

created by Luis Brüh

DWARFS

Spring





Dwar7s Spring

The passing winter has been harsh. We stood alone against its frigid perils and our people barely survived. But no longer must we stand alone. Dragons awoken with the thawing of the last snows and it is time to assemble our armies to battle the monsters of the wildlands and expand our Settlements across the world. Spring is upon us, and as her flowers blossom, our empires will rise!



Game Credits:

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WARNING: Choking Hazard! Not for use by children under 3 years of age.

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Please be sure to include photos of your game and your full shipping information with your email in case we need to send you any missing/damaged components.

A world full of Dwarfs:

Each of the Dwar7s Seasons range are completely standalone games linked only by their common lore. Look for them at www.vesuviusmedia.com



**COMPETITIVE
TILE LAYING
WORKER PLACEMENT
2-8 PLAYERS**



**CO-OP
TOWER DEFENSE
MINIATURE GAME
1-4 PLAYERS**

Empire Board:



Cards:



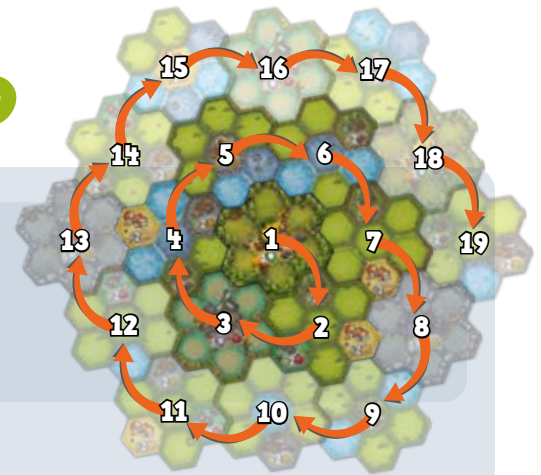
Petals:



Miniatures:



Game Setup



World Map:

- 1.1) Shuffle the Wildland Petals, take one and place it face up at the middle of the table.
- 1.2) Shuffle all the remaining Petals together (both wildlands and grasslands) and place them randomly circling the center piece following the example on the right.

Expedition Area:

- 2.1) Create a deck of all Monster cards. Shuffle it and reveal the top 3 of them, placing them face up on the table. For each card, place the corresponding monster's miniature on the location indicated on their card. If that location is already occupied by another monster, spawn the new monster in the closest unoccupied Wildland Petal.
- 2.2) Draw the next top 6 Monster cards from the deck and shuffle them together with all the Quest cards to form the Expedition Deck. Return the rest of the Monster cards back to the box.
- 2.3) Draw the top 3 cards from the Expedition Deck and place them in a row next to the monsters that have already been revealed. If any of the newly revealed cards is a Monster card, follow the same placement rules as above.
- 2.4) Place the Expedition Deck face down beside the 6 revealed cards.

1st Player Token:

The youngest player receives the 1st player token.

Empires:

4. Starting with the 1st player, each player takes an **Empire board** and all the following components: **12 Settlements**; a **Fortress**; **7 Dwarf Tokens**; **7 Starting Heroes** of a single color.



EACH PLAYER TAKES THE STARTING HEROES WHOSE RIBBON MATCHES THEIR CHOSEN COLOR.



Dragons:

5. Shuffle Level 1 Dragon cards and give 1 to each player. Place the remaining Level 1 Dragon cards face down on the table. Place the Level 2 and Level 3 Dragon cards in separate decks face down next to the World Map.

Faeries:

