

Caverna

A GAME BY UWE ROSENBERG

CAVE VS CAVE

For 1–2 players of ages 12 and up
Playing time: 20 minutes per player and era

THE BIG BOX

SETTING

You are standing before a cleft in the mountain: the new home of your dwarf tribe. There is a lot of work to be done with only two pairs of helping hands at the start. Soon more members of your tribe will be able to help but there is no time to be wasted. Another nearby tribe is seemingly doing better than you.

So, chop, chop! Cut into the mountain, furnish cavern after cavern, and collect grains, flax and building resources. Look out for precious metals and get wealthier than the other tribe could have ever imagined!

ABOUT THIS EDITION

“Caverna: Cave vs Cave, Era I: First Wealth” was originally published in 2016 and the “Era II: The Iron Age” expansion was published in 2018. This new “Big Box” edition combines both the base game and its expansion in one box. We have tweaked the components a little, but no rules have been changed since the original release. This edition now also features an expansive appendix explaining all tiles and actions in detail.

PLAY MODES

A game of “Caverna: Cave vs Cave” comprises one or two eras. Era I, which is considered the base game, goes over 8 rounds (*or 7 rounds when playing solo*); era II, which is considered an expansion, adds an additional 4 rounds on top of that. The cool thing is that you do not have to decide upfront how many eras you want to play: You can absolutely play a game of era I first and only then decide to add era II. Whether or not era II will be played does not change anything for era I. You can find the rules for era I on pages 2-6 and the rules for era II on pages 7-9.

If you do not feel like playing two eras, but you really want to play era II, there are two variants that allow you to play only era II, either by simulating a (*shortened*) game of era I or skipping era I altogether. These variants are explained on pages 10-13.

This game is also playable solo. All rules for the two-player game also apply to the solo game, except for a few changes in setup and in-game procedure, as explained on page 9.

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ERA I: FIRST WEALTH

COMPONENTS



1 three-part action board
(front side: two-player game,
back side: solo game)



12 goods indicators
(two wooden tokens each for wood, stone,
emmer*, and flax; and two cardboard
tokens each for food and gold; the gold
indicator is two-sided)

* Emmer is an ancient form of grain.



4 room markers



7 walls



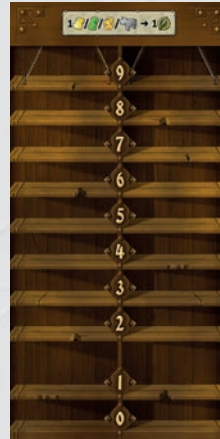
1 additional cavern



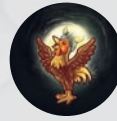
12 action tiles
(with a dwarf, 2,
3, or 4 on the back
side; marked "I")



24 room tiles
(marked "I" on
the back side)



2 goods tracks



1 start player marker



2 cave boards (marked "I")



1 scoresheet
(used for both eras)

SETUP

- Turn the action board pieces to the side showing the symbol and assemble them to form the **action board**, placing it in the center of the playing area.
 - Place the four **action tiles** showing a dwarf on the back side **face up** on the blank spaces (without a number) on the action board, in order.
 - Shuffle the remaining era I action tiles and distribute them **face down** on the corresponding spaces on the action board, one tile per space, according to the numbers on the back side.



- Take an **era I cave board** and **goods track** each and place them in front of you. Also take one of each type of **era I goods indicator** (wood, stone, emmer, flax, food, and gold) and place them on the "1" space of your goods track. Make sure the "+10" side of the gold indicator is facing down.



3. Sort the **era I room tiles** by the illustrations on the back side.
 - a. Turn the 6 rooms with a **light gray** back side (*showing small rocks and no pickaxe*) **face up** and place them in a central display to the side of the action board.



- b. Turn the 18 rooms with a **dark gray** back side (*showing debris and a pickaxe*) **face down** and shuffle them. Distribute the face-down room tiles on the empty spaces of your cave boards, leaving out the Cave Entrance and the space above it, marked .
4. Place the **additional cavern**, the **room markers**, and the **walls** nearby.
5. Randomly determine a start player, who gets the **start player marker**. (*Alternatively, let the smaller player begin.*)



COURSE OF PLAY

Era I is played over eight rounds; each round goes through three phases.

I. New Action

At the start of each round, reveal the next action tile. The action tiles are revealed from left to right, beginning with the “2” tile to the right of the four action tiles that you have placed face up on the action board during setup. (*The depicted walls between some spaces have no impact on the game.*)



II. Action Phase

Beginning with the start player, alternate turns by choosing a face-up action tile from the action board, carrying out any or all of the depicted effects (*see next page*). Then slide the chosen action tile off the action board, to your side. You can only choose from the action tiles that are still on the action board. Only the active player carries out the effects of the chosen tile.

In the final round, the “Renovation” action tile is revealed, which you may choose only if, on your turn, you have **more gold** than your opponent. If you are tied on gold, neither of you may choose that tile, until one of you gains more gold. (*The text below that space reminds you of this rule.*)

III. Round End

The round ends after both of you have taken a certain number of turns. This number is printed on the back side of the **most recently revealed action tile**, and also printed on the space occupied by that tile. (*Since both numbers may be hidden from you during play, each section of the action board displays a number of dwarfs equal to that number.*) Consequently, you take two turns each in rounds 1-3, three turns each in rounds 4-7, and four turns each in round 8.

Return the chosen action tiles to the action board, to the spaces from which you have taken them, and pass the start player marker to your opponent. (*Effectively, the new start player will be taking two turns in a row, spread across two consecutive rounds.*)



This group of dwarfs shows how many turns each player may take: two turns in each of the first three rounds.

