

SILBER ZWERG (SILVER DWARF)

A game by Gerd Deininger and Andreas Michaelis

A game for 2 to 4 players
Ages 10 and up

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Contents:

- **Game board**
- **4 shields**
- **4 action tables**
- **1 start player figure**
- **34 job cards**
- **84 glass gems in four colours**
- **16 miner dwarves (wooden cubes)**
- **4 bags**
- **8 leaders**
- **8 marking stones**

Object of the Game:

The players try through mining gems, filling of jobs and the manipulations of the shadow-dwarf, to earn the most silver dollars. The miner dwarves are sent into the tunnels, while the leaders try to help their owners or interfere with other players.

Set-up

Before your first game, separate the action tables and shields from the cardboard sheets. Bend the shields carefully. Now apply the labels to the 8 leaders. Apply a shadow-dwarf sticker to one side of each of the big wooden disks. Then apply a silver-dwarf sticker to the other sides of the same disks.

Place the board on the table. Sort the gems by colour on the four tunnel entrances. Use one gem of each colour as marking stones for the price board. The job cards are mixed and stacked facedown.

Each player receives:

1 shield, 1 action table, 1 bag, 2 leaders, 4 miner dwarves and 2 marking stones of the same colour. One marking stone is for the scoring track; the other is for the hundreds — place these in the middle of the board.

Each player begins with 50 silver dollars. These are marked on the scoring track with one of the two marking stones.

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Take one gem of each colour and put them in a bag. Each player draws a stone until all stones have been taken. Whoever receives the yellow stone becomes the start player and gets the start-player figure. Everyone can keep his first gem as starting capital and put it into his bag.

Beginning with the start player, each player receives a job card and puts it in the square space matching the colour of his dwarves. Position the job card so that the yellow number in one corner lines up with the arrow. Next, two job cards are put face-up on the intended spaces in the middle of the board, again lining up the yellow numbers with the arrows.

Play

Silver Dwarf is played in several rounds. These rounds consist of 11 phases, performed in the following order.

1- Dwarves Start

1.1 The action table

The action table is divided into 6 columns, in which a player can place different dwarves. There are 3 rows, one for each type of dwarf. Only shadow-dwarves can be put in the top row, only silver-dwarves in the middle, and only miner dwarves in the lower. Shadow-dwarves and silver-dwarves cannot occupy the same space, but miner dwarves can.

When a space is occupied by a dwarf, that dwarf executes the instructions on the space in the corresponding phase. After each player has set up his shield, he can post his six dwarves on the action table secretly.

1.2 The miner dwarves

The four miner dwarves are placed on the tunnel spaces in the lowest row in order to dig for gems. Every dwarf digs 1 gem of the tunnel spaces' corresponding colour (unless that miner dwarf was previously removed by a shadow-dwarf, or the reserve of the desired-colour gem is empty at the moment).

1.3 The shadow-dwarves and silver-dwarves

The leaders (big wooden disks) have different sides, silver- and shadow-dwarf. Depending on which side is used, they are put on different spaces of the action table. The players decide each round where to place their leaders: either 2 silver-dwarves, or 2 shadow-dwarves, or 1 silver-dwarf and 1 shadow-dwarf.

2- Remove Shields

Once all players have placed their dwarves, the shields are removed simultaneously so that everyone can see where each player has put his figures.

3- Adjust Gem Prices

After the shields are removed, the start player counts the miner dwarves of all players in each tunnel and uses these values to mark the gem prices on the price board. He puts the matching-colour stone on the line that shows the total number of dwarves in each tunnel. The price of the gems for this round is directly beside each stone, in the right column of the board. The prices apply for one round only.

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4- Actions of the Shadow-Dwarves

Beginning with the start player and going clockwise, the actions of each player's shadow-dwarves are carried out. Players who have appointed no shadow-dwarves are simply skipped. Whoever has placed both shadow-dwarves simultaneously executes both actions before the next player goes.

The shadow-dwarves have two possibilities on all fields on which they stand:

4.1 In the "tunnel" columns

Either he removes up to 2 dwarves from opponents whose dwarves occupy the same colour tunnel, no matter whether they are miner, silver or shadow-dwarves; or

He takes 1 gem of the relevant colour from the general reserve.

4.2 In the "jobs" column

He turns his own or a public job card one step higher, so that the next-highest value now lines up with the arrow; or

He turns an opponent's or a public job card one step lower, so that the next lowest value now lines up with the arrow. If the job is already at its lowest value, the card is removed from the board. If it was an opponent's job, the opponent must pay the penalty listed and adjust his stone(s) on the scoring track.

4.3 In the "gems" column

He can immediately trade any 2 gems from his bag for any 2 from the reserve; or

He can take 2 gems from the bag(s) of his opponent(s), without looking first.

In this case, the shadow-dwarf-player chooses whether to take two stones from one player or one stone from each of two players.

5- Distribute Gems

Now each player receives 1 gem for each miner dwarf in the tunnels according to the colours chosen. If a gem's reserve is depleted, the player receives no stones.

6- Actions of the Silver-Dwarves

As with the actions of the shadow-dwarves, the start-player begins and play moves clockwise. Everyone executes all actions of his own silver-dwarves first, before the next player goes.

6.1 In the "tunnel" columns

Silver-dwarves who are still in tunnels can buy gems of the corresponding colour from the reserve. Pay the price indicated on the price board. A player can buy as many stones as he likes, provided he can afford them and they are available. However, he can have no more than 12 stones in the bag at the end of each round.

