Nidavellir

Gameplay

Nidavellir is played over two Ages (two decks of cards). Players compete to build armies of dwarves from five classes/colors which are evaluated for points at game end.

- When the first deck (Age I) runs out, players are awarded Distinction cards for having the most rank for each class of dwarves. Rank is given by the total number of banner flags in upper right of cards in a given class column.
- When the second deck (Age II) runs out, players total up victory points from the value of their five coins at game end, any bonuses and the total value of each class of dwarves:
    - Blue/Explorers: sum of values in rank banners.
    - Brown/Warriors: sum of values in rank banners but the player (or tied players) with the most rank in this class also add the value of their highest coin to this sum.
    - Orange/Miners: sum of values in rank banners multiplied by the number of rank banners.
    - Green/Hunters: number of hunters squared – see player board chart
    - Purple/Blacksmiths: geometric sequence (+3, +4, +5, etc) – see player board chart

Setup

Give each player a player board, random gem, and a set of 5 red coins (0, 2, 3, 4, 5).

Place tavern signs in center with room to display cards for each.

Array Hero and Distinction cards to the side so that their left edges are visible.

Set up Royal Treasury (coin holder); for 2 or 3 players, remove 2 coins worth 7, 9, 11.

If not playing with 5 players, remove cards marked with "5" in bottom right corner.

Shuffle each deck of Age cards (I and II) separately.

Turn Sequence

At the start of each round, draw and place cards from the current Age deck into the three taverns – one card per player, plus one extra for two-player games. All players then simultaneously place one coin face-down on each tavern symbol on their player boards as their bids. Their remaining two coins go face-down in their "pouch" slots.

1. All players reveal their bid coin on the next tavern (Laughing Goblin, Dancing Dragon, Shining Horse). Ties are broken by the value of each player's gem.
2. In bidding value order (highest to lowest), each player takes a turn:
    a. Select one card from the tavern:
        - Dwarf cards are placed in front of the player in a separate overlapping column for each class (color), keeping the rank banners visible.
        - Royal Offering +X cards are immediately used to exchange any one of a player's coins (face-up/down) for a coin with its value plus X from the Royal Treasury.
    b. If the player now has more completed rows than heroes, recruit and place a Hero card.
    c. If played coin is a 0, perform a coin trade: reveal coins in pouch and exchange the higher value coin with a coin from the Royal Treasury having the sum of those two coins – or next higher value if missing, next lower if necessary.
3. Trade gems between players that tied for the same coin values. (Lowest and highest value gems are traded and second lowest and second highest are traded.)

Notes

Coin trades or exchanges: starting set red coins are removed from the game and gold coins are returned to their slots in the Royal Treasury (thus made available again). Coin value 0 can never be exchanged, except by Hunters distinction card.

Distinction cards must be awarded in order at the end of Age I: Brown (Warriors), Green (Hunters), Orange (Miners), Purple (Blacksmiths), Blue (Explorers). If Blue is not won, discard top card from Age II deck.