

The Dwarf King

Game Rules



Shuffle the cards and break out your steins: the Dwarf King has challenged humans and goblins to an intense tournament!

Champions challenge each other around the game table.

Who will win the best trick? Watch out for quests that will wreak havoc on your strategy! The King's court is bustling. Sooner or later, jokers, wizards, dragons, and even mummies will join the festivities too!

The Dwarf King is a trick-taking card game inspired by all the variants of *Hearts*, which plays over 7 deals. Each deal adds a special scoring rule called a Quest. The player with the highest score after 7 deals wins the game and becomes the new Dwarf King.

Game Elements

• 55 cards

- **39 Court cards:** These cards come in three colors, each with values from 2 to 10 then a Jack, Queen, King, and Ace. The weakest Court card is 2 and the strongest is the Ace. These cards are used for all deals.
- **14 Special cards:** These are the 1 and the two 11s in each of the three colors, along with 5 Magic cards. The latter have a gold star on them. Only one of these 14 cards is used in each deal. They all have a triangle at the top of the card.

• 2 Player Aid cards

These cards remind and clarify certain rules.

• 20 Quest tiles

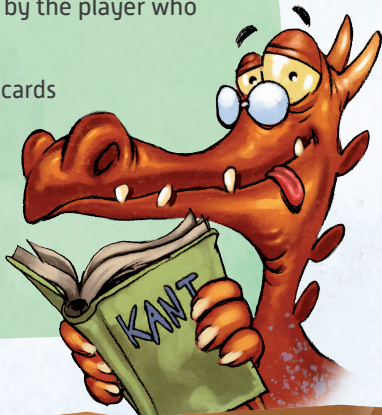
Each of these tiles is unique. Only one is used in each deal. They describe how to gain victory points (👑).

- Vocabulary -

A **trick** includes all cards played and taken by the player who plays the highest card in a turn.

A **deal** includes all the tricks played with the cards dealt to the players. The cards dealt to a player form that **player's hand**.

The **Quest** is the active rule for a hand, which describes how to gain or lose 👑.



⚡ Setup ⚡

1 Separate the cards into two decks:

- A deck of Court cards
- A deck of Special cards

Shuffle the decks separately and set them aside, face down. Place the Player Aid cards where players can reach them.

In a three-player game, leave the **2** in the box before shuffling.

2 Take 7 random Quest tiles and place them in a stack off to the side. It does not matter which side is face up. Leave the 13 remaining tiles in the box.

For your first game, we suggest not using the more complex tiles [with a ★ symbol].

Player 2's won tricks



Draw deck



Active Quest



Player 3's won tricks



Player 2's hand



Player 3's hand



Player 1's hand



Example of a game in progress

Player 1's won tricks



▶ Gameplay Overview ▶

A game of *The Dwarf King* plays over **7 deals**.

- Deal Overview -

Each deal is split into three phases:

- 1 Deal cards and choose Quest
- 2 Play tricks
- 3 Add scores

- 1 Deal cards and choose Quest

- Deal cards -

The first dealer is the owner of the game. After the first deal, the dealer is whoever won the **5** in the previous deal.

The dealer draws the top card from the Special card deck. They read the text out loud and make sure everyone understands the effect. **Then they shuffle that card with the 39 Court cards** (38 cards with three players) and deal all of these cards **one by one to the players**. Players are allowed to look at their hands.




- Choose Quest -

The player with the **5** in their hand reveals it, then returns it to their hand.



They draw the top tile from the stack of Quest tiles, read the text on both sides, and then choose one side. **They place the tile face up in the middle of the table** and explain the scoring rule to everyone.





Gaining and losing  shown on the Quest tiles is always **affected by the cards or tricks players win during the deal, never by cards in the players' hands.**


Depending on the Quest, players will need to win certain types of cards or tricks—or the opposite and avoid winning them.

Examples :

The Three Quarters tile, " +4  per 3 and 4 ", means that, at the end of the deal, each player will gain 4  for each card of value 3 or 4 among the cards they won. Therefore, each player will try to win cards with these values.