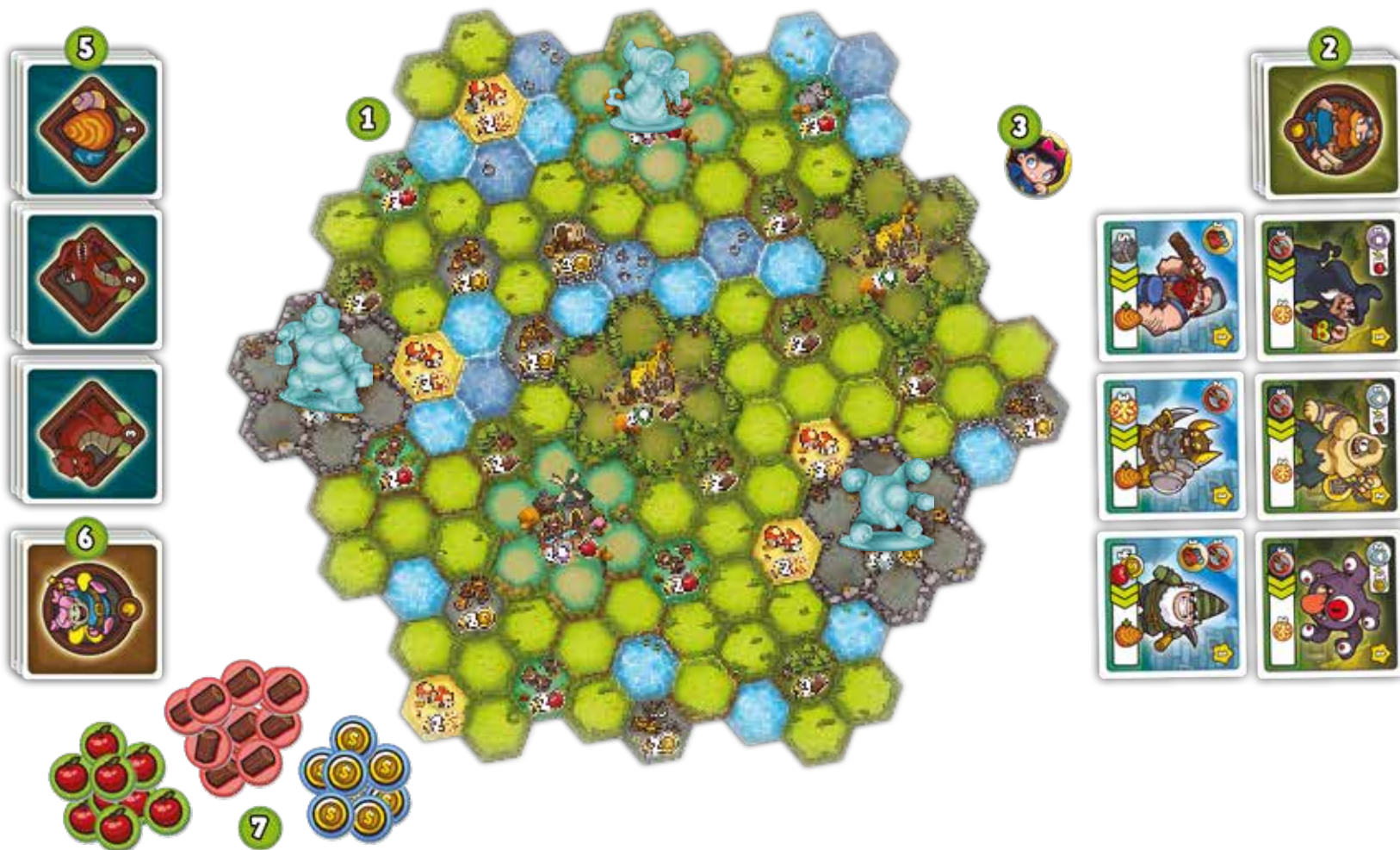
6. Shuffle the Faerie cards and place them face down on the table. Each player gets one Faerie card in their hand.

Supply:

7. Place Wood, Food and Gold Resource Tokens in separate piles next to the World Map within easy reach of all the players. These Tokens form the Supply. Whenever a Resource is discarded, it is returned to the Supply. Whenever you gain a Resource, unless otherwise stated, you take it from the Supply.

Treasury:

8. Each player takes **4 Exhausted Tokens** and places them beside their Empire Board to form their Treasury. Whenever a player gains Resources, they are placed into their Treasury; unless otherwise stated, whenever a player must discard/pay/spend Resources they are discarded from their Treasury.



- 9 Bastion:**
Place your dwarfs into the Bastion spots.
- 10 Production Lines:**
Your board has 3 Production Lines, one for each Resource. Place a Settlement on each of their spots.
- 11 Capitol:**
Place your Fortress on top of your capitol spot.
- 12 Dragons Nest:**
Place your Level 1 Dragon card face up next to your Empire board to form your Dragons Nest.
- 13 Heroes Deck:**
Shuffle your Starting Hero cards and place them face down. This is your personal Heroes Deck.