EFFECTS

The following pages explain the nine types of effects that you can find on the action and room tiles and on your goods track. With these rules, you will understand most if not all of the tiles in the game. If in doubt, consult the appendix, on pages 14-16.

Many tiles feature multiple effects separated by fine orange lines. When using a tile, you can carry out **any or all** of the depicted effects **in any order**, but each effect **only once per turn**. It is allowed to take an action tile and decline all of its effects.

If two effects are separated by a **diagonal cut** (a long slash), you must choose one or the other (or neither), **not both**. This applies both to action and room tiles all the same. (See page 6 on how to use room tiles.)



General Rules for Goods

When paying or gaining goods, move the corresponding goods indicator on your goods track accordingly. The goods track both keeps track of and limits your goods: You can have **at most 9 goods of each type**, except gold; using the “+10” side of the gold indicator when necessary, you can have up to 19 gold. If you ever get more goods of a type than the track allows, the excess is lost.

Gaining Goods

+ indicates that you gain the depicted number of goods. Slashes indicate that you must choose exactly one type of good.



Example: Here, you get your choice of 1 wood or 1 stone.

Exchanging Goods

→ indicates that you can pay goods to gain other goods: Pay the goods to the left of the arrow to gain the goods to the right of the arrow. Sets of goods are depicted on parchment. Slashes let you choose what to spend.

Example: The Bakehouse allows you to pay 2 or 3 emmer to gain 1 or 2 gold, respectively, plus 4 food on top of that. In this example, you choose to pay 2 emmer.



Building a Wall

+1 indicates that you can place a wall from the supply between any two adjacent cavern spaces on your cave board. (Illustrations of small rocks and cracks on the ground indicate where walls can go.) Walls are needed to furnish caverns (see “Furnishing a Cavern” on the next page). The supply of walls is **limited**: You cannot use this effect if there are no more walls left. Walls can return to the supply via the following effect.



Razing a Wall

1 **→** indicates that you can remove a previously placed wall from your cave board and return it to the supply. If you do, you get the depicted goods (all of them, as they are depicted on parchment). Removing the wall **does not affect** any rooms that have been previously placed on your cave board in any way. You cannot remove the (preprinted) outer walls of your cave.



Excavating

indicates that you can excavate a cavern. To do so, remove an **accessible face-down** room tile from your cave board, turn it face up, and place it in the central display, making it available for furnishing. If you uncover the **+1** symbol, you immediately gain 1 food. You may not remove face-up rooms; you cannot use this effect if you do not have any face-down rooms left in your cave.

Accessibility

A room is considered **accessible** if there is a clear (*orthogonal*) path to it, starting at the opening to the left of the preprinted Cave Entrance, with **no walls or other face-down rooms** in the way. Only the effect on the right on the “Undermining” action tile allows you to excavate through walls; face-down rooms, however, always block the way.



Example: Green checkmarks show accessible room tiles. The green question mark indicates a tile behind a wall. At the moment, this tile can only be excavated via the “Undermining” action tile. Red crosses indicate the tiles that are inaccessible for now, regardless of whether or not you use the excavation effect on “Undermining”.

Furnishing a Cavern

indicates that you can furnish a cavern. To do so, choose a room tile in the central display, pay the depicted cost below the tile name (*if any*), and place the tile on an **empty** cavern space on your cave board, with regard to the wall configuration required by the tile (*see box below*). Other than the **wall configuration**, there are no restrictions as to where you place the room tile (*e.g., a clear path from the opening is not required*). If you have no empty cavern space with the required wall configuration, you may not choose that tile. (*Note that you start with one empty cavern space above the Cave Entrance.*) Placing a tile on a $+1$ symbol does nothing: You only get the food when excavating.

There are two types of rooms—**orange and blue**. You start the game with one preprinted orange room, the Cave Entrance. You must always have **more orange than blue rooms**. In other words, you may not choose a blue room tile if that would cause you to have an equal number of orange and blue rooms. (*Consequently, the first room that you furnish in the game must be an orange one.*)

Except for “Renovation”, all action tiles with the furnishing effect require you pay an amount of food or gold **upfront**, before you can actually choose a room tile to furnish. You must pay this **additional cost on top** of the cost depicted on the chosen room tile. If you cannot pay the additional cost, you may not use the furnishing effect. Conversely, if you do not furnish a cavern, you do not have to pay the additional cost.

Most of the time, the additional food cost is variable, depending on the number of turns (*dwarves*) you have that round: **X** means “for each”.



Example: This furnishing effect costs an additional two food in rounds 1-3, three food in rounds 4-7, and four food in round 8.



Wall Configurations

Each room tile shows a wall configuration required to furnish the room, depicted to the right of the cost. Dark walls indicate **necessary walls**, which must be present; light walls indicate **optional walls**, which may or may not be present. If a wall is not shown, there **may not** be one. The depicted configuration **may be rotated**; it does not have to be exactly in the depicted orientation. Only the relative positions of the walls matter.

Note that the **natural walls** all around your cave also count as walls! Room tiles, on the other hand, never count as walls (*not even when still being face down*).

Example: You can place the Sacrificial Altar in that corner of your cave, because it requires 1-3 adjacent walls, and that corner has 2 adjacent walls (even though they are not in the depicted orientation). The Spinning Wheel, on the other hand, cannot go onto the depicted space, because it requires exactly 1 wall, but that space has 2 opposing walls.



The Additional Cavern

To get the additional cavern, of which there is only one, you must be the first player to **completely fill** your cave board with only **face-up rooms**. If you do, place the additional cavern near your cave board, with either the front or back side facing up. The difference between the two sides is the number of preprinted walls: One side shows 2 walls; the other side shows 3 walls. You must decide which side you want to use immediately when you get the additional cavern; you cannot change your mind later.



