

APPENDIX

The appendix consists of four parts.

- Part 1 is about the Expedition loot items and the Action spaces providing them.
- Part 2 gives an overview of all Furnishing tiles.
- Part 3 explains all the Action spaces.
- Part 4 is an almost endless thank-you list and is due to the fact that this game has been developed for about four years.

Part 1: The Expedition loot items

The loot items you can choose from are determined by the Weapon strength of the Dwarf that is undertaking the Expedition.

Now that you have forged weapons, you are ready to go out on an adventure to gain some fame and fortune. Whether in the great depths of the mountains or in the gloomy forests, be prepared to face the many challenges that will require all of your experience and smithery.



You are probably wondering why there is only one Weapon strength marker of value 1 and only one of value 2. Every time you forge a new Weapon, you can immediately undertake an Expedition with that new Weapon. As a result, the Weapon will have at least a strength of 3 afterwards even if it started as a Weapon of strength 1.



With a Weapon strength of 1 or more, you may choose to increase the Weapon strength of each of your armed Dwarfs by 1, including the Dwarf that is undertaking the Expedition. (*Unarmed Dwarfs that do not have a Weapon will not get a Weapon from this.*) At the end of the Expedition, the Weapon strength of the Dwarf undertaking it will be increased by a further 1 as usual (*see page 21 of the rule book*). As a result, the Weapon strength of this Dwarf will increase by 2 in total.



Many of the loot items you can get for an Expedition are goods. With a Weapon strength of 1 or more, you can get 1 Dog.



With a Weapon strength of 1 or more, you can get 1 Wood.



With a Weapon strength of 2 or more, you can get 1 Sheep.



With a Weapon strength of 2 or more, you can get 1 Grain.



With a Weapon strength of 3 or more, you can get 1 Donkey.



With a Weapon strength of 3 or more, you can get 1 Stone.



With a Weapon strength of 4 or more, you can get 1 Vegetable.



With a Weapon strength of 4 or more, you can get 2 Ore. (*These are still considered a single loot item.*)



With a Weapon strength of 5 or more, you can get 1 Wild boar.



With a Weapon strength of 6 or more, you can get 2 Gold.



With a Weapon strength of 7 or more, you may carry out a **Furnish a cavern** action. You have to pay the Furnishing tile as usual. (*You may build any of the available Furnishing tiles, even Dwellings.*)



With a Weapon strength of 8 or more, you can build a Stable for free (*according to the rules for Stables, see page 19 of the rule book*).



Regardless of how great the adventures may be that you are undergoing, there is always an opportunity to cross your axes and improve your weapon skills. This is why sometimes you have to return home earlier than anticipated to prepare your dwarfs for the next battle.

On your expeditions, you will quite often find rare animals and unexpected treasures but there is nothing more joyful for your kids than a new dog to play with - regardless of whether you have robbed him, freed him or just found him by the wayside.

On some days, while preparing for the great challenges, you will test your sharp blades on ancient giant trees and dense undergrowth. There are far more heroic things you could do but hardly any more helpful.

The first time you had encountered one of these hairy beasts, you couldn't decide whether to bail or to draw your axe. But once you have realized its similarity to your beard, you couldn't help yourself but to take it into your heart.

Your ancestors did not only leave you with great knowledge of their heroic deeds but with quite a number of grain deposits all over the place. Some of them have passed into oblivion but that should not have any effect on the beer you can brew out of that grain.

Your grandfathers used to tell mysterious stories about grey creatures living in their mines. It didn't take you too long to figure out why your ancestors used to respect donkeys so highly - certainly not due to their stubbornness.

Admittedly, you have a lot of stone at hand where you're living. But every now and then you stumble across some nice boulder while rambling through the country. And, hey, you can never have enough stone, can you?

A pumpkin as big as a wagon wheel? No wonder your wife didn't believe you when you told her about your find... until you rolled it into your cave. A veggie like this was well worth the bumps and dents on your armor, the many scratches and the little quarrel between you and your wife.

Don't look a gift horse in the mouth. The same applies to "gift ore", I guess. So get it home as fast as you can because, you know, there is way more where this came from...

The wool of the sheep reminds you of your own beard and the bristles of the wild boars remind you of your own body hair. It's time to learn something from these smart animals. Next time you need to wash yourself, maybe try a mud bath.

Aren't hard work with your weapon, endless hours of training and adventure enough of a reward? One might think so, but look: there's even some gold for you! And if you look even harder, you might find some more...

Because you don't want to live like a troll under a bridge, you don't forget to bring some furniture home from time to time. Better to have a lousy painting on the wall than a fight with the wife.

On your first few expeditions, you were wondering why there are so many empty stables all over the place. But once you've noticed all of the tracks on the ground, it soon became quite clear to you why there are no more animals in them. Whatever - now they're yours!



With a Weapon strength of 9 or more, you can expand your cave system with a single “Tunnel” tile without paying the Ruby that this tile would normally cost.



The old tales are full of stories about abandoned tunnels and alike. Would you imagine how close, in fact, these are to your own cave? Of course, you wouldn't... until you stumbled upon your living room while exploring one of them.



With a Weapon strength of 9 or more, you can pay 1 Wood to fence in 1 Meadow space to become a Small pasture by turning the (single or twin) tile with the Meadow to the other side. (If there was a Stable on the Meadow, put it back on the Small pasture after turning the tile to the other side.)



You've learned your lesson when you stumbled across those empty stables in the neighborhood. These monsters won't touch your animals or they'll meet your axe! And to improve their safety, you've built your animals a nice pasture.



With a Weapon strength of 10 or more, you can get 1 Cattle.



Huge nostrils, long horns and a coarse tongue - the legends are full of it. If it were not for the big wide eyes and the fat udder, one might think you've found a dragon and not a cow.



With a Weapon strength of 10 or more, you can pay 2 Wood to fence in 2 adjacent Meadow spaces to become a Large pasture by placing a “Large pasture” twin tile on those Meadow spaces. (If there were Stables on the Meadow spaces, put them back on the Large pasture after placing the twin tile.)



The farther you travel, the weirder the landscapes and people get that you encounter. For instance, why would someone abandon those huge pastures? Cowards.



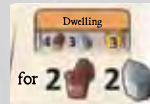
With a Weapon strength of 11 or more, you can place a single “Meadow” tile on your Home board without paying the Ruby that this tile would normally cost. Place the new tile on a Forest space that is empty or has a Stable on it (with or without a Wild boar) and that is adjacent to your cave entrance or to another Field, Meadow or Pasture.