Empire Board Setup



starting settlements placement:

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Starting with the 1st player and proceeding clockwise, each player chooses one of their Settlements from a leftmost spot of any Production Line and places it on the World Map following the rules below. Once all players placed their first Settlement, starting with the last player, and proceeding counter-clockwise, each player chooses a second Settlement from a leftmost spot of any Production Line, and places it on the World Map.



YOU CANNOT PLACE A SETTLEMENT ON ANY SPOT IN WILDLANDS



YOU CANNOT PLACE A SETTLEMENT ON WATER SPOTS



YOU CANNOT PLACE A SETTLEMENT IN A SPOT THAT ALREADY HAS ANOTHER SETTLEMENT



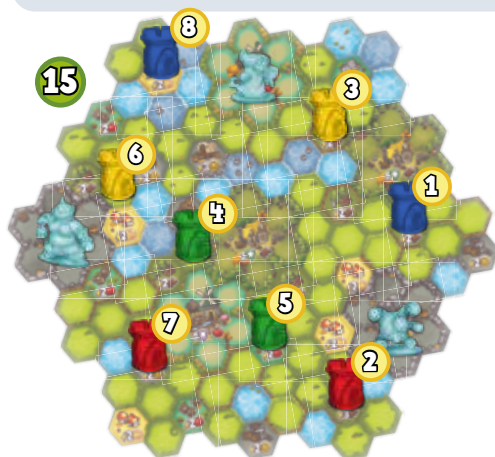
YOU CAN PLACE A SETTLEMENT IN FIELD SPOTS



IF YOU PLACE A SETTLEMENT IN RESOURCE SPOTS YOU GET THE INDICATED RESOURCES INSTANTLY...



... BUT KEEP IN MIND THAT THERE MIGHT BE MONSTERS ACTIVE THAT WILL CHANGE THE AMOUNT OF RESOURCES COLLECTED



starting placement example:

The starting player places their first blue Settlement in a 2 Faeries spot. As there are no monsters affecting Faeries, they draw 2 Faerie cards. Then proceeding clockwise, the other players place their Settlements and gather Resources accounting for any monsters that may affect the specific Resource type. As green is the last player to place a Settlement into the World Map, they place the 2nd Settlement first and then all other players place their 2nd Settlement counter-clockwise.

At the end of the setup phase:

Blue has 5 Faerie cards; **Red** has 1 Wood, 1 Gold and 1 Faerie card; **Yellow** has 1 Wood and 1 Faerie card, **Green** has 1 Food and 1 Faerie card.



The game setup is now complete. Proceed to the Start of a New Era.

A game of Dwar7s Spring lasts up to 4 Eras, each Era is divided into 4 phases: **Start of a New Era**, **Production Phase**, **Actions Phase** and **End of an Era**. All players must complete a phase before you all move to the next one.

start of a New Era

- A Dwarfs return to the Bastion:** During this phase, all dwarfs will return (even from the World Map!) to their starting spots on each player's Bastion.
- B Rest Dragons:** Remove any Exhausted Tokens from your dragons, placing them to your Treasury. Your dragons are now ready to be used again!

Production Phase

- C Resource Production:** For every Settlement you have built, a Resource has been revealed from one of your Production Lines. During this phase, you gain an amount of Resources equal to those that have been revealed from all your Production Lines.

Warehouse Limit: You may never have more than 7 of each type of Resources (Food, Wood, Gold) at the end of this phase. If you go over this limit, discard any extra Resources from your Treasury to the Supply.



Actions Phase

During this phase, players will send their dwarfs to perform actions. Starting with the 1st player and proceeding clockwise, players take turns executing actions. There are two types of actions: Dwarf actions, which require the use of a Dwarf to be executed, and free actions. You must execute only one Dwarf action and as many free actions as you want in your turn and then the next player plays. Each player takes one turn per round, and the Action Phase lasts 7 Rounds.

A Dwarf action can be any of the following: **Build a Settlement, Build your Fortress, Explore, Summon a Faerie, Command Dragons, Fulfill a Goal.** In your turn you may also perform any number of the free actions such as: **Train your Dragons** or **Play Faerie cards**.

When all players have no dwarfs left in their starting positions to perform actions, its time to proceed to the **End of an Era**.

Build a settlement:

By placing one of your dwarfs in one of the unoccupied building spots you may build the leftmost Settlement of that Production Line. Move the Settlement from your Empire Board and place it on the World Map following the rules below.

Adjacency: you can only build Settlements on the World Map adjacent to another building or dwarf you control. Any Dwarf on a Wildland Petal is considered to be adjacent to all spots surrounding that Wildland Petal.