The additional cavern comes pre-excavated. You can add walls on the empty edges as normal, but you cannot remove any of the preprinted walls. For all intents and purposes, the additional cavern is considered part of your cave, even though it is separated from it. *(In other words, any rules that refer to your cave board, always include the additional cavern, if you have it.)*

Using Rooms

You cannot use the effects of the rooms you furnish right away. To use them, you must choose an action tile with a **1**, **2**, or **3** symbol. The number indicates how many **different orange rooms** you may activate. You may only activate face-up rooms in your cave. If you activate a room, carry out its effects immediately. If you get multiple activations, you must carry them out one after the other, without using any other effect on the chosen action tile in-between.


Tip: If you get multiple activations, use the room markers provided with this game to keep track of the activated rooms. Remove the markers from your rooms at the end of that turn. *(There are four markers, because, with the Equipment Room, you can activate up to four rooms in one turn.)*



Blue rooms cannot be activated this way. They are always active—you can use their effect whenever applicable. When a blue room activates is shown to the left of the **colon**; the resulting effect is shown to the right of the colon.

Note: The effects of all room tiles are explained in detail in the appendix, on pages 15-16.

Replenishing Goods

 indicates that you can set the depicted goods indicator to the given value. The affected types are shown on a shelf. Slashes indicate that you must choose exactly one type. You cannot lose goods from this effect: If you already have more goods of a given type than the value shown, simply skip that type. Replenishing effects are only found on room tiles.



Example: The Parlor makes sure you have at least one good of each type, including the era II types (if you are playing era II), as indicated by the ellipsis. When using this effect, move all goods indicators that are on 0 to 1, in any order.

Anytime Action

At any time and any number of times, you can exchange emmer, flax, and gold—and donkey, if playing era II—for food at a 1:1 ratio. This is also shown on your goods track.



GAME END

Era I ends after 8 rounds. Total the victory points printed on the face-up rooms in your cave, depicted in a shield, and add the amount of gold you have. *(Wood, stone, emmer, flax, and food are not worth any victory points.)* Use the scoresheet provided with this game, if needed.

Now decide whether or not you want to keep playing, i.e., continue with era II. If you do, leave everything as-is for now and read the rules for era II on the following pages. Otherwise, the player with the highest score wins.

In case of a tie, the player who has built the single highest-value room tile wins. *(There is only one of each room tile of values 9-12.)* Continue comparing rooms of next highest value until you resolve the tie. In the highly unlikely event that this does not resolve the tie, the game ends in a draw.

1 = 1				
Σ II				

ERA II: THE IRON AGE

COMPONENTS



1 action board extension
(front side: two-player game,
back side: solo game)



8 goods indicators
(two wooden tokens each for iron and
donkey; and two cardboard tokens each
for ore and weapon; the weapon indicator
is two-sided)



21 room tiles
(marked "II" on
the back side)



4 action tiles
(with a 4 on the back
side; marked "II")

2 Cave Boards
(marked "II")




3 walls

SETUP

After completing era I and entering your era I scores on the scorepad, set up era II as follows:

1. Remove the rightmost **action board piece** and the "Renovation" action tile from the game. Attach the **action board extension** to the action board, in place of the removed piece.



2. Shuffle the **era II action tiles** and distribute them **face down** on the corresponding spaces on the action board extension, one tile per space.
3. Place the **era II cave board** to the left of the era I cave board as depicted.
 - a. Take one of each **era II goods indicator** (*donkey, ore, iron, and weapon*) and place them on the "1" space of your goods track. Make sure the "+10" side of the weapon indicator is **facing down**.
 - b. Move all goods indicators on the "0" space of the goods track to the "1" space (*except for the gold indicator if the "+10" side is facing up*). Leave all other goods indicators on the spaces that they currently occupy.
4. Sort the **era II room tiles** by the illustrations on the back side.
 - a. Place the 6 rooms with a **light gray** back side (*showing no pickaxe*) **face up** in the central display, adding them to the remaining tiles from era I.
 - b. Shuffle the 15 rooms with a **dark gray** back side (**showing a pickaxe**) and distribute them **face down** on the empty spaces of your era II cave boards. The player who would have won era I (*if the game had ended there*) **must cover all** of their new spaces; the other player must leave the space marked  empty. (*In the highly unlikely event of a draw in era I, remove one tile from play, without looking at it, and both of you leave the marked space empty.*)
5. Add the additional **walls** to the supply. Leave the **additional cavern** where it is. If it is still in the supply, the first player to completely fill **both of their cave boards** with only face-up rooms gets it.



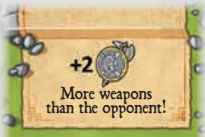
COURSE OF PLAY

Era II extends the game by **4 rounds** and is played in the same fashion as era I. The start player changes as normal, i.e., the player who went first in era I also goes first in era II. As indicated on the era II action tiles and spaces, each round, you will be taking 4 turns each, as you did in the final round of era I. (*Consequently, you will each have 16 total turns over the course of era II.*)

As normal, at the start of each round, turn the next action tile on the action board extension face up. On your turn, you can freely choose among all available face-up action tiles, including those from era I.

Bonus Effects

Each space on the action board extension now features a bonus effect that you can use **before, after, or between** the effects on the action tile on that space. The bonus effect is printed below the space. As you can only choose face-up action tiles, the bonus effects of future rounds are not available. You may only use the bonus effect printed below the chosen action tile.



Similar to how the final space of era I was not available to you unless you had more gold than your opponent, the final space of era II is not available to you unless you have more weapons than your opponent. This applies to both the action tile on that space and the bonus effect below.