You don't need to travel far to find interesting places and items. Just across that forest or maybe around that other turn, there may be a dragon waiting for you, or you might find one of those legendary battle axes, or simply this idyllic piece of land here.



With a Weapon strength of 11 or more, you can carry out a **Furnish an ordinary dwelling for 2 Wood and 2 Stone action** to build an ordinary “Dwelling” for 2 Wood and 2 Stone instead of 4 Wood and 3 Stone. (The “Carpenter” and “Stone carver” may reduce the building costs even further.) With this loot item, you cannot build any of the special Dwellings. You can only build an ordinary one.



Expeditions are quite a lot of fun but you can't neglect your home. It wouldn't hurt if you brought a bed home from time to time instead of a huge trophy.



With a Weapon strength of 12 or more, you can place a single “Field” tile on your Home board without paying the Ruby that this tile would normally cost. Place the new tile on an empty Forest space adjacent to your cave entrance or to another Field, Meadow or Pasture.



Fallow fields, abandoned houses, overgrown meadows and empty stables: far and wide not a single beard or helmet but instead loads of leftover tools. Why not put them to use for a change and till some soil?



With a Weapon strength of 12 or more, you can carry out a **Sow action**. Like the *Slash-and-burn*, *Family life* and *Hardware rental Action spaces*, this “Sow” action allows you to sow Grain and Vegetables up to two times each (regardless of the number of previously sown Fields).



A huge axe and big muscles do not only help when fighting monsters and having adventures, they come in quite handy when you need to sow crops or perform other work at home. This way, you can save a lot of time and use that spare time to go on even more adventures!



With a Weapon strength of 14, you can expand your cave system with a single “Cavern” tile without paying the 2 Rubies that this tile would normally cost.



When you were still a kid, your parents used to tell you to stop hacking mindlessly with your axe on those rocks. If you had listened to them, you wouldn't have fallen through the roof into this abandoned cave.



With a Weapon strength of 14, you can breed up to two types of Farm animals on your Home board. (Dogs are not considered Farm animals.)

breed up to 2 types of Farm animals

There's not too many things that let your heart go boom: huge axes, long beards and tons of gold. And baby animals, of course. Words cannot tell what you would do to that monster that caused these cute little puppies to be left alone in the wild...

The Action spaces for Expeditions

You can undertake Expeditions on a variety of Action spaces.

- A **Level 4 expedition** is available in games with 3 to 7 players on the **Exploration Action space** (and will be introduced in stage 3).
- A **Level 3 expedition** is available on the **Blacksmithing Action space** (and will be introduced in stage 1, together with the “Forge a weapon” action).
- A **Level 2 expedition** is available in games with 5 to 7 players on the **Hardware rental Action space** (and is available from the start).
- Another **Level 2 expedition** is available on the **Ore mine construction Action space**.
- You can undertake **two Level 1 expeditions, one after another**, and a **Forge a weapon action** on the **Adventure Action space** that will be introduced in stage 4. (The difference between an Expedition of level 2 and two Expeditions of level 1 is that you can choose the same loot items with the latter and you can take advantage of the increased Weapon strength during the second Expedition.)
- A **Level 1 expedition** is available on the **Logging Action space**.



Expeditions are available on 6 Action spaces.

Part 2: The Furnishing tiles

Some Furnishing tiles will be used in both the Introductory and the Full game, others are only to be used in the latter. Tiles that are only used in the Full game are explained in boxes with a white background color.

In total, there are four blocks of twelve Furnishing tiles. The twelve tiles of one block are further organized in two sets of six Furnishing tiles that share the same theme.

Furnishing tiles are usually built out of Wood and Stone. Some of them are also built out of Ore, Gold, Grain, Vegetables and Food. Some tiles show a bucket full of goods as their ability. This means you can only convert a complete set of the depicted goods into whatever is depicted as the result. You cannot convert partial sets or individual goods with these tiles.





The first bucket depicts a set of 1 Grain and 1 Vegetable, the other one a set of 1 Wood, 1 Stone and 1 Ore.

Block of twelve #1: Dwellings and special Furnishing tiles

Furnishing tiles needed to grow your little family

Dwellings (indicated by the red background color of the name tag) provide room for additional Dwarfs. (These tiles also display a bed.) You can only grow your Dwarf family by taking **Family growth actions** (see page 15 of the rule book). This is what the additional Dwarf tokens in your personal supply are for.








<p>Dwelling (Building costs: 4 Wood, 3 Stone; worth 3 Gold points) The number of these ordinary Dwelling tiles is unlimited (improvise if they run out). They provide room for exactly 1 Dwarf. If you use the Furnish an ordinary dwelling for 2 Wood and 2 Stone Expedition loot item (requires strength 12 or more), you can only build one of these Dwellings*.</p>	<p>Simple dwelling (Building costs: 4 Wood, 2 Stone; worth 0 Gold points) The Simple dwellings are cheaper than the ordinary Dwellings by 1 building material (here: 1 Stone) but therefore they are not worth any Gold points. They provide room for exactly 1 Dwarf.</p>	<p>Simple dwelling (Building costs: 3 Wood, 3 Stone; worth 0 Gold points) The Simple dwellings are cheaper than the ordinary Dwellings by 1 building material (here: 1 Wood) but therefore they are not worth any Gold points. They provide room for exactly 1 Dwarf.</p>
<p>Mixed dwelling (Building costs: 5 Wood, 4 Stone; worth 4 Gold points) The Mixed dwelling provides room for exactly 1 Dwarf and 2 animals of the same type.</p> 	<p>Couple dwelling (Building costs: 8 Wood, 6 Stone; worth 5 Gold points) The Couple dwelling provides room for 2 Dwarfs. You can get these Dwarfs one at a time with a Family growth action. (Even if you build this Furnishing tile on the "Urgent wish for children" Action space, you may only grow your family once with that action.)</p>	<p>Additional dwelling (Building costs: 4 Wood, 3 Stone; worth 5 Gold points) The Additional dwelling provides room for a sixth Dwarf. Until you do not have 6 Dwarfs, this Dwelling stays empty. You can build it even if you do not have 5 Dwarfs at the time you build it. Once you have 5 Dwarfs, you can use a Family growth action to get a sixth Dwarf (see also "Family chamber").</p> 

* You can build Dwellings with the regular **Furnish a cavern** and **Furnish a dwelling actions** or by picking the **Furnish a cavern Expedition loot item** (requires a strength of 7 or more).







