

DWARVEN SMITHY



Rules Errata

June 2018 - v1

DWARVEN SMITHY

This document contains errata and rule clarifications in the original Dwarven Smithy rulebook. If this document does not contain the answers you are looking for, please direct your questions to flatworksgaming@gmail.com.

Page 2 – Game Setup - Starter Game

Search through the Guild card stack and remove the 35 full game cards and put them back in the box. The remaining core game and starter game Guild cards are placed together to form the Guild deck.

Page 4 - 1. Refine Phase

A player's turn starts by refining (turn 180 degrees) all unrefined Metal and Gem Resource cards currently in the player's Workshop. After a card is refined, the card's refined title will be at the top of the card, the refined Resource icon at the top left corner, and the refined card's Buy and Sell values at the top right. A card's current Buy and Sell values are always in relation to the seller's viewpoint and these values change when a card is refined. Resource cards are only refined in a player's workshop

Page 5 - Complete Phase – Tool

1. Use the Tool card by placing the card in the Tool area. Once used, a Tool card cannot be removed, replaced, or sold.

Page 5 – Apprentice

Special Action – Fire an Apprentice: If a player already has two cards in their Apprentice area, exchange one card from the Apprentice area with the newly completed Apprentice card in the Workshop, and then discard the used Resource cards. Players cannot take this Action if the result of exchanging a card causes the player to exceed any new Market area or hand size limits. If the player cannot take this Action, then immediately reshuffle the completed Apprentice card and used Resource cards back into their draw decks.

Page 5 – King's Item

To complete a King's Item, keep the Resource cards and the face-down Guild card together, and then move all cards into the player's Market under the King's Item card. A completed King's Item card and the used Resource cards remain in the Market until the end of the game. A completed King's Item can never be tilted, moved, sold or purchased.

Special Action - Exchange: If a player already has four cards in their Market area, exchange a card from the player's Market into the Workshop. Place the completed King's Item and its resources into the Market. Players cannot discard or sell cards from their Market during this Action.

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Page 6 – TILT CARDS PLACED IN A MARKET

When any card is played, moved, swapped, or purchased, and then placed into a player's Market, the card is **tilted** (45 degrees). **Tilting** is a visual reminder the card cannot be sold or discarded during the player's turn but the card can be moved or swapped. Cards are only **tilted** in the Market, not the Workshop, and all **tilted** cards are straightened at the end of the player's turn.

Page 6 – 4. Sell a Resource card to the Warehouse

The player can sell to the bank, any non-tilted Resource card in their Market to the Warehouse for the card's top right Sell value.

Place the sold card on top of the current stack of cards in the Warehouse. Spread out cards in the Warehouse so players can see the resource icon, the card's title and the highest Buy value of each card.

Page 7 - Buy a card from another Market

The player can purchase any face-up card from another player's Market. The player pays the card's top right Buy value, from the seller's viewpoint, in coins to the Seller. A card purchased from another player's Market must be placed into either the purchasing player's Market or Workshop, and not into the player's hand. For the purchasing player, a refined Resource card stays refined and an unrefined Resource card stays unrefined.

- **Apprentices, Tools or Items** – Place the card face-up on top of the stack of the Resource cards.
- **King's Items** – Place the card face-down on top of stack of the Resource cards.

Page 7 - 6. Craft or Train a Guild card

Using refined Resource cards already in your Workshop, stack the cards needed to craft or train a Guild card together, then place the Guild card on top of the stack of Resource cards. The Guild card can come from your hand, from your Workshop or from your Market.

Page 7 - SCORING & WINNING THE GAME

Once all players finish their last turn, the game is over. All cards remain on the table until removed in the steps below. Perform the following sequence of steps to determine a winner:

3. One at a time, each player sells to the bank all Resource cards (not under King's Items) in their Market for the card's Buy value, and then discards the card(s).

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