Hauling Ore with Donkeys

At the end of each round in era II, except for the final round, you get a number of ore equal to the number of donkeys you have. This is depicted between the spaces on the action board extension. (*This is not an exchange—you can keep your donkeys. Remember that you can have at most 9 ore.*)



Reminder: The **x** symbol means “for each”.



Gaining and Exchanging Goods

Era II introduces a new use of **slashes** in exchanging effects if there are more than two options. For instance, the Cattle Market room tile provides three options, from which you must choose one: **either** gain 1 donkey at no cost **or** pay 1 gold to gain 2 donkeys **or** pay 2 gold to gain 3 donkeys. Other tiles that use this notation work accordingly.




Note: The limitations imposed by the goods track also apply to the era II goods. Like gold, the weapon indicator has a “+10” side. Consequently, you can have at most 9 donkeys, 9 ore, 9 iron, and 19 weapons.

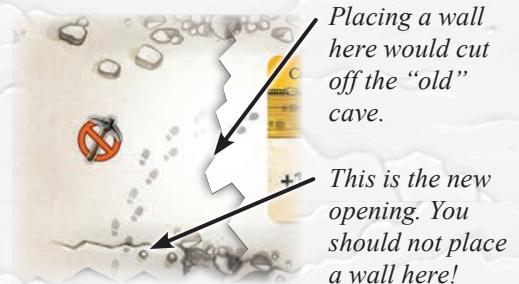
Excavating

When excavating, you can remove a tile from either cave board. When excavating twice, you can remove two tiles from the same cave board or one tile from each. If you uncover the $+1$  or $+1$  symbol, you immediately gain the depicted good.

The Opening

With the addition of the era II cave board, the opening has moved; it is now the bottom edge of the space marked  on the era II cave board. (*Footsteps on that space indicate where the opening is: The steps are coming from outside the cave.*) When excavating, you must be able to trace back a path to the new opening.

Note: As a consequence, the “winner” of era I, who had to place eight room tiles on their era II cave board, **must** first remove the tile above the opening, before they can excavate anywhere else in their cave.



Furnishing a Cavern

All rooms in the central display are available, including those from era I. You can place newly furnished rooms on either cave board. (*Era I tiles can be placed on the era II cave board, and vice versa.*)

Note: The space above the opening does not have any walls at all! Accordingly, some of the era II tiles do not require any walls, showing only optional walls.

Using Rooms

When activating rooms, you are not restricted to a single cave board; you can freely activate any orange rooms across your two cave boards.



The “Weekly Market” action tile introduces the **1 +1** symbol that, like the **2** symbol, allows you to activate (*up to*) two different orange rooms. It is considered a single **1** effect, triggering Wood Storeroom (*era I*, #23) and Breeding Cave (*era II*, #45) **only once**. It **does not** interact with Equipment Room (*era I*, #22).

Note: The effects of all room tiles are explained in detail in the appendix, on pages 15-16.

Anytime Action

The anytime action now also includes donkeys. This is also shown on your goods track.

GAME END

Score both of your cave boards together using the bottom half of the scoring pad:

- Total the values of **all** of your rooms, **including** the rooms you scored in era I.
- Additionally, score 1 victory point for each **weapon**, and 0.5 victory points for each **iron** and for each **gold** you have. **Do not round:** half victory points are possible.

Finally, **add** the era I score to the era II score to determine your final score. The player with the highest total wins. In case of a tie, apply the tiebreaker as described in the era I rules.

Note: Because the era I score is added to the era II score, rooms built in era I are effectively worth double as many victory points as printed; gold gained in era I is effectively worth 1.5 victory points each.

	Alice	Bob		
	39	57		
1 =	17	3		
Σ I	56	60		
	100	112		
1 =	19	5		
1 =	0	1		
1 =	4	0		
Σ II	123	118		
Σ I + II	179	178		

THE SOLO GAME

The solo game is played exactly like the two-player game, except for a few changes, as detailed below for each era. You take one turn after the other; there is no opponent.

ERA I

Setup:

- Randomly remove 3 of the 6 rooms with a **light gray** back side from play.
- Shuffle the 18 rooms with a **dark gray** back side and place 9 of them on your cave board, as normal. Place the remaining 9 rooms in a **face-down** draw pile.
- Turn the action board pieces to the side showing the symbol. Remove the “Breach” action tile from play.

Course of Play:

- Era I goes over 7 rounds.
- Each time you excavate **exactly one tile** during an effect, also turn the topmost room from the draw pile face up and place it in the central display.

Goal: Score at least 50 victory points. More than 60 victory points are considered a truly remarkable score.

ERA II

Setup:

- Randomly remove 3 of the 6 rooms with a **light gray** back side from play.
- Shuffle the 15 rooms with a **dark gray** back side and place 8 of them on the era II cave board, covering all spaces. Place the remaining 7 rooms in a **face-down** draw pile, separate from the era I draw pile.
- Turn the action board extension to the side showing the symbol.
- **Do not** add any walls; the era II walls remain unused.

Course of Play:

- Each time you excavate **exactly one tile**, also turn the topmost room from the corresponding draw pile face up and place it in the central display. If you excavate on the era I cave board, use the era I draw pile; otherwise, use the era II draw pile.

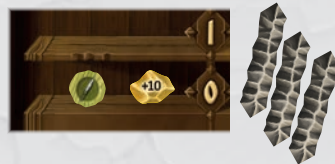
Goal: Score more than 180 victory points.

QUICK START VARIANT

This is one of two variants that allows you to play era II without playing era I. In this variant, you start off by drafting era I rooms and placing them on your era I cave board, thus, simulating era I.