You can indicate your sixth Dwarf with the "Additional dwarf" marker or a Dwarf disc of an unused color.



Special Furnishing tiles

<p>Cuddle room (Building costs: 1 Wood; worth 2 Gold points) The Cuddle room can hold a number of Sheep equal to the number of Dwarfs you have. It cannot hold any other Farm animals. (Both Dwarf discs on a "Family growth" action count towards this number.)</p>	<p>Breakfast room (Building costs: 1 Wood; worth 0 Gold points) The Breakfast room can hold up to 3 Cattle but no other Farm animals.</p>	<p>Stubble room (Building costs: 1 Wood, 1 Ore; worth 1 Gold point) You can keep (exactly) 1 Farm animal on each of your empty Fields (i.e. that currently do not have any Grain or Vegetables sown on them).</p>
<p>Work room (Building costs: 1 Stone; worth 2 Gold points) Instead of Mines, you can build Furnishing tiles on your Tunnels and Deep tunnels when taking a Furnish a cavern or Furnish a dwelling action. (Remember you can spend 1 Ruby to get a Tunnel tile. You cannot build the Work room on a Tunnel tile.)</p>   	<p>Guest room (Building costs: 1 Wood, 1 Stone; worth 0 Gold points) From now on when taking actions, you can read "either ... or" as "and/or". There are only a few Action spaces with "either ... or" options: - Urgent wish for children - Ruby mine construction and in games with 4 or more players - Growth - In a 7-player game, you may use the Guest room on the Extension Action space to get both twin tiles (and goods) but only once per game.</p> 	<p>Office room (Building costs: 1 Stone; worth 0 Gold points) When placing twin tiles, you only need to place half of the tile on your Home board, the other half may overhang. Every time you do so, take 2 Gold from the general supply.</p>  <p>In the example above, you would get 2+2=4 Gold for this. You can use both spaces of overhanging tiles as usual.</p>

Block of twelve #2: Furnishing tiles for building materials






<p>Carpenter (Building costs: 1 Stone; worth 0 Gold points) Every time you furnish a Cavern or carry out a Build fences action, you may pay 1 fewer Wood.</p>  <p>Every time you turn a Meadow tile to the other side, this is considered a "Build fences" action.</p>	<p>Stone carver (Building costs: 1 Wood; worth 1 Gold point) When building the Stone carver, immediately (and only once) get 2 Stone from the general supply. Every time you furnish a Cavern or build a Stable, you may pay 1 fewer Stone. (Consequently, you can build Stables for free.)</p> 	<p>Blacksmith (Building costs: 1 Wood, 2 Stone; worth 3 Gold points) When building the Blacksmith, immediately (and only once) get 2 Ore from the general supply. Every time you forge a Weapon, you may pay 2 fewer Ore. Even if you do not have any Ore in your supply, you can forge a Weapon of strength 2. You can still only forge a Weapon with a maximum strength of 8 (see page 20 of the rule book). (You cannot apply the ability of the Blacksmith to the "Ore trading" action.)</p>  
<p>Miner (Building costs: 1 Wood, 1 Stone; worth 3 Gold points) At the beginning of each round, you will get 1 Ore from the general supply for each Ore mine holding a Donkey. (This does not apply to Ruby mines with Donkeys.)</p> 	<p>Builder (Building costs: 1 Stone; worth 2 Gold points) You may replace 1 Wood with 1 Ore and/or 1 Stone with 1 Ore when paying for a Furnishing tile. (For instance, you can build the Blacksmith for 2 Ore and 1 Stone.)</p>	<p>Trader (Building costs: 1 Wood; worth 2 Gold points) At any time before scoring, you can buy 1 Wood, 1 Stone and 1 Ore from the general supply for a total of 2 Gold. (You can only buy the full set.) A player who has already built the Spare part storage and decides to build the Trader as well must place the Trader on top of the Spare part storage, thus overbuilding the Spare part storage. (Do not return the Spare part storage to the general supply.) He cannot use the Spare part storage any longer and does not get any points at the end of the game for it. The same applies if a player has already built the Trader and decides to build the Spare part storage. (In general, Furnishing tiles cannot be overbuilt.)</p> 

<p>Wood supplier (Building costs: 1 Stone; worth 2 Gold points) When building the Wood supplier, place 1 Wood from the general supply on the next 7 Round spaces. At the beginning of these rounds, you receive the Wood.</p>	<p>Stone supplier (Building costs: 1 Wood; worth 1 Gold point) When building the Stone supplier, place 1 Stone from the general supply on the next 5 Round spaces. At the beginning of these rounds, you receive the Stone.</p>	<p>Ruby supplier (Building costs: 2 Wood, 2 Stone; worth 2 Gold points) When building the Ruby supplier, place 1 Ruby from the general supply on the next 4 Round spaces. At the beginning of these rounds, you receive the Ruby.</p>
<p>Dog school (Building costs: none; worth 0 Gold points) From now on, you will immediately get 1 Wood from the general supply for each new Dog you place on your Home board.</p>	<p>Quarry (Building costs: 1 Wood; worth 2 Gold points) From now on, you will immediately get 1 Stone from the general supply for each newborn Donkey. (This does not apply to Donkeys that you get from game boards or for Rubies.)</p>	<p>Seam (Building costs: 2 Wood; Worth 1 Gold point) From now on, you will immediately get 1 Ore from the general supply on top of each Stone you get (regardless of how you get the Stone).</p>

Block of twelve #3: Furnishing tiles for Food

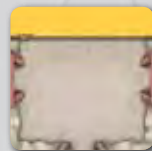
Furnishing tiles for Food




The "Cooking cave" and the "Peaceful cave" provide a special ability that you can use "at any time". A lot of other Furnishing tiles have special abilities that can only be used "at any time before scoring". This constraint is important as these Furnishing tiles allow you to exchange goods for Gold. Without this constraint, you could get points for goods first (e.g. with the Fodder chamber) and then exchange them for Gold to get even more points (e.g. with the Hunting parlor) – which is not allowed.