Keep in mind that: the last Settlement of each Production Line grants you extra Resources and Victory Points.



YOU CANNOT PLACE A SETTLEMENT ON WILDLANDS



YOU CANNOT PLACE A SETTLEMENT ON WATER SPOTS



YOU CAN PLACE A SETTLEMENT IN FIELD SPOTS FOLLOWING ADJACENCY RULES



YOU MAY PLACE A SETTLEMENT IN RESOURCE SPOTS TO GET RESOURCES INSTANTLY FOLLOWING ADJACENCY RULES



WILDLANDS ARE CONSIDERED ADJACENT TO ALL GRASSLANDS SPOTS SURROUNDING THEM

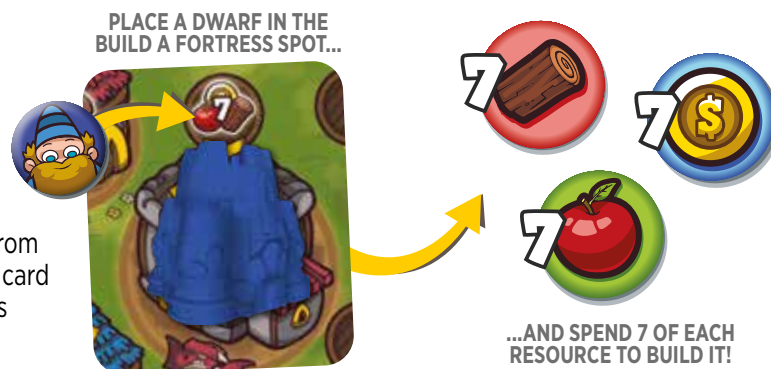
You may never place Settlements in spots that are already occupied by Settlements or Dwarfs.

Build your fortress:

By placing one of your dwarfs onto the spot shown in the example, you may spend 7 of each Resource to place your Fortress on the World Map, following the same rules as building a Settlement.

Building your Fortress increases your Dragon's Nest capacity by 1.

A Fortress cannot be targeted by any Faerie cards, or suffer any effects from monsters when you place it. For example it cannot be moved by a Faerie card that affects Settlements, and you always get the full amount of Resources from a spot even if a monster in play would normally affect that spot.



...AND SPEND 7 OF EACH RESOURCE TO BUILD IT!

Explore:

You may place dwarfs on the World Map as long as they are placed adjacent to another Settlement or dwarf you control.

You may never place dwarfs in spots that are already occupied by Settlements or Dwarfs.

Placing a dwarf in grass or water spots has the sole purpose of reaching areas far away or crossing rivers.

Placing a dwarf in wilderness spots allows you to perform one of the following actions: **Fighting** or **Gathering**.

Fighting: Every time you place a dwarf in a wilderness spot of a Wildland Petal where a monster is present, you may fight it right away. To do so, you will shuffle your personal Heroes Deck and reveal a number of cards equal to: the number of your dwarfs in this Wildland Petal. You may draw 1 additional card for each adjacent Settlement you control, and 2 additional cards if your Fortress is adjacent.

When you are fighting, your goal is to reveal as many axes as possible on your Hero cards. If the number of axes revealed is equal to or higher than the number of axes shown on the Monster card of the monster you are fighting, you have defeated it!

When you defeat a monster: Add the defeated monster's card into your Heroes Deck, remove the monster's miniature from the World Map, draw 2 Faerie cards and reveal a new card from the Expedition Deck. Saving Faeries from monsters is an exhausting task and comes at a cost; the Monster cards of defeated monsters will clog your Heroes Deck, but they also award Victory Points at the end of the game.



YOU MAY PLACE
A DWARF IN A
GRASS SPOT



YOU MAY PLACE
A DWARF IN A
RIVER SPOT



YOU MAY PLACE A DWARF IN
A RESOURCE SPOT, BUT YOU
DON'T GET ANY RESOURCES
BY DOING IT.



IN THIS EXAMPLE, THE BLUE PLAYER WILL
REVEAL 3 CARDS (ONE FOR EACH DWARF), PLUS
ONE FOR HAVING A SETTLEMENT, PLUS 2 FOR
HAVING THEIR FORTRESS ADJACENT



WHEN YOU ARE FIGHTING, YOUR
GOAL IS TO GET AS MANY AXES AS
POSSIBLE. IN THIS EXAMPLE THE
PLAYER REVEALED 4 AXES.



