern Dwergar district. All new technologies and mining solutions will find their application here. Chief engineer Rhisiart Birchsmithy told me in confidence that they plan to introduce solutions in the New Shaft that will start a new era in dwarven mining. You understand, dear reader... this is just the beginning...

> You can use advantage tokens, to mark the leaders in the fulfillment of projects of given deck.

Golden Terraces is a district with jewelers and goldsmiths. Projects from this deck are usually more expensive and offer more victory points than the other cards.

If this deck is in play, then at the end of the game, before determining who won, check which player has the most completed Golden Terraces projects. That player (or players) may immediately upgrade one of their completed orders (from any deck) for free.

The Eastern District is full of furnaces, pipes, and steam engines. In the workshops of this district, there are frequent explosions and fires.

Completed Eastern District projects let a player save heat for later rounds: for each of their completed Eastern District projects, 2 heat levels are not lost at the end of a player's turn. A player cannot have more than 10 heat levels. The amount of heat that we can save is marked with white arrows on the heat track.

Example: at the end of his turn, a player has 5 levels of heat and 1 Eastern District card, so he lowers his heat level to 2 instead of 0.

The Old Shaft was abandoned long ago, and it has a notorious reputation. Few clans will send their employees there. Those who dare visit it may perhaps gain the favor of Silverbeard, the oldest dwarf in the kingdom.

If the Old Shaft deck is in play, then at the start of each round (before the first player's turn), determine who has completed the most Old Shaft projects. That player takes the Silverbeard token. (In case of a tie for the most Old Shaft projects, nobody takes the Silverbeard token.)

When this player does an action during their turn, they may discard the Silverbeard token to use an unused bonus at the space where they are doing the action.

Example: a player places a blacksmith at the Bellows (and thus gains 2 heat from the blacksmith bonus) and discards the Silverbeard token to additionally use the ironworker bonus (and thus also lights all his furnaces).

Golden Terraces is a district in which you will smell gold, hear its jingling sound, and all this amid the dazzling glow of jewels. The domain of master jeweler Riagan Zincgold. The district of goldsmiths and craftsmen specializing in crafts with the most precious ores and gems. I was offered dark goggles to protect my eyes from the brilliant glare... I thought they were kidding, but...

The Eastern District... or a sweltering oven! Holy hell, how hot it is here, scalding, steaming, and boiling, and did I mention, dear reader, that it is hot here? This achievement is one of the many jewels in the crown of the legendary foreman Daka Jewelhammer. Dwergar owes its unprecedented processing power to the extraction of natural heat resources in the Eastern District... forgive me, but my ink is melting...

The Old Shaft is now a place rarely visited or used. During the early days of mining and expanding the depths of Dwergar, the first infrastructure was created here. The venerable Treven Silvergrinder, also called Silverbeard, Dwergar's first Chief Architect, often wanders through these forgotten corridors.