<p>Slaughtering cave (Building costs: 2 Wood, 2 Stone; worth 2 Gold points) You get 1 more Food from the general supply for each Farm animal that you convert into Food. (You cannot convert Dogs into Food. If you convert 2 animals into Food at the same time – like 2 Donkeys – you will get 2 more Food. You cannot use the Slaughtering cave in combination with the Hunting parlor.)</p>	<p>Cooking cave (Building costs: 2 Stone; worth 2 Gold points) You will get 5 Food from the general supply (instead of 3) every time you convert a set of 1 Grain and 1 Vegetable into Food.</p> <p>This is how sets of goods look like.</p> 	<p>Working cave (Building costs: 1 Wood, 1 Stone; worth 2 Gold points) Every time you have to feed your Dwarfs at the end of a round (including the special Feeding phases), you may feed exactly one of them with 1 Wood or 1 Stone or 2 Ore (instead of Food).</p> 
<p>Mining cave (Building costs: 3 Wood, 2 Stone; worth 2 Gold points) Every time you have to feed your Dwarfs at the end of a round (including the special Feeding phases), the total feeding costs will be reduced by 1 Food per Donkey in an (Ore or Ruby) mine.</p> 	<p>Breeding cave (Building costs: 1 Grain, 1 Stone; worth 2 Gold points) Every time you breed your animals (in the Breeding phase or via the corresponding Expedition loot item), you will get 1 Food for each newborn Farm animal. If you get a newborn for each of the four types of Farm animals, you will get one more Food for a total of 5 Food. Take the Food from the general supply.</p> 	<p>Peaceful cave (Building costs: 2 Wood, 2 Stone; worth 2 Gold points) At any time, you can trade the Weapons of your Dwarfs for Food. You get a number of Food equal to the strength of the Weapon you trade in. You can trade multiple Weapons at the same time or at different points in time. (For instance, if you traded in a Weapon of strength 14, you would get 14 Food from the general supply. The Peaceful cave works well with the Prayer chamber.)</p> 

Furnishing tiles for Food and Bonus points

Some of these tiles do not have a specific Gold point value. They can be worth Bonus points if you meet their conditions at the end of the game. There is a separate category for these Furnishing tiles on the scoring pad and they are indicated by the yellow name tag.






<p>Weaving parlor (Building costs: 2 Wood, 1 Stone) When building the Weaving parlor, immediately (and only once) get 1 Food from the general supply for each Sheep on your Home board. When scoring, you will get 1 Bonus point for every 2 Sheep on your Home board. (For instance, you will get 1/2/3/... Bonus points for 2-3/4-5/6-7/... Sheep, respectively. You will get the usual points for "Farm animals and Dogs" regardless.)</p> 	<p>Milking parlor (Building costs: 2 Wood, 2 Stone) When building the Milking parlor, immediately (and only once) get 1 Food from the general supply for each Cattle on your Home board. When scoring, you will get 1 Bonus point for each Cattle on your Home board. (You will get the usual points for "Farm animals and Dogs" regardless.)</p> 	<p>State parlor (Building costs: 5 Gold, 3 Stone;) When building the State parlor, immediately (and only once) get 2 Food from the general supply for each Dwelling that is (horizontally or vertically) adjacent to the State parlor. When scoring, you will get 4 Bonus points for each Dwelling that is (horizontally or vertically) adjacent to the State parlor (i.e. at most 16 Bonus points). The entry-level room of your cave is also considered a Dwelling.</p>
<p>Hunting parlor (Building costs: 2 Wood; worth 1 Gold point) At any time before scoring, you can trade 2 Wild boars for 2 Gold and 2 Food (instead of the usual 4 Food). (You cannot trade a single Wild boar at the Hunting parlor. You may use the Hunting parlor even after the final Harvest time. You cannot use it in combination with the Slaughtering cave.)</p>	<p>Beer parlor (Building costs: 2 Wood; worth 3 Gold points) At any time before scoring, you can trade 2 Grain from your personal supply for 3 Gold or 4 Food. (2 Grain are thus worth 2 more Food. You cannot trade a single Grain at the Beer parlor. You may use the Beer parlor even after the final Harvest time.)</p>	<p>Blacksmithing parlor (Building costs: 3 Ore; worth 2 Gold points) At any time before scoring, you can trade a set of 1 Ruby and 1 Ore for 2 Gold and 1 Food. (You may use the Blacksmithing parlor even after the final Harvest time.)</p> 

Block of twelve #4: Furnishing tiles for Bonus points

Furnishing tiles providing Bonus points at the end of the game

Storages and Chambers do not have a specific Gold point value. They can be worth Bonus points if you meet their conditions at the end of the game. You can use the "Bonus points for Parlors, Storages and Chambers" category on the scoring pad to award these Bonus points (except for the Spare part storage and the Writing chamber).

<p>Stone storage (Building costs: 3 Wood, 1 Ore) When scoring, the Stone storage will be worth 1 Bonus point for each Stone you have.</p> 	<p>Ore storage (Building costs: 1 Wood, 2 Stone) When scoring, the Ore storage will be worth 1 Bonus point for every 2 Ore you have. (For instance, you get 1/2/3/... Bonus points for 2-3/4-5/6-7/... Ore, respectively.)</p> 	<p>Spare part storage (Building costs: 2 Wood; worth 0 Gold points) At any time before scoring, you can trade sets of 1 Wood, 1 Stone and 1 Ore for 2 Gold per set. (You may use the Spare part storage even after the final Harvest time.) A player who has already built the Trader and decides to build the Spare part storage as well must place the Spare part storage on top of the Trader, thus overbuilding the Trader. (Do not return the Trader to the general supply.) He cannot use the Trader any longer and does not get any points at the end of the game for it. The same applies if a player has already built the Spare part storage and decides to build the Trader. (In general, Furnishing tiles cannot be overbuilt.)</p>
<p>Main storage (Building costs: 2 Wood, 1 Stone) When scoring, the Main storage will be worth 2 Bonus points for each Furnishing tile with a yellow name tag, including the Main storage itself. (All Parlors, Storages and Chambers have a yellow name tag.)</p>	<p>Weapon storage (Building costs: 3 Wood, 2 Stone) When scoring, the Weapon storage will be worth 3 Bonus points for each armed Dwarf you have (regardless of its Weapon strength).</p> 	<p>Supplies storage (Building costs: 3 Food, 1 Wood) When scoring, the Supplies storage will be worth 8 Bonus points if all of your Dwarfs that are in play have a Weapon. (The Weapon strength does not matter. The fewer Dwarfs you have, the easier it is to accomplish that. The Supplies storage can be combined with the Weapon storage.)</p>

