

TRÖK

IT IS A TRADITIONAL GAME PLAYED FOR MILLENNIA IN ALL THE TAVERNS
ACROSS THE KINGDOM OF NIDAVELLIR.

THE GREED OF DWARVES BEING AS HIGH AS THEIR BRAVERY, THE GOAL OF THIS GAME
IS TO BECOME THE RICHEST, AS YOU MAY HAVE ALREADY GUESSED.

Your objective is simple: exchange your equipment cleverly to collect upgrades and legendary coins to claim victory:

- EITHER by collecting 50 Aare at the end of a turn,
- OR by revealing the perfect combination, meaning all the different equipment and an Arcane stone.

Game components

A. 58 Equipment cards, including:

- 11 pickaxes (value 1)
- 10 rations (value 2)
- 9 pairs of gloves (value 3)
- 8 lanterns (value 4)
- 7 armours (value 5)
- 6 helmets (value 6)
- 5 hammers (value 7)
- 2 Arcane stones (wild card)



A



B



C

B. 27 Upgrade cards

C. 1 Market mat

D. 1 Trade Master token

E. 25 "1" Aare coins, 15 "5" Aare coins
and 15 "10" Aare coins

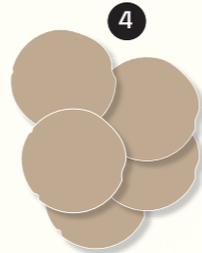


D



E

Game setup



1. Place the Market mat at the centre of the table.
2. Shuffle carefully the 58 Equipment cards. Make a deck of cards that you place, face down, on the matching spot of the Market mat. Then reveal the first 3 cards.
3. Shuffle carefully the 27 Upgrade cards. Make a deck of cards that you place, face down, on the matching spot of the Market mat. Then make a row of 7 cards, face up, above the mat.
4. Place the supply of coins next to the mat.
5. Place the Trade Master token on the other side of the mat.

Playing the game

We advise you to keep your Aare face down in front of you.
You may make change from the supply at any time.

A game is played in several game turns, each of which is divided into 4 steps:



1. SUPPLY

Deal 5 Equipment cards, face down, to each player (it is recommended to deal them one by one).

Then place, face up, one Equipment card in front of each mine owned by each player. Take the 5 Equipment cards that were dealt to you, plus the cards you obtained thanks to your mines and the cards stored in your carts (concepts explained on page 8).



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Note:

- **For the first turn**, you all only have 5 cards, and this will remain this way as long as no one has a mine or a cart.
- **Throughout the game**: as soon as the Equipment deck is empty, shuffle, face down, the previously discarded Equipment cards to make a new deck.

2. TRÖK

Each player selects 3 cards from those in their hands. Then, these are placed, face down, in front of them.

Once all players have selected their cards, these are revealed. Each player sums up the value of their cards to be traded (**each Arcane stone has a value of 10 points**).