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6.2 In the “jobs” column

A silver-dwarf on this space can fill 1 job —either the player’s own or one of the two public jobs. The player must have the job’s indicated combination of 8 gems, which he returns to the reserves on the board. The current job value, marked on the corner with the arrow, is credited to the player on the scoring track.

If the job card has a symbol below the penalty amount, the player is allowed to keep the card until he executes its special function. Then he hands over the job. The card is removed from the game.

6.3 In the “gems” column

Here the player is allowed to sell any number of gems from his bag at the current value shown on the price board. The stones go back into the reserve on the board. In this way, good profits can be achieved.

7- Devalue Jobs

After all actions of the dwarves are finished, the jobs remaining on the board are turned so that their next-lowest values line up with the arrows.

8- Pay Penalties

Any job that was already at its smallest value is taken out of the game.

If it was a public job, nothing further happens.

If it was a player’s job, however, that player must now pay the printed penalty. His marking stones are adjusted accordingly on the scoring track.

9- Distribute New Jobs

If any job fields are empty, new jobs must be put there. Beginning with the start player’s field and going clockwise, place a new job card from the facedown stack in each empty field. The public jobs are filled last.

10- Hand Over Gems

At this point in the round, each player can only have 12 gems in his bag. Whoever possesses more hands over all surplus gems to the reserve. Each player chooses which of his gems to return.

11- Pass the Start Player Figure

Now the start player passes the start-player figure to the neighbour on his left, who becomes the new start player. The new round begins with the first step again.

Special Functions of the Job Cards

When a player turns in 3 job cards with the same symbol (axe, pick or hammer), he receives a bonus of 40 silver dollars.

Whoever turns in a job card with the “+5/-5” symbol receives 5 extra silver dollars and can subtract 5 silver dollars from any player’s score.

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Whoever turns in a job card with the symbol of a crossed-out shadow-dwarf can cancel one action of any shadow-dwarf.

Whoever turns in a job card with the “-3” symbol can reduce the price of any colour gem by 3.

Public Jobs

If an empty public-job field cannot be filled because the stack of job cards is exhausted, then all jobs, including those on players' fields, immediately become public.

Debt

All players start with 50 silver dollars. If a player, through payment of a penalty, would have less than 0 dollars, his marking stone is put on the 0 space of the scoring track. All further debts are forgiven.

End of Game

The game ends in 2 ways:

a) If a player reaches 600 on the scoring track, the game ends immediately and that player is the winner.

b) If the last job card is removed from the game, the current round is completed. The player who has the most silver dollars wins.

Silver Dwarf for Two Players

The game, with the following alterations, is the same as the 4-player version.

Set-up

Everyone gets two complete sets of figures: 8 miner dwarves and 4 leaders, but still only 1 shield, 1 action table, 1 bag and 2 marking stones of same colour for the scoring track. Both players have two job fields on the board, matching their game-figures' colours.

Dwarves Start

- a) No more than 4 miner dwarves can stand on 1 space.
- b) Two silver-dwarves can stand on the "jobs" space. So, one can fill 2 jobs in a round.

Actions of Silver- and Shadow-Dwarves

In phases 4 and 6, shadow-dwarves and silver-dwarves perform actions one at a time, with players alternating.

Example: Player A (the start player) has appointed 2 shadow-dwarves, while player B has appointed one. First player A executes one shadow-dwarf action, then player B follows, and then player A executes his last shadow-dwarf action.

Silver Dwarf for Three Players

Before playing, remove the following job cards from the game:

- All job cards depicting 2 blue gems, plus the following three jobs:
 - 4 blue and 4 green gems
 - 4 blue and 4 yellow gems
 - 4 blue and 4 red gems

Otherwise, the rules are the same as in the 4-player version. If everyone agrees, you can play a longer 3-player version using all job cards.

Short-Game Variant for Four Players

For a short and fast game, simply use a smaller stack of job cards. Remove the cards listed under "Silver Dwarf for 3 players".

Further Variants

by Bruno Faidutti & Greg Schloesser

- Contracts valued at 120 are reduced to 100 or removed altogether.
- Public contracts award an extra 15 silver dollars.
- All contracts are public.

Dwarf	Yellow	Red	Green	Blue	Jobs	Gems
Shadow	Remove 2 opponent Dwarves (of any kind) from the corresponding tunnel or Take corresponding gem from reserve				Increase own or public job or Decrease opponent's or public job	Trade 2 gems with reserve or Take 2 random gems from opponent(s)
Silver	Buy corresponding gem from reserve				Complete one job	Sell gems
Miner	Mine corresponding gem					

Game Phases

1. Place 6 Dwarves
2. Remove Shields
3. Adjust Gem Prices
4. Shadow Dwarf Actions
5. Distribute Gems
6. Silver Dwarf Actions
7. Devalue Jobs
8. Pay Penalties for Lost Jobs
9. Distribute New Jobs
10. Give Back Excess Gems (over 12)
11. Rotate Start Player

Set-Up

50 Silver Dollars and a random gem each. Yellow goes first.

Special Functions of Job Cards

3 jobs with same symbol (axe, pick or hammer):
40 Silver Dollars bonus.

"+5/-5" symbol:

Receive 5 extra Silver Dollars and can subtract 5 Silver Dollars from any player's score.

Crossed-out shadow-dwarf:

Cancel one action of any shadow-dwarf.

"-3" symbol:

Reduce the price of any colour gem by 3.

When public job squares cannot be refilled, all players' jobs become public.

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