PREPARATIONS

1. Place an **era I cave board**, a **goods track**, and **3 walls** in front of you.
2. Place the **gold and food indicators** on the “0” space of your goods track, placing gold with the “+10” side facing up. Leave the other goods indicators in the game box for now.
3. Place the era I rooms with a light gray back side **face up** in the central display.
4. Shuffle the remaining era I rooms (with a dark gray back side) and place them in a **face-down draw pile**.
5. Determine a **start player**; this player will begin the draft and take the first turn in era II.



THE DRAFT

On your turn, draw a room tile from the top of the draw pile and place it face up in the central display. Then select a face-up room tile from the seven rooms in the display and place it on your era I cave board, according to the following rules:

- **The cost printed on the room does not matter**; you do not pay for drafted rooms.
- All empty spaces of your cave board are potential candidates for the rooms you draft; you do not need to place rooms adjacent to each other.
- You must place the room with respect to its **wall configuration**. For this purpose, you have 3 walls in your supply, which you can place when needed.
- **You must place as few walls as possible!** If you can place a room without needing to add a wall to your cave, you must do so.
- You have **only 3 walls**: If you run out of walls, you are no longer able to draft certain rooms!
- If there are multiple eligible spaces on your cave board when placing a room, you can freely choose any of these spaces.

You may not skip your turn! If you can, you **must** select and place a tile, when it is your turn. Remember that the basic rule for blue rooms also applies during the draft: You must have more orange than blue rooms at all times.

TRACKING SCORES

During the entire drafting process, you must keep track of the total number of **victory points** from your drafted rooms. Use the **gold indicator** to indicate **multiples of 10** and the **food indicator** to indicate the last digit of your current total. (Read “+10” on the gold indicator as “×10”.)

Example: Your current total is 23 victory points. To indicate this, place the gold indicator on “2” and the food indicator on “3” ($2 \times 10 + 3 = 23$). If you select *Digging Cave* on your next turn, move gold to “3” and food to “1”, indicating 31 victory points.



TURN ORDER

Turns **do not alternate** between you. At the end of each turn, check whether you have **more victory points than your opponent**. If you do, your opponent goes next. Otherwise, you take another turn. (*You can have multiple consecutive turns, as long as your total is less than or equal to your opponent's.*)

END OF DRAFT


The draft ends for you when you reach or exceed 42 victory points. When that happens, your opponent keeps going until they also reach or exceed that number.

Details:

- If you cover all spaces of your cave board, you get the **additional cavern**, as normal. If your total is less than 42 victory points, you must use the additional cavern to place another tile (*on your next turn*).
- The draft ends **prematurely** for you if you can no longer place a tile. At the latest, this happens when you have covered all spaces of your cave board and the additional cavern.
- If the draw pile runs out, no more rooms will be added to the central display. Consequently, you will have less than seven rooms to choose from.



Once the draft is complete, **if there are face-down rooms left in the pile**, take turns to distribute these rooms **face down** on empty spaces of your cave boards. The player with the highest draft score—or, in case of a tie, the start player—begins.

You may freely choose which spaces to cover; the  symbol does not matter. You are allowed to have empty spaces in places where you could not have excavated during a normal game. If you run out of empty spaces or if you do not have any empty spaces to begin with, your opponent must place all of the remaining face-down tiles in their cave. (*It is not possible for both of you to have covered all spaces in your caves, while there are still rooms left in the draw pile.*)

Tip: If you cover a space with a **food bonus**, you will be able to claim the bonus in era II, when you excavate that space. If you cover a food bonus during the draft or leave it uncovered afterwards, you will not get the food.



ERA II SETUP

After distributing any remaining face-down rooms, proceed with the following steps, before setting up era II:

1. Leave the remaining era I rooms in the central display, adding the era II rooms with a light gray back.
2. Determine the **score difference** after the draft. The player with the lowest score starts with gold equal to that difference **plus 3 gold**; the other player starts with **exactly 3 gold**. In case of a tie, both of you start with 3 gold each. (*The gold indicator assumes its original function.*)
Example: *After the draft, Annika has 46 VP and Cyril has 43 VP. Therefore, Cyril starts with 3+3=6 gold, whereas Annika starts with exactly 3 gold.*
3. Place the remaining goods indicators, including food and the era II goods indicators, on the “1” space of your goods track.
4. Return unused walls to the supply, along with the seventh era I wall and the three walls from era II. (*You do not get to keep the walls that you did not place during the draft.*)
5. Set up the action board by placing all era I action tiles, except for “Renovation” **face up** on the action board, **in any order**.

Proceed with the remaining steps of the era II setup. The player with the highest draft score—or, in case of a tie, the start player—must cover all of their era II cave board spaces.

GAME END AND SCORING

The game ends after four rounds, as normal. Leave the upper part of the scoring pad **empty**. Your era II score is your final score. (*Keep in mind that drafted rooms are part of your era II score. They just do not score doubly, as they would if era I had been actually played.*)

SHORT GAME VARIANT

This is one of two variants that allows you to play era II without playing era I. In this variant, you will skip era I altogether and play only era II.

SETUP



1. Assemble the **action board** for era II (from two era I pieces and the era II action board extension). Place all era I action tiles, except for “Renovation” face up on the action board, **in any order**. Place the era II action tiles **face down** on the action board extension.

2. Use only the **era II cave board** and the **goods track**, **not** the era I cave board. Place all era I and era II goods indicators, except for gold, on the “1” space of the goods track; place gold on “3”.