<p>Broom chamber (Building costs: 1 Wood) When scoring, the Broom chamber will be worth 5 Bonus points if you have 5 Dwarfs in play. It will be worth 10 Bonus points if you have 6 Dwarfs in play. (It does not matter how many Dwarfs you had when you were building the Broom chamber.)</p>	<p>Treasure chamber (Building costs: 1 Wood, 1 Stone) When scoring, the Treasure chamber will be worth 1 Bonus point for each Ruby you have. (Consequently, your Rubies will be scored twice; in the "Rubies" category and then again in the "Bonus points for Parlors, Storages and Chambers" category.)</p>	<p>Food chamber (Building costs: 2 Wood, 2 Vegetables) When scoring, the Food chamber will be worth 2 Bonus points for each set of 1 Grain and 1 Vegetable that you have in your supply and/or left on your Fields. (You will get the usual 1/2 Gold point per Grain and 1 Gold point per Vegetable regardless.)</p>
<p>Prayer chamber (Building costs: 2 Wood) When scoring, the Prayer chamber will be worth 8 Bonus points if none of your Dwarfs that are in play have a Weapon. (You can use the Peaceful cave to trade the Weapons of your Dwarfs for Food. This way, you can get rid of the Weapons of all of your Dwarfs and get the 8 Bonus points for the Prayer chamber if you own that one as well.)</p>	<p>Writing chamber (Building costs: 2 Stone; worth 0 Gold points) When scoring, the Writing chamber can prevent the loss of up to 7 Gold points. You lose points for Begging markers, unused spaces on your Home board and missing Farm animals. Correct the negative scores in the corresponding categories.</p>	<p>Fodder chamber (Building costs: 2 Grain, 1 Stone) When scoring, the Fodder chamber will be worth 1 Bonus point for every 3 Farm animals you have (regardless of type). (For instance, you will get 1/2/3/... Bonus points for 3-5/6-8/9-11/... Farm animals, respectively. Dogs are not considered Farm animals. You will get the usual points for "Farm animals and Dogs" regardless.)</p>

Part 3: The Action spaces

The Action spaces will be explained in three sections:

- The Action spaces that are available from the start regardless of the number of players will be explained first.
- The Action spaces that are only available with a certain number of players will be explained next.
- The Action spaces that are introduced by the Round cards will be explained last.

General rule: You may only use an Action space if you carry out at least one of the available actions on that space. Two actions on the same Action space may be connected via one of the following phrases:

- and then / or You can either carry out both actions in the given order or only one of them.
(Actions are connected like this if it makes sense to carry them out in the given order and not the other way round.)
- and / or You can either carry out both actions in any order or only one of them.
(Actions are connected like this if there is no clear-cut order in which they need to be carried out for their greatest effect.)
- and then You must carry out the first action. Only afterwards you may *(but do not need to)* carry out the second action. You may not carry out the second action without carrying out the first one first. We use “and then” instead of a simple “and” to indicate that the actions are not carried out at the same time but one after another.
- either ... or You can carry out one of the two actions but not both.

Action spaces available from the start regardless of the number of players

Two-sided basic game board

The Action spaces on the two-sided basic game board will be explained from top to bottom.

- **Drift mining:** Take all the Stone that has accumulated on this Action space. *(In games with 1 to 3 players, 1 Stone will be added to this Action space every round, and 2 Stone in games with 4 to 7 players. In games with 6 to 7 players, there is an additional “Drift mining” Action space accumulating 1 Stone per round.)* Additionally, you may place a **Cavern/Tunnel twin tile** on 2 adjacent empty Mountain spaces of your Home board. If you place the twin tile on one of the underground water sources, you will immediately get 1 or 2 Food from the general supply. You have to place the twin tile adjacent to an already occupied Mountain space, i.e. you have to extend your cave system.
- **Excavation:** Take all the Stone that has accumulated on this Action space. *(1 Stone will be added to this Action space every round unless, in games with 4 to 7 players only, there is no Stone on it. Then 2 Stone will be added to it instead.)* Additionally, you may place a **Cavern/Tunnel** or a **Cavern/Cavern twin tile** on 2 adjacent empty Mountain spaces of your Home board. You decide which side of the twin tile you want to use. If you place the twin tile on one of the underground water sources, you will immediately get 1 or 2 Food from the general supply. You have to place the twin tile adjacent to an already occupied Mountain space, i.e. you have to extend your cave system.
- **Starting player:** Take the Starting player token and all the Food that has accumulated on this Action space. Additionally, take 2 Ore *(in games with 1 to 3 players)* or 1 Ruby *(in games with 4 to 7 players)* from the general supply. *(1 Food is added to this Action space every round.)*
- *Imitation for 2 Food: This Action space depends on the number of players. It will be explained on page A7.*
- **Logging:** Take all the Wood that has accumulated on this Action space. *(In games with 1 to 3 players, 1 Wood will be added to this Action space every round unless it is empty. Then 3 Wood will be added to it instead. In games with 4 to 7 players, 3 Wood will be added to it every round regardless of whether it is empty or not.)* Afterwards, you may undertake a **Level 1 expedition** if your Dwarf has a Weapon.
- *Supplies and Growth: These Action spaces depend on the number of players. They will be explained on page A7.*
- **Ore mining:** Take all the Ore that has accumulated on this Action space. *(In games with 1 to 3 players, 1 Ore will be added to this Action space every round unless it is empty. Then 2 Ore will be added to it instead. In games with 4 to 7 players, 2 Ore will be added to it every round unless it is empty. Then 3 Ore will be added to it instead.)* Additionally, you may take 2 Ore from the general supply for each Ore mine you have.
- *Wood gathering and Forest exploration: These Action spaces depend on the number of players. They will be explained on page A7.*
- **Clearing:** Take all the Wood that has accumulated on this Action space. *(In games with 1 to 3 players, 1 Wood will be added to this Action space every round, and 2 Wood in games with 4 to 7 players.)* Additionally, you may place a **Meadow/Field twin tile** on 2 adjacent Forest spaces of your Home board that are not covered by any tiles. *(Please note the remarks on Stables on page 19 of the rule book.)* If you place the twin tile on the small river, you will get 1 Food from the general supply. If you place the twin tile on one of the Wild boar preserves, you will get 1 Wild boar from the general supply. The first tile that you place in the game must be placed adjacent to the cave entrance. Subsequent tiles must be placed adjacent to other Fields, Meadows or Pastures.
- **Sustenance:** Take all the goods or Food markers that have accumulated on this Action space. *(In games with 1 to 3 players, 1 Food will be added to this Action space every round. In games with 4 to 7 players, 1 Vegetable will be added to it every round unless it is empty. Then 1 Grain will be added to it instead.)* In games with 1 to 3 players, also take 1 Grain from the general supply. Additionally, you may place a **Meadow/Field twin tile** on 2 adjacent Forest spaces of your Home board that are not covered by any tiles. *(See “Clearing” for further details.)*



Small basic game board

There are three Action spaces on the small basic game board.