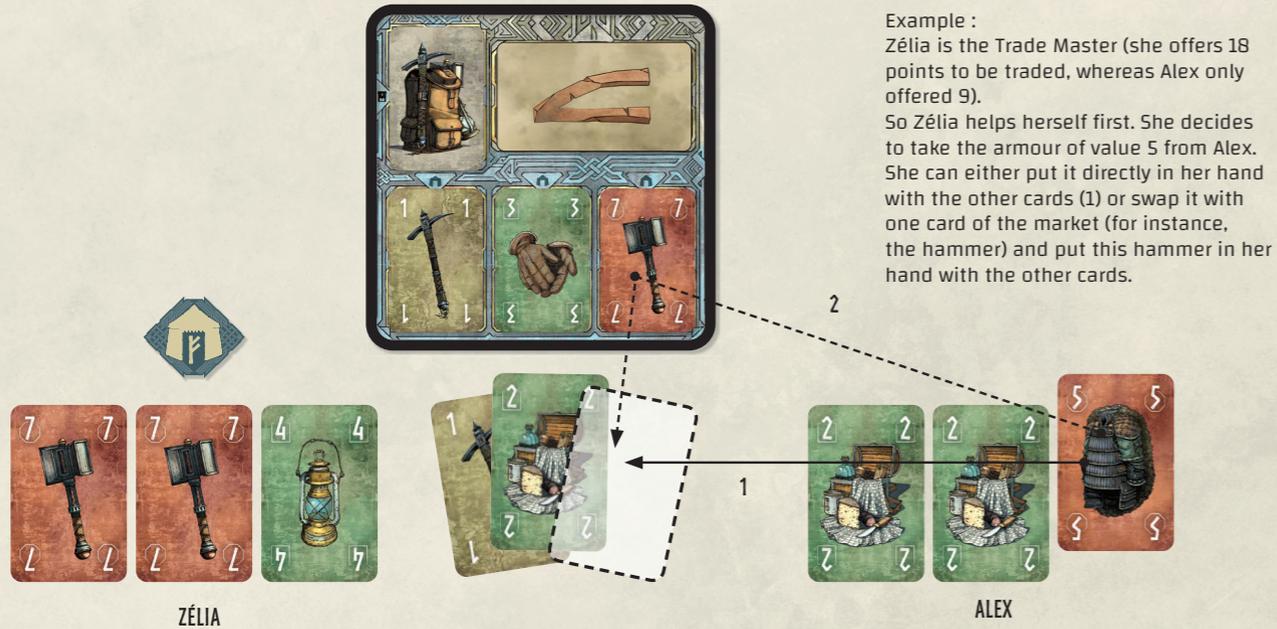
The player with the highest value becomes the Trade Master and takes the matching token, placing it in front of them.

In the event of a tie, the former Trade Master chooses who becomes the new Trade Master. They cannot keep it for themselves.

In the event of a tie on the first turn, the youngest player becomes the Trade Master.

It is the Trade Master that starts the trades:

- > They pick a card available for trade in front of another player.
- > They can then choose between:
 - EITHER putting the card in their hand,
 - OR swapping the card with any one card in the market. They then put this market card in their hand.

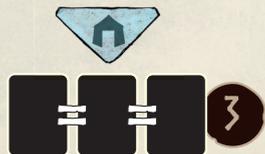


Example :
 Zélia is the Trade Master (she offers 18 points to be traded, whereas Alex only offered 9).
 So Zélia helps herself first. She decides to take the armour of value 5 from Alex. She can either put it directly in her hand with the other cards (1) or swap it with one card of the market (for instance, the hammer) and put this hammer in her hand with the other cards. (2)

Then it is the turn of the player who just got a card picked from their cards to pick a card displayed in front of any other player. They can put it in their hand or swap it with a card from the market... and so on until all the cards to be traded have been taken.

THROUGHOUT THE TRADES:

- When a player swaps a card from the market, so that the 3 cards in the Market are the same, then:
 - these cards are discarded and replaced with the first 3 cards from the deck,
 - that player gains 3 Aare.



AT THE END OF THE TRADES, two cases are possible:

- THE LAST CARD WAS TAKEN FROM THE TRADE MASTER:**
 The trades were fair, nothing special happens, move on to the Combination phase.
- THE LAST CARD WAS TAKEN FROM ANOTHER PLAYER THAN THE TRADE MASTER:**
 In this case, that player has been shortchanged and lacks one card, whereas the Trade Master has one additional card. The Trade Master chooses a card from their hand and gives it to the shortchanged player.

Specific case:

It may happen that a player (who has been deemed a bit too dangerous as the final victory is upon the players) still has cards displayed in front of them, whereas all the other players do not have any more cards displayed. For each of these remaining cards, they can either put it back in their hand or swap it with a card from the Market before putting the new card in their hand. If this player is the Trade Master, the trade remains fair. If they are not, they lack 1 card, and the Trade Master gives them one card from their hand.

3. COMBINATION

GOLDEN RULES:

- The Arcane stones are wildcards, meaning a substitute for any equipment of your choice.
- The same Equipment card cannot be used in 2 different combinations.

One player after the other, starting with the Trade Master and then, clockwise, show your collection of cards in hand to collect some precious Aare and/or useful upgrades for the remainder of the game.

On your turn, you can do:

- ONE SINGLE combination of at least 3 identical cards (that will allow you to gain some Aare)

AND

- ONE SINGLE combination of at least 3 different cards (that will allow you to gather upgrades).