3. Place the six **era II rooms** with a light gray back side face up in the central display, as normal.



4. From the era I rooms, take the Food Corner (#05), Warehouse (#07), and Sacrificial Altar (#09) and place them in a **common pool**, **separate** from the central display. From the remaining era I rooms, select **3 rooms at random** and add them to the common pool. Return all other era I rooms to the game box—you will not need them.

Important! Always make sure you keep the common pool and central display tiles separate. This should not be a problem, as the era I rooms differ from the era II rooms in how they look on the front.



- Shuffle the **era II rooms** with a dark gray back side and return one of them to the game box, without looking at it. Distribute the remaining 14 rooms face down in your caves, leaving the space marked  empty.
- Place **5 walls** and the **additional cavern** nearby. Return the remaining 5 walls to the game box—you will not need them.



COURSE OF PLAY

Play the four rounds of era II as normal. The only differences are the common pool and how placing blue rooms works.



Rooms in the Common Pool

The common pool comprises six era I rooms that are **not available for furnishing**. In a sense, they are there to replace the missing Cave Entrance (*as you are not using the era I cave board*). When activating orange rooms, you can choose orange rooms **on your cave board** as well as orange rooms **in the common pool**.

Note: The Food Corner, Warehouse, and Sacrificial Altar, which are used in every short game, are curated to offer three effects that work well together: The Food Corner provides food, the Warehouse requires food to generate building resources, and the Sacrificial Altar turns building resources into gold. The additional three era I rooms add a unique touch to each short game.

Blue Rooms

If there are blue rooms in the common pool, their effects apply to both of you. In other words, on your turn, you can use their effects as though they were on your cave board.

Example: *If the Equipment Room is in the common pool, you can always activate three or four rooms when using the  or  effect, respectively.*

No restriction: In this variant, you must no longer have more orange than blue rooms. (*If you want to, the first room you furnish can be a blue one.*)









The Additional Cavern

The first player to completely fill the eight spaces of their cave board with face-up rooms gets the additional cavern.

GAME END AND SCORING

The game ends after four rounds, as normal. Leave the upper part of the scoring pad **empty**. Your era II score is your final score.

					
					
	ΣI				
					
	$= \frac{1}{2}$				
	$= \frac{1}{2}$				
	ΣII				
	$\Sigma I + II$				

APPENDIX I: ACTION TILES

The following explains all action tiles in detail, in ascending order by tile number. The first twelve tiles (A01-A12) are from era I; the remaining four tiles (A13-A16) are from era II.

A01 Cultivation

Carry out any or all of these effects in any order:

- Activate 1 orange room in your cave.
- Gain (up to) 2 emmer.
- Gain 1 flax.

A02 Housework

Carry out any or all of these effects in any order:

- Pay food equal to the current number of dwarves. If you do, furnish a cavern by paying the cost printed on the chosen room tile.
- Pay **either** 5 food **or** 1 gold. If you do, furnish a cavern by paying the cost printed on the chosen room tile.

A03 Excavation

Carry out any or all of these effects in any order:

- You can **either** excavate once **or** pay 2 food to excavate twice. You **may not** first excavate once and then decide to pay 2 food to excavate a second time.
- Gain 1 stone.

A04 Undergrowth

Carry out any or all of these effects in any order:

- Activate 1 orange room in your cave.
- Gain (up to) 2 wood.

A05 Furnishing

Carry out any or all of these effects in any order:

- Gain 1 food.
- Pay food equal to the current number of dwarves. If you do, furnish a cavern by paying the cost printed on the chosen room tile.

A06 Masonry

Carry out any or all of these effects in any order:

- Activate 1 orange room in your cave.
- Gain **either** 1 wood **or** 1 stone.
- Build a wall.

A07 Undermining

Carry out **only one** (or none) of these effects:

- Activate (up to) 2 different orange rooms in your cave.
- Excavate once, even through walls.

A08 Expansion

Carry out any or all of these effects in any order:

- Excavate once.
- Pay **either** 5 food **or** 2 gold. If you do, furnish a cavern by paying the cost printed on the chosen room tile.

A09 Breach

You can remove one wall from anywhere in your cave. If you do, gain (up to) 2 stone, 3 food, and 1 gold, in any order.

A10 Drift Mining

Carry out any or all of these effects in any order:

- Activate 1 orange room in your cave.
- Excavate once.

A11 Expedition

Carry out **only one** (or none) of these effects:

- Pay **either** 5 wood **or** 5 stone to gain (up to) 4 gold. You **may not** pay a mix of wood and stone.
- Activate (up to) 3 different orange rooms in your cave.

A12 Renovation

You **may not** choose this action tile **unless** you have more gold than your opponent. If you do, carry out any or all of these effects in any order:

- Build a wall.
- Furnish a cavern at no additional cost. (You must only pay the cost printed on the chosen room tile.)

A13 Decoration

Carry out any or all of these effects in any order:

- Pay **either** 5 food **or** 1 gold. If you do, furnish a cavern by paying the cost printed on the chosen room tile.
- Carry out the effect preprinted on the action board extension, below this action tile.

A14 Arms Trade

Carry out any or all of these effects in any order:

- Pay 3 gold. If you do, gain (up to) 4 weapons and **either** 1 donkey **or** 1 wood, in any order.
- Carry out the effect preprinted on the action board extension, below this action tile.

A15 Interior Design

Carry out any or all of these effects in any order:

- Excavate once.
- Build a wall.
- Carry out the effect preprinted on the action board extension, below this action tile.

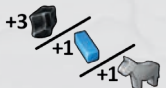
A16 Weekly Market

Carry out any or all of these effects in any order:

- Activate (up to) 2 different orange rooms in your cave. Even though you can activate 2 rooms, this effect is considered a **1** effect, i.e., it interacts with Wood Storeroom (era I, #23) and Breeding Cave (era II, #45), but not with Equipment Room (era I, #22). Of course, it also interacts with Iron Trader (era II, #43).
- Pay **either** 3 donkeys **or** 2 gold to gain (up to) 6 food.
- Carry out the effect preprinted on the action board extension, below this action tile.