AXES NEEDED
TO DEFEAT THE
MONSTER

CHECK IF THE AMOUNT OF AXES IS ENOUGH TO
DEFEAT THE MONSTER, AND, IF YOU WIN, ADD THE
MONSTER'S CARD (ALONG WITH THE HEROES THAT
YOU JUST REVEALED) TO YOUR HEROES DECK...



...REFILL THE EXPEDITION AREA...



...REMOVE THE MONSTER
MINIATURE FROM THE WORLD MAP...



...AND DRAW TWO FAERIE CARDS!

Gathering: Every time you place a dwarf on a Wildland Petal that has no monsters on it, you may gather Resources. The mechanic for gathering is the same as fighting, but your goal this time is to get as many backpacks as possible! For each backpack you reveal, you gain 1 Resource of the type shown on the Wildland Petal.



GATHER WOOD

GATHER GOLD

GATHER FOOD

Gathering Examples:



IN THIS EXAMPLE, THE BLUE PLAYER WILL REVEAL 1 CARD FOR THE DWARF IN THE WILDLAND, PLUS 1 FOR HAVING A SETTLEMENT, PLUS 2 FOR HAVING THEIR FORTRESS ADJACENT



WHEN YOU ARE GATHERING, YOUR GOAL IS TO GET AS MANY BACKPACKS AS POSSIBLE. IN THIS EXAMPLE THE PLAYER REVEALED 3 BACKPACKS. AS THE BLUE PLAYER IS ON A FOREST, THEY WILL GATHER 3 WOOD.



THEN, IN THEIR NEXT TURN, THE BLUE PLAYER DECIDES TO GATHER AGAIN, BY SENDING ANOTHER OF THEIR DWARFS TO THE SAME WILDLAND. THEY SHUFFLE THEIR HEROES DECK AND NOW REVEAL 5 CARDS, INSTEAD OF 4.



THIS TIME THE BLUE PLAYER GOT 2 BACKPACKS AND GATHERS 2 WOOD.

Summon a faerie:

By placing one of your dwarfs on the Summon Faerie spot of your Empire Board, you may draw 1 card from the Faerie Deck. You may never have more than 5 Faerie cards in your hand.



Faerie Power: You start with a Faerie Power of 1 and you can increase it by 1 if you activate both Command Dragons spots on your Empire board.

Playing Faerie cards: playing Faerie cards is a free action that you may take at any time during your turn. It doesn't require you to send any dwarfs to any spot and you may play as many Faerie cards from your hand as you want. Each Faerie card has a special ability which you apply that many times as your current Faerie Power. For example, if your Faerie Power is 2, you can move either the same Dwarf twice or move two different Dwarfs once when using the "Move one of your dwarfs" Faerie card.



Move one of your dwarfs to an adjacent spot



Swap one of your dwarfs with an opponent's one



Add 1 axe while fighting



Swap one of your Settlements with an opponent's



Gain a Resource of your choice from the Supply

You don't get Resources by swapping Settlements; Nor go fighting or gathering by swapping or moving dwarfs.

Command dragons:

By placing one of your dwarfs on one of the Command Dragons spots on your Empire Board you may activate your dragons. Each Command Dragons spot allows you to activate up to 2 of your dragons by placing an Exhausted Token on one of your dragons in your Dragon Nest that has no Exhausted Token on them. That dragon's ability will immediately award you some Resources and/or successes for future fighting or gathering actions. The second Command Dragons spot (the blue one) can only be used after the first spot has already been used. It will also award you +1 Faerie Power for the duration of this Era.



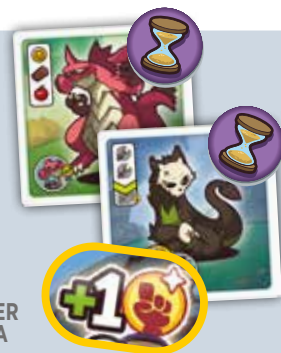
GET 2 WOOD



GET 1 FIGHTING AND 1 GATHERING SUCCESS UNTIL THE END OF THE ERA



THE 2ND DRAGON SPOT ALSO INCREASES YOUR FAERIE POWER BY 1 UNTIL THE END OF THE ERA



Train your dragons: training your dragons is a free action that you may take at any time during your turn. It doesn't require you to send any dwarfs to any spot and you may train as many dragons as you want, so long as you have the Resources to spend.