Number / Name of the card	Basic cost / VPs	Upgrade cost / VPs	Upgraded card's effect
1. Master tools	1↓ 3🪨 (4)	2↓ 1🪨 (5)	When you complete a project, you pay 1 or less.
2. Bowling alley	1↓ 1🪨 1↓ 1🪨 (5)	1↓ 1🪨	Your ⚒ is a 🔨. Your blacksmiths give additional resources: Mine level 1 ; Mine level 2 ; Mine level 3 ; Mine level 4
3. Bridge club	5🪨 2🪨 (5)	1↓ 1🪨	Your ⚒ is a ⚒. Your engineers give additional resources: Mine level 1 ; Mine level 2 ; Mine level 3 ; Mine level 4
4. Cricket field	4↓ 2🪨 2🪨 (5)	1↓ 1🪨	Your ⚒ is a 🔨. Your ironworkers give additional resources: Mine level 1 ; Mine level 2 ; Mine level 3 ; Mine level 4
5. Private conveyor belt	1🪨 1🪨 1🪨 (4)	4↓ (4)	Take 🪨🪨🪨.
6. North wall	1↓ 6🪨 (4)	2↓ 2🪨 2🪨 1🪨 (4)	At the end of the game, gain (1) for each upgraded project.
7. Armory	2↓ 3🪨 1🪨 (7)	3↓ 3🪨 (6)	At the end of the game, gain (1) for every 🪨🪨.
8. Barricade of the abyss	3🪨 2🪨 1🪨 (6)	5↓ (5)	At the end of the game, gain (1) for every 🪨🪨🪨.
9. Clan elevator	1🪨 (5)	1↓ 2🪨 1🪨 (4)	When you put a worker onto an empty space or a space with an opponent's ⚒, gain (1) point.
10. Entry to new shaft	2🪨 1🪨 (2)	2↓	
11. New shaft supports	2🪨 (2)	2↓	
12. Filled fissure	4🪨 (2)	2↓	
13. Rails	4🪨 (2)	2↓	
14. Ore extraction	2🪨 1🪨 (4)	3↓	When you upgrade this project, gain (2) for each of your upgraded New Shaft projects (including this one).
15. Shaft lighting	2🪨 (4)	3↓	
16. Qualified sappers	4🪨 (9)	3↓	
17. Diamond-headed crushers	2🪨 (3)	3↓	
18. Runes reinforcing the ceiling	2🪨 1🪨 (9)	3↓	
19. Secret entrance	2↓ 2🪨 1🪨 (4)	2↓ 2🪨 1🪨 (4)	Take 🪨.
20. Gold foundry	2↓ 1🪨 (4)	3↓ 1🪨 (5)	Gain (1) each time you complete or upgrade another project (not this one) that requires 🪨.
21. Entry to the treasury	1↓ 2🪨 (5)	2↓ 1🪨 (4)	Pay 1 🪨 less when you complete each project.
22. Colossal statue	3🪨 2🪨 (6)	1↓ 3🪨 2🪨 (10)	No bonus.

Number / Name of the card	Basic cost / VPs	Upgrade cost / VPs	Upgraded card's effect
23. Goldsmith's workshop	3🪨 (7)	2🪨 (8)	No bonus.
24. Main crucible	1↓ 1🪨 (7)	5↓	At the end of the game, gain (2) for each 🪨.
25. Jeweler's workshop	3🪨 (14)	1🪨 (6)	At the end of the game, gain (1) for each completed project with a cost including 🪨.
26. Hall of the Oldbeard	2↓ 2🪨 (14)	5↓	At the end of the game, gain (1) for each 🪨.
27. Treasury traps	1🪨 2🪨 (10)	3🪨 1🪨 1🪨 (4)	At the end of the game, gain (1) for each furnace on your player board.
28. Bridge over a river of lava	6🪨 (3)	3🪨 3🪨 (7)	No bonus.
29. Reinforcing old scaffolding	4🪨 (4)	3↓	Take 🪨🪨 and 🪨.
30. Crumbling earthwork	4🪨 (4)	1🪨 1🪨 (6)	All other players receive 🪨.
31. Dangerous obstruction	10🪨	5↓	All other players receive 🪨🪨.
32. Cursed treasury	3↓ (2)	4↓	Take 🪨🪨.
33. Abandoned lift	5🪨 3🪨 (6)	1↓ 1🪨 1🪨	At the beginning of each of your turns, you take 🪨.
34. Calcination oven	1↓ 1🪨 (2)	10↓ – ↓🗒 (10)	To upgrade this project, pay 1↓ for every other (not this one) Old Shaft deck card you have completed.
35. Ammunition store	2🪨 (3)	2🪨 2🪨 (4)	Light all your furnaces and gain 2↑.
36. Ribs of an old boiler	1↓ 3🪨 5🪨 (8)	1🪨 (1)	Gain 4↑; all other players gain 1↑.
37. Southern pipeline	1↓ 2🪨 1🪨 (6)	1↓ (4)	You can change 1↓ into 🪨.
38. Central gas pipeline	3↓ 1🪨 (4)	1↓ 1🪨 (4)	At the start of each of your turns, you gain 1↑.
39. North steam pipeline	1↓ 4🪨 (5)	1↓ (4)	You can change 2↓ into 🪨.
40. Master furnace boilers	3🪨 2🪨 (4)	2↓ 1🪨 (3)	You gain 1↑ each time an opponent uses a space with your furnace.
41. Coal crusher	3↓ 2🪨 (6)	1🪨 (3)	Gain a new furnace and light it.
42. Main valve	1🪨 1🪨 1🪨 (8)	3↓	At the end of the game, gain (2) for each of your furnaces installed on the main board.
43. Runic hall	1↓ 3🪨 1🪨 1🪨 (11)	4↓ 1🪨 (5)	After upgrading this project, you can immediately do an additional action.
44. Workshop of helpful gnomes	1↓ 1🪨 1🪨 (5)	1↓ 1🪨 1🪨 (4)	During any action, you can pay 1↓ to change the specialization of the dwarf that you use.
45. Mill chimney	4🪨 2🪨 (6)	1🪨 (5)	When upgrading this project, you can pay any amount of extra heat; gain (1) for each 1↓ spent.