APPENDIX II: BONUS EFFECTS (ERA II)

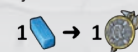
The following explains the bonus effects printed on the action board extension, from left to right. You can carry out these effects in addition to the effects printed on the action tile above them.



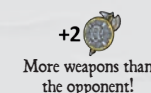
Carry out only one (or none) of these effects:

- **Either** gain (up to) 3 ore
- **or** gain 1 iron
- **or** gain 1 donkey.

any number of times:



Pay any number of iron to gain an equal number of weapons.



Carry out only one (or none) of these effects:

- **Either** pay 1 ore to gain 1 iron
- **or** pay 3 ore to gain 2 iron
- **or** pay 5 ore to gain 3 iron
- **or** pay 7 ore to gain 4 iron.

You **may not** choose this space **unless** you have more weapons than your opponent. If you do, gain (up to) 2 weapons. The restriction applies to both the bonus effect and the action tile above it.

APPENDIX III: ROOM TILES

The following explains all rooms in detail, in ascending order by tile number, including the preprinted Cave Entrance. The first 25 rooms (00-24) are from era I; the remaining 21 rooms (25-45) are from era II. The information in parentheses denotes the cost, the wall requirements, and the point value (*VP* = *victory points*).

00 Cave Entrance

(preprinted; 0 VP)

When activated, gain either 1 wood or 1 stone or 1 emmer or 1 flax.

01 Shelf

(1 wood; 1 wall; 3 VP)

When activated, set either wood or stone or emmer or flax to 2. This effect does not apply to any other good, especially not the era II goods.

02 Spinning Wheel

(1 wood; 1 wall; 4 VP)

When activated, carry out only one of these effects:

- Either pay 1 flax to gain 1 gold
- or pay 3 flax to gain 2 gold.

03 Tunnel

(1 wood; 2 opposing walls; 3 VP)

When activated, carry out any or all of these effects in any order:

- Gain (up to) 2 food.
- If you have less than 3 stone, gain 1 stone.

04 Grindstone

(1 stone; 1-2 adjacent walls; 4 VP)

When activated, carry out only one of these effects:

- Either pay 1 emmer to gain (up to) 3 food.
- or pay 4 emmer to gain (up to) 7 food.

05 Food Corner

(1 stone; 2 adjacent walls; 3 VP)

When activated, set food to 3.

06 Parlor

(1 stone, 1 gold; 3 walls; 6 VP)

When activated, gain 1 good of each type of which you have 0 goods, in any order. In era II, this effect also includes donkey, ore, iron, and weapon.

07 Warehouse

(2 wood; 1-3 adjacent walls; 2 VP)

When activated, pay 2 food. If you do, gain (up to) 1 wood, 1 stone, 1 emmer, and 1 flax, in any order.

08 Stall

(1 wood, 1 gold; 1-3 adjacent walls; 6 VP)

When activated, pay either 5 emmer or 5 flax to gain (up to) 4 gold. You may not pay a mix of emmer and flax.

09 Sacrificial Altar

(4 stone; 1-3 adjacent walls; 7 VP)

When activated, pay 1 wood, 1 emmer, 1 flax, and 1 food to gain (up to) 3 gold.

10 Storeroom

(2 wood, 1 gold; 2 adjacent walls; 6 VP)

When activated, gain (up to) 1 emmer, 1 flax, and 1 food, in any order.

11 Weaving Room

(2 wood; 2 adjacent walls; 5 VP)

When activated, pay 2 flax. If you do, gain (up to) 2 food and 2 gold, in any order.

12 Furniture Workshop

(1 wood, 2 stone; 2-3 adjacent walls; 5 VP)

When activated, pay 2 wood and 1 flax to gain (up to) 3 gold.

13 Gold Vein

(5 gold; 2-3 adjacent walls; 9 VP)

When activated, gain (up to) 1 stone and 1 gold, in any order. With 9 VP, this is the fourth most valuable room in era I.

14 Junction Room

(2 wood; 2 opposing walls; 6 VP)

When activated, pay 3 different goods to gain (up to) 2 gold. In era II, this effect also includes donkey, ore, iron, and weapon.

15 Digging Cave

(3 wood, 1 stone; 3 walls; 8 VP)

When activated, pay 1 gold to excavate once (on either cave board).

16 Bakehouse

(1 wood, 2 stone; 3 walls; 6 VP)

When activated, carry out only one of these effects:

- Either pay 2 emmer to gain (up to) 4 food and 1 gold, in any order,
- or pay 3 emmer to gain (up to) 4 food and 2 gold, in any order.

17 State Room

(7 gold; 3-4 walls; 12 VP)

When activated, gain (up to) 1 flax and 1 gold, in any order. With 12 VP, this is the most valuable room in era I.

18 Secret Chamber

(2 wood, 1 stone; 4 walls; 8 VP)

When activated, gain either (up to) 3 flax or 1 gold.

19 Treasury

(3 gold; 4 walls; 10 VP)

When activated, if you have (at least) 3 gold, gain (up to) 1 food and 1 gold, in any order. With 10 VP, this is the third most valuable room in era I.

20 Prospecting Site

(no cost; 1-2 adjacent walls; 5 VP)

Each time you use the “Undergrowth” action tile, before or after any of its effects, but only once per turn, you can pay 1 food to gain 1 gold.