When you spend the required Resources, search the next level Dragon Deck for the upgraded dragon, and place it on top of its previous levelled counterpart. You may train an already Exhausted Dragon, but in this case, keep the Exhausted Token on top of it.



PAY 4 GOLD TO TRAIN A LEVEL 1 DRAGON TO A LEVEL 2, AND THEN 5 GOLD TO TRAIN IT TO A LEVEL 3

Go on a Quest:

By placing one of your dwarfs in one of the Go on Quests spots, you may fulfill the requirements of a face up Quest card in the Expedition Area. You don't need to spend any Resources to fulfill a Quest card. When you complete a Quest card, draw 1 Level 1 Dragon card and place it face up in your Dragons Nest. Add the Quest cards to your personal Heroes Deck. **The limit of dragons that your Dragons Nest can hold is 5, but it becomes 6 when you have built your Fortress.** If you already have max amount of Dragons, you may replace one (your choice, any level) from your Dragons Nest with the new Level 1 you just got. In addition to fulfilling a quest, the 2nd expedition spot, gives you the option of removing any 1 card from your Heroes Deck to make it more effective. Discarded cards are returned to the box.



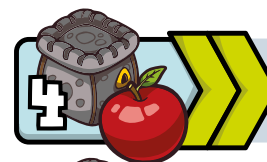
- | | | |
|--|---|--|
|  <p>Have a Level 2 Dragon</p> |  <p>Have a Level 3 Dragon</p> |  <p>Have 2 Dragons</p> |
|  <p>Have defeated a monster</p> |  <p>Have defeated 2 monsters</p> |  <p>Have 5 Settlements on the World Map</p> |
|  <p>Build all Settlements in the Gold tree</p> |  <p>Build all Settlements in the Food tree</p> |  <p>Build all Settlements in the Wood tree</p> |
|  <p>Have 5 Food</p> |  <p>Have 5 Wood</p> |  <p>Have 5 Gold</p> |
|  <p>Have 3 Food and 3 Wood and 3 Gold</p> |  <p>Have 3 Faeries and 3 Wood</p> |  <p>Have 3 Settlements on the World Map and 3 Faeries</p> |
|  <p>Have 4 Food and 4 Wood</p> |  <p>Have 3 Faeries and 3 Food</p> |  <p>Have 4 Settlements on the World Map and 4 Wood</p> |



Have 4 Food
and 4 Gold



Have 3 Faeries
and 3 Gold



Have 4 Settlements
on the World Map
and 4 Food



Have 3 Faeries



Have 4 Faeries



Have 4 Settlements
on the World Map
and 4 Gold



Have 4 Wood
and 4 Gold

Quest and Monster cards are shuffled together and you should always have 6 of them face up in the Expedition Area. Every time you defeat a monster or fulfill a quest, immediately reveal a new card. If you reveal a monster you have to spawn their miniature in their starting Wildland or (if its already occupied by a monster) in the closest unoccupied Wildland.

As soon as a monster enters play, their ability takes effect and will remain in effect until the monster is defeated.



Spawns in Forest 1 or 2

Place web Tokens in the nearest Resource spots, you can't build Settlements there until this monster is defeated.



Spawns in Plains 1 or 2

All Food Resource spots give only 1 Food when you build Settlements there (instead of 2 or 3).



Spawns in Mountain 1 or 2

All Gold Resource spots give only 1 Gold when you build Settlements there (instead of 2 or 3).



Spawns in Forest 1 or 2

All Faerie spots give only 1 Faerie card when you build Settlements there (instead of 2 or 3).



Spawns in Plains 1 or 2

If this monster is in play, you can't fulfill the 2nd Quest.



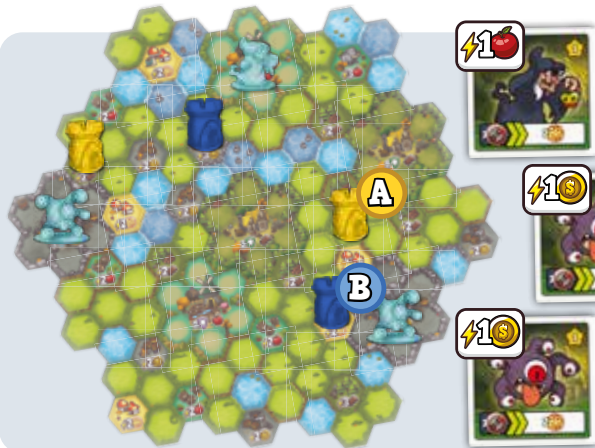
Spawns in Mountain 1 or 2

All Wood Resource give only 1 Wood when you build Settlements there (instead of 2 or 3).

