

NIDAVELLIR



SERGE LAGET JEAN-MARIE MINGUEZ

2 to 5 players ♦ 45 minutes

Tour preparation

1. DWARVES ENTRANCE

* Place X cards of the current Age in each Tavern.
X = number of Elvalands.

2. BIDS

* Place your **coins** face down on each **Tavern location**.

Taverns resolution

1. BID REVELATION

* Reveal your **coin** on the corresponding **Tavern location**.

* The highest value **coin** determines the active Elvaland.

Ties are separated by the **gems**.

2. ACTIVE ELVALAND TURN

* Choose a card of the tavern being resolved.

* Recruit a **Hero** card (if conditions are met).

* Swap **coins** if you played your value 0 **coin**.

Next Elvaland turn determined by decreasing order of **coins**, or by **gems** in the event of a tie.

3. TRADING GEMS

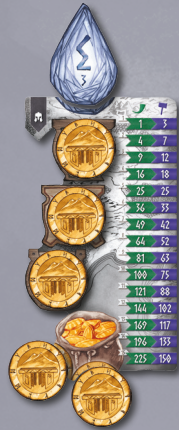
When each Elvaland has played, proceed to the trading of **gems** between the Elvalands tied for a given **coin** value.

Then proceed to the resolution of the next Tavern.

Go back to 1. BID REVELATIONS.

Next turn

When all Taverns have been resolved, pick up your **coins** and move on to the next turn.



Determine the Bravery Value of each class



WARRIORS

Their **Bravery Value** is equal to the sum of their **Bravery Points**, to which the Elvaland who gets majority in **ranks** in the **Warrior** column, add his **coin** of highest value. In case of a tie, all tied Elvalands add their highest value **coin** to their Warrior **Bravery Value**.



HUNTERS

Their **Bravery Value** is equal to the number of Hunters squared. To make counting easier, refer to the box on your individual board in front of the last rank of this column.



MINERS

Their **Bravery Value** is equal to the sum of their **Bravery Points** multiplied by the number of **ranks** in their column.



BLACKSMITHS

Their **Bravery Value** is a mathematical sequence (+3, +4, +5, +6, ...). To make counting easier, refer to the box on your individual board in front of the last rank of this column.



EXPLORERS

Their **Bravery Value** is equal to the sum of their **Bravery Points**.

Bravery Points for Blacksmiths and Hunters

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	3	7	12	18	25	33	42	52	63	75	88	102	117	133	150	168	187	207	228	250	273	297	322	348	375
	1	4	9	16	25	36	49	64	81	100	121	144	169	196	225	256	289	324	361	400	441				

Cards in play

CARDS USED FOR 2, 3, 4 PLAYER GAMES

ADDED CARDS TO 5 PLAYER GAMES

	3	4	5	6	6	7	8	9	10																
	X	X	X	X	X	X	X	X	X																
	0	0	1	1	2	2	0	1																	
	X	X	X	X	X	X	X	X	X	X	X														
	5	6	7	8	9	10	11	12																	

																						X	X		
																						X	X	X	



Neutral Heroes

DWERG THE 5 BROTHERS

Add X points to your **final Bravery Value**.
X depends on the **number of recruited brothers**:

13	40	81	108	135

Several players can embark on this strategy.

SKAA THE UNFATHOMABLE

Add 17 points to your **final Bravery Value**.

ASTRID LA FORTUNÉE

Add X points to your **final Bravery Value**.
X is the value of the largest **coin** you own.

GRID THE MERCANTILE

Add 7 points to your **final Bravery Value**.
When you recruit her, immediately add +7 to one of your **coins**.

ULINE THE SEER

It adds 9 pts to your **final Bravery Value**.
When you choose Uline, take all your unrevealed **coins** from your taverns, as well as the **coins** in your pouch.
Each turn, wait for the other Elvaland to reveal their **coins**, then choose yours and place it on the tavern being resolved.
In case of a **coin trade**, choose two **coins** from your hand to make the exchange and then take the newly acquired **coin** from your hand. You can use it on the next tavern if you wish.
In case of **coin transformation**: choose a **coin** from your hand or a **coin** from your board. The newly acquired **coin** replace the **coin** exchanged (in your hand or on your board).

YLUD THE UNPREDICTABLE

Place it in your **Command Zone**.
At the end of **Age 1**, before resolving **Distinctions**, place it in the column of your choice.
At the end of **Age 2**, you can change Ylud column before the **Bravery points** are counted.
Ylud's rank counts as a rank in the class (column) in which it is located.
It earns a number of **Bravery Points** depending on the class (column) it is in at the time the **Final Bravery Value** are counted.

THRUD THE HEADHUNTER

Place it in a column of your **army**.
Thrud can never be covered. When you need to place a card on her, take her in your hand, place the acquired card in the column in question and place Thrud in the column of your choice (the same or a different one).
Thrud counts as a rank in the class (column) in which it is located.
At the end of **Age 2**, before the final count, place it in your **Command Zone**.
It adds 13 points to your **final Bravery Value**.



Warrior Heroes

KRAAL THE VENAL

Has 2 ranks.
Add 7 and 0 points to your **Warrior Bravery Value**.

TARAH LETHAL STRIKE

Has 1 rank.
Add 14 points to your **Warrior Bravery Value**.



Hunter Heroes

ARAL EAGLE CLAWS

Has 2 ranks.

DAGDA THE EXPLOSIVE

Has 3 ranks.
Immediately place Dagda in your **Hunter** column, and immediately discard the last **Dwarf** card of your choosing from two other columns in your army. The two columns must be different.



Blacksmith Heroes

AËGUR FIST OF STEEL

Has 2 ranks.

BONFUR THE TYRANNICAL

Has 3 ranks.
Immediately place Bonfur in your **Blacksmith** column, and immediately discard the last **Dwarf** card of your choosing from another of your columns.



Miner Heroes

ZORAL THE FOREMAN

Has 3 ranks.
Adds 1, 0, and 0 Bravery Points to the sum of **Miners**.

LOKDUR GREEDY HEART

Has 1 rank.
Add 3 Bravery Points to the sum of the **Miners**.



Explorer Heroes

HOURYA THE ELUSIVE

Has 1 rank.
Add 20 points to your **Explorers Bravery Value**.
You need to have 5 ranks in the **Explorer** column in your **army** in order to recruit her.

IDUNN THE FURTIVE

Has 1 rank.
Add 7 points to your **Explorer Bravery Value** plus 2 points per present rank in this column, including her own.