21 Retting Room

(1 stone; 1-3 adjacent walls; 3 VP)

Each time after you gain 1-3 flax from an effect, you get 1 food. If you gain flax from multiple effects, you get the food once per effect. In era II, it does not matter whether you gain flax from an era I or era II effect—you get the food either way.

22 Equipment Room

(2 wood; 1-2 adjacent walls; 3 VP)

Each time you use the **2** effect (on *Undermining*), you can activate (up to) 3 different orange rooms. Each time you use the **3** effect (on *Expedition*), you can activate (up to) 4 different orange rooms. In era II, this effect does not include the Weekly Market effect.

23 Wood Storeroom

(1 stone; 2 adjacent walls; 2 VP)

Each time you use a **1** effect, also gain 1 wood, if possible. You can gain the wood before or after activating a room. In era II, this also includes the **1** **+1** effect (on *Weekly Market*), but only once.

24 Dungeon

(3 stone, 4 gold; 4 walls; 11 VP)

Each time you build a wall (on either cave board), also gain (up to) 2 gold. You can gain the gold before or after placing the wall. With 11 VP, this is the second most valuable room in era I.

25 Cattle Market

(1 wood; 0-1 walls; 4 VP)

When activated, carry out only one of these effects:

- Either gain 1 donkey (at no cost)
- or pay 1 gold to gain 2 donkeys
- or pay 2 gold to gain 3 donkeys.

26 Ore Vein

(no cost; 0-3 walls; 2 VP)

When activated, gain (up to) 3 ore and 2 food, in any order. The up to three walls required by this room can be in any configuration, e.g., two opposing walls.

27 Bloomery

(2 stone, 1 gold; 1-2 adjacent walls; 5 VP)

When activated, pay 2 ore. If you do, gain (up to) 3 iron and 1 gold, in any order.

28 Store

(1 stone; 1-3 adjacent walls; 5 VP)

When activated, pay 1 gold. If you do, gain (up to) 4 food, 1 ore, and 1 flax, in any order.

29 Cave Silo

(2 iron; 0-3 walls; 5 VP)

When activated, gain (up to) 4 emmer. The up to three walls required by this room can be in any configuration, e.g., two opposing walls.

30 Box

(1 wood, 1 emmer; 2 adjacent walls; 6 VP)

When activated, gain (up to) 1 wood, 1 flax, and 1 donkey, in any order.

31 Mining Cave

(1 wood; 0-3 walls; 5 VP)

When activated, gain (up to) 5 ore. The up to three walls required by this room can be in any configuration, e.g., two opposing walls.

32 Hitching Post

(1 wood; 1-2 adjacent walls; 5 VP)

When activated, carry out only one of these effects:

- Either pay 3 donkeys to gain (up to) 2 gold
- or pay 4 donkeys to gain 3 gold
- or pay 5 donkeys to gain 4 gold.

33 Wainwright

(2 stone, 2 gold; 1-2 adjacent walls; 10 VP)

When activated, pay 3 wood and 1 iron to gain (up to) 5 gold.

34 Ceremonial Hall

(2 weapons, 8 gold; 1-2 adjacent walls; 14 VP)

When activated, gain (up to) 2 gold. With 14 VP, this is the most valuable room in era II.

35 Ironsmith

(3 stone; 2-3 adjacent walls; 7 VP)

When activated, pay 2 iron. If you do, gain (up to) 1 weapon and 3 gold, in any order.

36 Swordsmith

(1 stone, 2 gold; 3 walls; 10 VP)

When activated, carry out only one of these effects:

- Either pay 1 ore to gain 1 weapon
- or pay 4 ore to gain 2 weapons
- or pay 7 ore to gain 3 weapons.

37 Slaughtering Cave

(1 wood, 1 stone; 3 walls; 7 VP)

When activated, pay 1 donkey. If you do, gain (up to) 5 food and 1 gold, in any order.

38 Weaponsmith

(1 wood, 3 gold; 2-3 adjacent walls; 11 VP)

When activated, pay 1 wood and 1 iron to gain (up to) 2 weapons.

39 Weapon Chamber

(4 weapons; 4 walls; 12 VP)

When activated, gain 1 weapon.

40 Armory

(3 iron, 2 weapons; 3-4 walls; 13 VP)

No effect. (The purpose of the depicted helmet is to fill the empty space.) With 13 VP, this is the second most valuable room in era II.

41 Oubliette

(4 iron; 4 walls; 9 VP)

When activated, carry out only one of these effects:

- Either pay 1 food to gain 1 weapon
- or pay 3 food to gain 2 weapons
- or pay 6 food to gain 3 weapons.

42 Gold-Donkey

(2 wood, 2 stone; 4 walls; 6 VP)

When activated, gain (up to) 1 gold for every second donkey you have, rounded down. (This is not an exchange—keep the donkeys.)

43 Iron Trader

(2 wood, 1 gold; 1-2 adjacent walls; 8 VP)

Each time you use the **1** **+1** effect (on *Weekly Market*) or the **2** effect (on *Undermining*), also gain 1 iron, if possible. You can gain the iron before or after activating the rooms. This effect is not triggered by a plain **1** effect.

44 Equipment Cabinet

(1 iron; 1-2 adjacent walls; 5 VP)

Each time you use an effect to excavate, also gain (up to) 1 ore and 1 food. Even if you excavate twice via *Excavation*, you only get at most 1 ore and 1 food. If you excavate two times via different effects (e.g., *Drift Mining* and *Digging Cave*), you get the goods both times.

45 Breeding Cave

(2 emmer; 2-3 adjacent walls; 6 VP)

Each time you use the **1** effect, also gain 1 donkey, if possible. You can gain the donkey before or after activating a room. This also includes the **1** **+1** effect, but only once.