- **Ruby mining:** Take all the Rubies that have accumulated on this Action space. *(Every round, 1 Ruby will be added to this Action space.)* Take one more Ruby from the general supply if you have at least one Ruby mine. *(In the first two rounds of a 2-player game, no Rubies will be added to this Action space.)*
- **Housework:** Take 1 Dog from the general supply. Additionally or alternatively, take a Furnishing tile, pay its building costs and place it on an empty Cavern in your cave system. You may choose from all Furnishing tiles *(including Dwellings)*. If you cannot place a Furnishing tile on your Home board, you may not take any. *(This is an “and/or” Action space; you may carry out the actions in either order. For instance, you might want to take the Dog after building the “Dog school”.)*
- **Slash-and-burn:** Place a **Meadow/Field twin tile** on 2 adjacent Forest spaces of your Home board that are not covered by any tiles. *(See “Clearing” for further details.)* Afterwards, you may carry out a **Sow action** to sow up to 2 new Grain and/or up to 2 new Vegetable fields *(as usual)*.



Action spaces only available with a certain number of players

Most of the Action spaces that are only available with a certain number of players can be found on the additional game boards. We will explain them in groups by the number of players. *(The required number of players for the Action space to be available is shown in parentheses.)*

Up to 3 players

The first two Action spaces can be found on the two-sided basic game board, the third one can be found on the small additional game board.

- **Wood gathering** (1-3 players): Take all the Wood that has accumulated on this Action space. *(Every round, 1 Wood will be added to it.)*
- **Supplies** (1-3 players): Take 1 Wood, 1 Stone, 1 Ore, 1 Food and 2 Gold from the general supply.
- **Strip mining** (3 players): “Strip mining” is only available in 3-player games. Take all the goods that have accumulated on this Action space. *(Every round, 1 Stone will be added to this Action space unless it is empty. Then 1 Ore will be added to it instead.)* Also, take 2 Wood from the general supply.

3 or more players

- **Forest exploration** (3-7 players): Take all the Wood that has accumulated on this Action space. *(In 3-player games, this Action space can be found on the additional game board: every round, 1 Wood will be added to it. In games with 4 or more players, it can be found on the two-sided basic game board: every round, 1 Wood will be added to it unless it is empty. Then 2 Wood will be added to it instead.)* In 3-player games, also take 1 Vegetable. In games with 4 or more players, also take 2 Food.
- **Imitation** (3-7 players): Use an Action space occupied by one of your opponents *(see page 22 of the rule book)*. This may cost an amount of Food depending on the number of players. The following table summarizes these costs. In games with 5 or more players, there are multiple “Imitation” Action spaces with different costs. *(The “Imitation” Action space can be found on various game boards.)* Special case: You **may not** imitate an Imitation action that is occupied by **your opponent** only to imitate another Action space that is occupied by **one of your** Dwarfs.

Number of players	3	4	5	6	7
Food costs	4	2	2 or 4	1 or 2	0, 1 or 2

4 or more players

- **Growth** (4-7 players): Take 1 Wood, 1 Stone, 1 Ore, 1 Food and 2 Gold from the general supply. Alternatively, carry out a **Family growth** action.

5 or more players

The Action spaces on the large additional game board will be explained from top to bottom.

- **Depot** (5-7 players): Take all the goods that have accumulated on this Action space. *(Every round, 1 Wood and 1 Ore will be added to this Action space.)*
- **Small-scale drift mining** (5 players): This Action space is only available in 5-player games. You may place a **Cavern/Tunnel twin tile** *(with that side facing up)* on 2 adjacent empty Mountain spaces of your Home board. *(See “Drift mining” on page A6 for further details.)* If you do, you may also take 1 Stone from the general supply.
- **Weekly market** (5-7 players): Take 4 Gold from the general supply. Then you may *(but do not need to)* buy goods with Gold. You may buy as many goods as you like, but only one token per type. You may spend more than 4 Gold if needed but you can only spend Gold from your personal supply. The prices are printed on the Action space. Any building material, Sheep or Donkey costs 1 Gold. A Wild boar or Dog costs 2 Gold. Cattle costs 3 Gold. Grain costs 1 Gold and a Vegetable costs 2 Gold.



- **Hardware rental** (5-7 players): Take 2 Wood in games with 6 to 7 players. The following also applies to 5-player games. You may undertake a **Level 2 expedition** if your Dwarf has a Weapon. Afterwards, you may carry out a **Sow** action to sow up to 2 new Grain and/or up to 2 new Vegetable fields *(as usual)*. *(You can choose Grain and Vegetable as loot items during the Expedition to have something to sow.)*



- **Fence building** (5-7 players): Take all the Wood that has accumulated on this Action space. *(In 5-player games, 1 Wood will be added to this Action space every round. In games with 6 to 7 players, 1 Wood will be added to it every round unless it is empty. Then 2 Wood will be added to it instead.)* Afterwards, you may build a Small pasture for 2 Wood and/or a Large pasture for 4 Wood. You may not build more than one Small and one Large pasture with a single action. *(You cannot build Stables with this Action space.)*

7 players

The following two Action spaces can be found on the small additional game board.

- **Large depot** (7 players): Take all the goods that have accumulated on this Action space. *(Every round, 1 Wood, 1 Stone and 1 Ore will be added to this Action space. If it is empty, one more Wood will be added to it.)*
- **Extension** (7 players): You may **either** place a **Meadow/Field twin tile** on adjacent Forest spaces *(see “Clearing” for further details)* and take 1 Wood from the general supply **or** you may place a **Cavern/Tunnel twin tile** *(with that side facing up)* on adjacent Mountain spaces *(see “Drift mining” for further details)* and take 1 Stone from the general supply.

Action spaces introduced by the Round cards

Stage 1: The following three Action space cards will be introduced in rounds 1 to 3.