COMBINATIONS OF IDENTICAL CARDS

A combination of 3 identical cards gives you as many Aare as the value of the matching equipment. And each additional card gives you 3 Aare, regardless of the value being combined.

The Equipment cards used this way are discarded face up next to the Market mat.





COMBINATIONS OF ALL DIFFERENT CARDS

A combination of at least 3 all different cards (no need for the numbers to be in a sequence) allows the player to collect a precious Upgrade card amongst the ones still available above the Market mat.

Choose one of the first X cards of the row, X being the number of different cards in your combination!

Your choice is all the wider as the number of different cards will be great!

The chosen Upgrade card is placed face up in front of you. **Its effect is to be applied immediately until the end of the game.**

The Upgrade cards remaining are slid towards the left to fill the empty slots and will not be replaced immediately. The next players will, therefore, have fewer choices available!
The Equipment cards used this way are discarded face up next to the Market mat.



With 5 different cards, it is possible to choose among the first 5 Upgrade cards from the row.

4. END OF TURN

At the end of this phase:

- Discard ALL the unused cards (unless you have carts).
- Activate all the End-of-turn effects from your dwarves and facilities.

Refill the row of Upgrades so that there are 7 cards available.

Note: If there are not enough Upgrade cards to complete the row up to 7 cards, or if the deck is empty, play with fewer than 7 cards in the row.

A new turn can then start.

End of the game

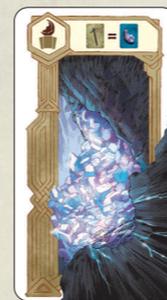
The game ends at the end of a turn if:

- After the turn of each player, one of them has 50 Aare or more.
If several players have reached or exceeded this limit, the richest wins.

- One player revealed THE perfect combination of 8 cards: one equipment of each type and one Arcane stone.
This player automatically wins the game, regardless of the fortune of the other players.



Note: if several players reveal the perfect combination in the same turn, the richest among them wins.



Example of a valid perfect combination: The combination hereafter is valid for the final victory: the Armour card (value 5) is obtained thanks to the first Arcane stone, and the Glove card (value 3) is substituted by the Pickaxe (Value 1). This is possible as the player has a vein that allows them to change a Pickaxe card into an Arcane stone, thus a wildcard.

• CREDITS •



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Upgrade cards - Game aid



MINE

During the Supply phase, receive ONE additional Equipment card at the beginning of each turn. This card is placed face up in front of you, and then you can add it to your hand.



THRUD

During the TRÖK phase, each time the Market is renewed because there were 3 identical cards, you gain 2 Aare (meaning that if you triggered the change, you gain 5 Aare).



GRID

During the TRÖK phase, you add +3 to the value of your revealed cards to become the Trade Master, and at the end of each turn, you gain 1 Aare.



AEGUR

During the Combination phase, for your combinations of identical cards, each card, above the 3rd, is worth 5 Aare (instead of 3).



DAGDA

During the Combination phase, your combinations of 3 identical green cards (value 2, 3 and 4) are all worth 7 Aare. The additional cards are still worth 3 Aare.



VEIN

During the Combination phase, each Vein card you own allows you to consider ONE pickaxe as an Arcane Stone (wildcard).



KRAAL

During the Combination phase, your combinations of 3 identical red cards (value 5, 6 and 7) are all worth 10 Aare. The additional cards are still worth 3 Aare.



IDUNN

During the Combination phase, if you do a SEQUENCE of 5 cards (ex: 2-3-4-5-6), take 2 upgrades amongst the first 5 cards.



SKAA

During the Combination phase, a 3 all different cards combination allows you to take any available Upgrade Cards in the row.



MÈRE DWERG

During the End-of-turn phase, gain 1 Aare for each dwarf you have (herself included).



CART

During the End-of-turn phase, you may store ONE equipment card you should have discarded, face up. **You cannot store an Arcane Stone.**



PÈRE DWERG

During the end of turn phase, gain 1 Aare for each mine, vein and cart you have.



ZORAL

During the end of turn phase, gain 1 Aare for each Pickaxe (value 1) currently in the Market.



ASTRID

During the end of turn phase, gain 2 Aare for each green card (value 2, 3 and 4) currently in the Market.



YLUD

During the end of turn phase, gain 3 Aare for each red card (value 5, 6 and 7) currently in the Market.