Number / Name of the card	Card's effect
46. Boiler explosion	Each player gains **2** ↑.
47. Activation of the transmission	The mine lift moves up 1 level.
48. Lift malfunction	This round, the lift costs **1** ↓ to move 1 level.
49. Underfloor heating	This round, installing furnaces into Studio, Laboratory, Forge, Workshop, Bellows, Lift gives ②.
50. Mining union reports 200% productivity	The lift moves up 2 levels.
51. Health and safety training	This round, all players have only 2 actions.
52. The Chief Architect changes plans	Take the available project cards, shuffle them and discard 2. Return the remaining cards to the project track, then draw 2 more to replace the discarded cards.
53. Overheated crank	The lift moves up one level. Each player gains **1** ↑.
54. Crusher malfunction	Add 🪨 to each cart on mine level **3** (even to non-empty carts). Each player gains **1** ↑.
55. Cave-in	Add 🪨 to each cart on mine levels **1** and **2** (even to non-empty carts).
56. Shaft maintenance	This round, a player gains ① for placing a dwarf on a mine space.
57. The Chief Alchemist makes BOOM!	In the Alchemists' Laboratory, the specialist actions are unavailable this round.
58. New crystal veins	This round, Foremen give additional resources in the Mine: level **1**: 🪨🪨; level **2**: 💎; level **3**: 💎; level **4**: 🪙.
59. Hot steam ducts	This round, each action at the Workshop and the Laboratory gives **1** ↑.
60. It's off to work we go!	The lift moves up 1 level. This round, a player gains ① for placing a blacksmith, engineer or ironworker onto an empty space.

Game components:

Main Board

4 Player Boards

4 Heat Level Markers

5 Cart Tiles (each with 4 different player carts)

45 Project Cards (5 card decks, each with 9 projects: 4 basic and 5 advanced)

15 Event Cards

4 Foreman Meeples (1 per player color)

18 Worker Meeples:

6 x Ironworker

6 x Engineer

6 x Blacksmith

4 Victory Point Markers (1 per player color)

Silverbeard Token

8 Deck Advantage Tokens

32 Furnace Tokens (8 per player color)

2 Player Aid Cards

8 Resource Multiplier Tokens (chests)

Resources:

35 x Stone

25 x Iron

15 x Gold

10 x Crystal

Dwergar

Dear customer,

Our games are packed with great care.
However, if any pieces are missing (for which we apologize in advance),
please email us at service@granna.pl.
Include your name and address (street address, city, postal code)
and write what game component is missing.

If you would like to subscribe to our email newsletter,
please email your request with your email address
and your personal informations to service@granna.pl.

Visit us at: www.facebook.com/grannagry

www.granna.pl