- **Blacksmithing:** If you use this Action space with an unarmed Dwarf, you may forge a Weapon for this Dwarf *(maximum Weapon strength of 8)* and then undertake a **Level 3 expedition** *(see page 21 of the rule book)*. Instead, you may place an armed Dwarf on this Action space only to undertake the Expedition. *(The label “1-8” on the Action space indicates you may spend 1 to 8 Ore to get a Weapon of respective strength.)*
- **Sheep farming:** Before taking all the Sheep that have accumulated on this Action space, you may build a Small pasture, a Large pasture and a Stable. *(Every round, 1 Sheep will be added to this Action space.)* Pay 2 Wood for a Small pasture, 4 Wood for a Large pasture and 1 Stone for a Stable. You may build all three structures or only some of them *(or none)* but you may not build more than 1 Small and 1 Large pasture or more than 1 Stable with a single action.
- **Ore mine construction:** If you have 2 horizontally or vertically adjacent Tunnel spaces in your Mountain, you may place an **Ore mine/Deep tunnel twin tile** on those spaces and take 3 Ore from the general supply. *(You do not get any Ore unless you place the twin tile in your Mountain.)* The twin tile may only be placed on ordinary Tunnel spaces but not on Deep tunnel spaces. Additionally or alternatively, you may undertake a **Level 2 expedition** if your Dwarf has a Weapon.

Stage 2: The following Action space card will be introduced in round 4. (*Round 4 is formally considered to be part of stage 2.*) This card is two-sided and will be turned to its other side in stage 3 when the Action space card “Family life” will be revealed.

- **Wish for children:** If your cave system provides more room for Dwarfs than you have Dwarfs in play, you may carry out a **Family growth action**. Place a Dwarf disc from your personal supply on the Dwarf taking the action. You cannot have more than five Dwarfs in play (*unless you build the “Additional dwelling”, page A3*). Alternatively, you may build a **Dwelling** on an empty Cavern by paying its building costs.
- **Urgent wish for children:** You may **either** build a Dwelling on an empty Cavern by paying its building costs **or** take 3 Gold from the general supply. If you do the former, you may then carry out a **Family growth action**. (*You may not grow your family on this Action space unless you use the first action to build a Dwelling.*)

The following two Action space cards will be introduced in rounds 5 and 6.

- **Donkey farming:** Before taking all the Donkeys that have accumulated on this Action space, you may build a Small pasture, a Large pasture and a Stable. (*Every round, 1 Donkey will be added to this Action space.*) Pay 2 Wood for a Small pasture, 4 Wood for a Large pasture and 1 Stone for a Stable. You may build all three structures or only some of them (*or none*) but you may not build more than 1 Small and 1 Large pasture or more than 1 Stable with a single action.
- **Ruby mine construction:** Place a Ruby mine on an empty Tunnel or Deep tunnel space of your cave system. If (and only if) you place the Ruby mine on a Deep tunnel, you may also take 1 Ruby from the general supply. (*Deep tunnels can only be found on Ore mine/Deep tunnel twin tiles. This is why the illustration of the action shows such a tile.*)

Stage 3: The following three Action space cards will be introduced in rounds 7 to 9.

- **Family life:** If your cave system provides more room for Dwarfs than you have Dwarfs in play, you may carry out a **Family growth action**. Place a Dwarf disc from your personal supply on the Dwarf taking the action. You cannot have more than five Dwarfs in play (*unless you build the “Additional dwelling”, page A3*). Additionally or alternatively, you may carry out a **Sow action** to sow up to 2 new Grain and/or up to 2 new Vegetable fields (*as usual*).
- **Exploration:** You may only use this Action space with an armed Dwarf. You have to undertake a **Level 4 expedition** by choosing up to 4 different loot items with a Minimum strength value equal to or lower than the Weapon strength of your Dwarf (*see page 21 of the rule book*). (*This Action space card is removed in 2-player games. Consequently, in 2-player games, stage 3 only consists of two rounds.*)
- **Ore delivery:** Take all the goods that have accumulated on this Action space. (*Every round, 1 Ore and 1 Stone will be added to this Action space.*) Also, take 2 Ore from the general supply for each Ore mine you have.

Stage 4: The following three Action space cards will be introduced in rounds 10 to 12.

- **Adventure:** If you use this Action space with an unarmed Dwarf, you may forge a new Weapon for this Dwarf (*maximum Weapon strength of 8*) and then undertake **two Level 1 expeditions**, one after another (*see page 21 of the rule book*). Instead, you may place an armed Dwarf on this Action space only to undertake the two Expeditions.
- **Ore trading:** You may trade 2 Ore for 2 Gold and 1 Food with the general supply. You may do this up to 3 times.
- **Ruby delivery:** Take all the Rubies that have accumulated on this Action space. (*Every round, 1 Ruby will be added to this Action space unless it is empty. Then 2 Rubies will be added to it instead.*) Take one more Ruby from the general supply if you have at least two Ruby mines.