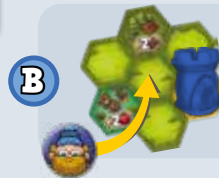
Actions Phase Example:

This example starts at the beginning of the 1st Era, after the end of the Production Phase in a 2 players game. **Yellow player has:** 2 Wood, 2 Food and 1 Faerie card. Due to their strategy while placing their starting Settlements, **Blue Player has:** 4 Gold, 3 Faerie cards and 1 Food.

Turn 1:



Yellow Player: starts the game by using their dwarf to build a Settlement in a Food Resource spot. As there is a witch in play, they will get 1 Food, instead of 2.



Blue Player: places their dwarf adjacent to their Settlement, so as to open a path to the nearest Resource spots.

Turn 2:



Yellow Player: sends a Dwarf to fight the monster. Shuffles their Heroes Deck and reveals 2 cards (one for the dwarf and one for the adjacent Settlement). They get 2 Axes and lose the fight as the monster needs 3 to be defeated.



Blue Player: as a free action, the blue player uses their Faerie card to swap their Settlement with an opponent's one. Then places a dwarf to fight the monster. Shuffles their Heroes Deck, reveals 3 cards and gets 3 Axes defeating the monster. They take the defeated monster card as a prize shuffling it into their Heroes Deck, and also draws 2 Faerie cards.

Finally, the monster miniature is removed from the World Map and a new card is placed face up in the Expedition Area.



Turn 3:



A

Yellow Player: activates a Faerie card as a free action to swap 2 dwarfs in play.

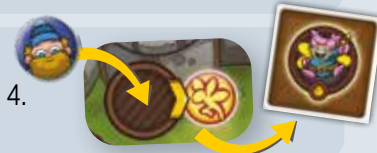
Now within reach of the Resource spots, the yellow player uses a dwarf to build a new Settlement in the Wood Resource spot, collecting 2 more Wood (Now they have 4!).

As a free action, the yellow player spends 4 Wood from their Treasury to upgrade their dragon to Level 2. Finally, they place the Level 2 Dragon card on top of the Level 1 card.



B

Blue Player: uses a dwarf to get a Faerie card. Now they have 4.



Turn 4:



A

Yellow Player: uses a dwarf to go on a Quest. As they have a Level 2 Dragon, they are able to fulfill one of the available Quests. They take its card, place it in their Heroes Deck and also draw a new Level 1 Dragon card and place it in their Dragons Nest.

Finally they refill the Expedition Area.



B

Blue Player: also decides to use a dwarf to go on a Quest. As they have 4 Faerie cards, they are able to fulfill one of the available Quests, so they take its card, place it in their Heroes Deck and draw a new Level 1 Dragon card.

They also refill the Expedition Area again.



The players continue taking turns executing actions until everyone has used all their dwarfs.

End of an Era

If the Expedition Area has less than 6 cards in it OR if this is the end of the **4th Era**, proceed immediately to Endgame.

If not, pass the 1st player token, clockwise, to the next player and proceed to the **Start of a New Era**.



Endgame

At the end of the game the player with the most Victory Points wins.

You score Victory Points from all the following:



Completed Quests: Every Quest card in your Heroes Deck is worth as many Victory Points as shown on it.



Defeated Monsters: Every Monster card in your Heroes Deck is worth as many Victory Points as shown on it.



Dragons you trained: At the end of the game any Level 2 or Level 3 Dragon cards awards you the number of Victory Points as shown on it.



Empire Board: You earn 2 Victory Points for each Production Line that you have completed by building all 4 of its Settlements. Building your Fortress grants you 5 Victory Points.



Excess Resources: For every 7 Resources in your Treasury, you gain 1 Victory Point. For example, if you have 5 Wood, 3 Gold and 7 Food, that gives you a total of 15 Resources that earn you 2 Victory Points.

In case of a tie, the player with the most Monster cards in their Heroes Deck wins. If it is still a tie, the player with the most Excess Resources is the winner.