The Sacrifice the Rearguard tile [-2  for each of the last four tricks] means that each player will lose 2  each time they win one of the four final tricks of the deal. The tricks before those do not lose any points.

For most Quests, points are gained during **Phase 3. Add Scores.**

: When you see this symbol on a tile or card, **it means it may be easier to keep track of scores during the deal.**

▶ Gameplay Overview ▶

2 Play tricks

The player with the **5** in their hand reveals it, then returns it to their hand. **They lead the first trick** by playing any card from their hand to the middle of the table, face up.

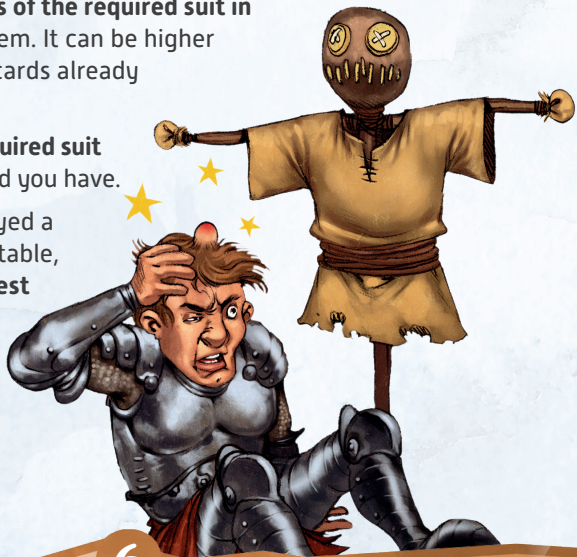
The color of the first card played becomes the required suit for that trick. Going clockwise, each player must play one card from their hand.

On your turn, you must follow suit, meaning you must play a card of the required suit if possible. You do not have to play a card with a higher value.

If you have multiple cards of the required suit in your hand, play one of them. It can be higher or lower than any of the cards already played.

If you do not have the required suit in your hand, play any card you have.

After all players have played a card in the middle of the table, **whoever played the highest card in the required suit wins the trick**.



The winning player takes all the cards played during this trick and makes a face down pile in front of them. Separate the different piles in front of you to make it easier for **Phase 3. Add Scores**. You can only look at the cards from the most recent trick you won.

The player who won the trick leads the next trick by playing any card from their hand. If no one has cards left in their hand, that deal is over.



Example of a trick:

The Quest penalizes players for winning red cards. You lead the trick with a **6**. The player to your left has no red cards in their hand, so they play a **8**. The next player has red cards, but decides to play the Special the Puppeteer Special card. The text on this card makes this a valid move, so their card becomes slightly higher than the **8**. The final player plays a **3**.

Your card is the highest in the required suit, so you win this trick and will lose 2 .





Gameplay Overview










3 Add scores

Once the final trick of the deal is over, **determine how many points each player gained or lost during the deal**. To do this, follow the Quest's scoring rule and look at the cards in the tricks each player has won.

No matter how they are used during the deal, **Magic cards have no color or value once a player wins them**. They do not affect players' scores.

Put the Quest tile and Special card used in this deal back in the box.

Example: : The Quest for this deal causes players to gain 3  per **K** and lose 3  per **Q**. Out of the 5 tricks you won, the only cards that affect points for this deal are 2 **K**, 1 **Q**, and the Flag Bearer . The Quest makes you gain 3  [2x3]. However, the text on  means you gain an extra 3 , for a total of 6 .



End of the Game



After 7 deals, **the player with the highest score wins the game**. If Quests were chosen that caused players to lose points, the winner could have a negative score. In case of a tie, play another deal (or several) until there is only a single winner.

Credits

Designer: Bruno Faidutti · **Illustrator:** Christophe Swal

Project Manager and Editor: Xavier Taverne

Graphic Design: Vincent Mougenot

Development, Design, & Packaging: Origames

Translator: Danni Loe

Proofreader: William Niebling