Part 4: Credits

Designer: Uwe Rosenberg

Editors: Uwe Rosenberg and Grzegorz Kobiela

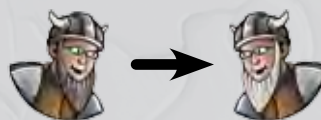
Rule book: Uwe Rosenberg

Realization: Klemens Franz and Hanno Girke

Illustrations and Graphic design: Klemens Franz

Translation: Grzegorz Kobiela

Expedition stories: Julian Steindorfer



Uwe Rosendwarf 2009

Uwe four years later



MAYFAIR GAMES
www.mayfairgames.com

Mayfair Games, Inc
8060 St. Louis Ave.
Skokie, IL 60076



Questions, problems
or complaints?
email us at
buero@lookout-games.de

© 2013 Lookout
Lookout GmbH
Hiddigwarder Straße 37
27804 Berne

“Caverna: The Cave Farmers” has been invented between October and December 2009. “Caverna” is Latin for “cave”. We would like to thank Sebastian Wehlmann, Marc Jünger, Inga Blecher, Janina Kleinemenke, Mario Weise, Michael Wißner, Gabriele Goldschmidt, Stefanie Neugebauer, Frank Hommes, Leopold Fajtak, Kathrin Seckelmann, Thomas Ludwig, Marcel Plum, Michael Kapik, Morphy and Karl-Heinz Kettl for proof-reading the rule book. Special thanks to Melissa Rogerson for proof-reading the English translation. In chronological order, we would also like to thank the record-breaking number of 261 play-testers. Without all of their invaluable feedback this game would not have become what it is today. Susanne Rosenberg, Julia Grillner, Beate Braukmüller, Susanne Kistenmacher, Jan Eric Feuster, Heike Feuster, Heiko Schiffer, Carsten Büttemeier, Julius Kündiger, (10.) Andreas Odendahl, Ursula Kraft, Volker Kraft, Miriam Bode, Ulf Schneider, Hagen Dorgathen, Mechthild Kanz, Antje Legler, Reinhold Kanz, Thomas Legler, (20.) Anja Vogelsang, Ulf Reintges, Sascha Hendriks, Kai Poggenklas, Thorsten Roth, Katharina Woroniuk, Frank Hommes, Rahele Bagherzadeh, Miguel Zulaica, Susanne Cramer, (30.) Barbara Winner, Matthias Cramer, Insa Zylka, Peter Zylka, Rolf Raupach, Thomas Winheller, Markus Tiffe, Detlev Runo, Inga Blecher, Jenni Guttmann, (40.) Diana Schmidt, Marinka Voß, Christian Voß, Sabine Lochner, Jan-Hendrik Lochner, Diana Zey, Suse Dahn, Svenja Dahn, Monika Harke, Thomas Balcerak, (50.) Rainer Harke, Nils Miehe, Sonja Sievers, Sven Sievers, Birgit Baer, Gabriele Goldschmidt, Jürgen Kudritzky, Arne Hoffmann, Anne Rosenmeier, Markus Grafen, (60.) Cedric Hagelganz, Ronny Vorbrott, Stefan Wahoff, Verena Wall, Marian Wall, Matthias Büttemeier, Carolin Büttemeier, Adrian Büttemeier, Corinna Büttemeier, Ingrid Kranicz, (70.) Swantje Klein, Fredrik Wagener, Agnieszka Kobiela, Grzegorz Kobiela, Björn Kalies, Nicole Reiske, Carsten Hübner, Georg von der Brüggen, Thorsten Kempkens, Detlef Krägenbrink, (80.) Désirée Moos, Thomas Ludwig, Alfred Schneider, Jochen Tautges, Stefanie Jahmeier, Frank Felsner, Frederik Häfker, Michael Neugebauer, Christoph Kossendey, Rebecca Welder, (90.) Ann-Katrin Drogi, Philipp Croon, Jörg Hübner, Christina Müller, Jessica Jordan, Timo Loist, Susanne Wichert, Marvin Hehn, Sebastian Klein, Dominik Mechnig, (100.) Mike Neunert, Isabel Hagemann, Thomas Hagemann, Marcel Schwarz, Gisela Postler, Björn Postler, Stefanie Janßen, Martina Wisnicki, Dirk Krause, Thorsten Riekmann, (110.) Jan Olaf Schulenburg, Katrin Barth, André Kretzschmar, Bernd Gebbing, Lea Wild, Ilka Gebbing, Nicole Griesenbrock, Björn Westertho, Björn Griesenbrock, Javier Ribes, (120.) Melanie Arens, Ralph Arens, Susanne von Gerlach, Waldemar Cigrin, Colin Elsbernd, Florian Gebert, Björn Haase, Tobias Reisenberg, Marcus Krug, Bodo Drews, (130.) Stefan Honigfort, Christine Hörner, Daniel Day, Henning Dudat, Robert Reiner, Hermann Resch, Sascha Grewe, Andrea Löwen, Peter Raschdorf, Dirk Schröder, (140.) Jana Frieth, Jakob Wiczorek, Matthias Redecker, Claudia Hast, Ralf Partenheimer, Tina Junior, Sven Junior, Fokko Toelstede, Volker Busch, Volker Geilmann, (150.) Oliver Krick, Sabrina Schröder, Janus Druz, Malte SchierWood, Astrid Nolte, Christian Woelfel, Antje Lauxmann, Nao Nakashima, Sebastian Wehlmann, Meike Mählpf, (160.) Birthe Weibrecht, Gerald Francke, Michael Lang, Tina Christian, Thorsten Koch, Jörn Nitschke, Günter Nörenberg, Nora Linse, Markus Rathgeb, Sebastian Schwarz, (170.) Peter Berneiser, Laura Balsler, Sandra Balsler, Frank Balsler, Lydia Lauxmann, Michael Lauxmann, Martin Schlegel, Joscha SeWood, Jürgen Fickert, Dominik Vogel, (180.) Daniel Frieg, Sören Paukstädt, Lina Leschner, Bastian Winkelhaus, Elke Schneider, Stephan Kempen, Dave Kliczbör, Sandra Schmeink, Anna Mönter, Henrik Nachtrödt, (190.) Claudia Odendahl, Thorsten Hanson, Tom Werner, Marc Schmitz, Barbara Kern, Christian Gentges, Elisabeth Mohing, Nicole Bäumer, Silke Hüsges, Helga Wilde, (200.) Marcel Usai, Christin Michel, Olaf Michel, Oliver Walden, Mario Prochnow, Joachim Zajusch, Kurt Kohse, Heinz Josef Hennen, Frank Fleischacker, Marion Menrath, (210.) Rainer Schönfisch, Ralf Brenning, Uwe Gemming, Holger Herrmann, René Arentz, Bastian Indenhuck, Torsten Bister, Christopher Herrmann, Judith Oppermann, Joana Sousa, (220.) Judite Ventura, Bernardo Abreu, Pedro Correia, Tiago Duarte, Joel Morgado, Nadine Nawotke, Pascal Hauck, Markus Treis, Charly Petri, Julia Rothes, (230.) Tina Wellmann, Marc Kürten, Kay Wißmann, Bianca Batsch, Dirk Kleemann, Detlef Stein, Jonathan Stein, Julia Röper, Christian Tiggemann, Hans Pöter, (240.) Michael Dupont, Simone Hüther, Ralf Rechmann, Torsten Herrmann, Sebastian Lohre, Rick Schumann, Stephan Matos Camacho, Janina Kleinemenke, Tommy Braun, Torben Edelhoff, (250.) Andreas Leuschner, Nicolas Schäfer, Olaf Schulze, Felix Remer, Timo Schreiter, Sebastian Dames, Oleg Galimov, Tobias Hartwig, Daniel Leser, Thomas Müller, (260.) Gernot Petsching and Frank Bergfried. Special thanks to Nicole Reiske, Carsten Hübner, Georg von der Brüggen and Thorsten Kempkens who have play-tested this game over and over again for months.