In the Hall of the Mountain King

Draft Rules: Content may change

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2-4 Players, Age 12+, 60-75 minutes

Theme

The war was generations ago. Our hated Gnome rivals drove us from our ancestral home beneath the mountain, and we have been wandering the wilderness, scratching out survival in the cold and the dirt. But now something has happened; we feel it in our bones. Without the soul of our people to sustain it, the mountain has collapsed, taking our revenge for us. The surviving Gnomes have fled, and the rubble of our ancient halls calls out for we trolls to come home. So we shall go. By claw and by hammer and by sweat and by spell we will return to our home and our home will return to us.

As a respected leader, gather a following of trolls from the Mud, Fire, Ice, and Moon clans. Dig tunnels clad in stone, iron and heartstone. Carve out spacious galleries as great halls. Unearth the statues of the ancients, and with the help of the clans return them to places of glory near the mountain's heart. The surging cascade of trolls returning home will grow ever mightier as our kingdom is rebuilt, rising and crashing forward until one leader rises above the rest to be crowned the Mountain King!

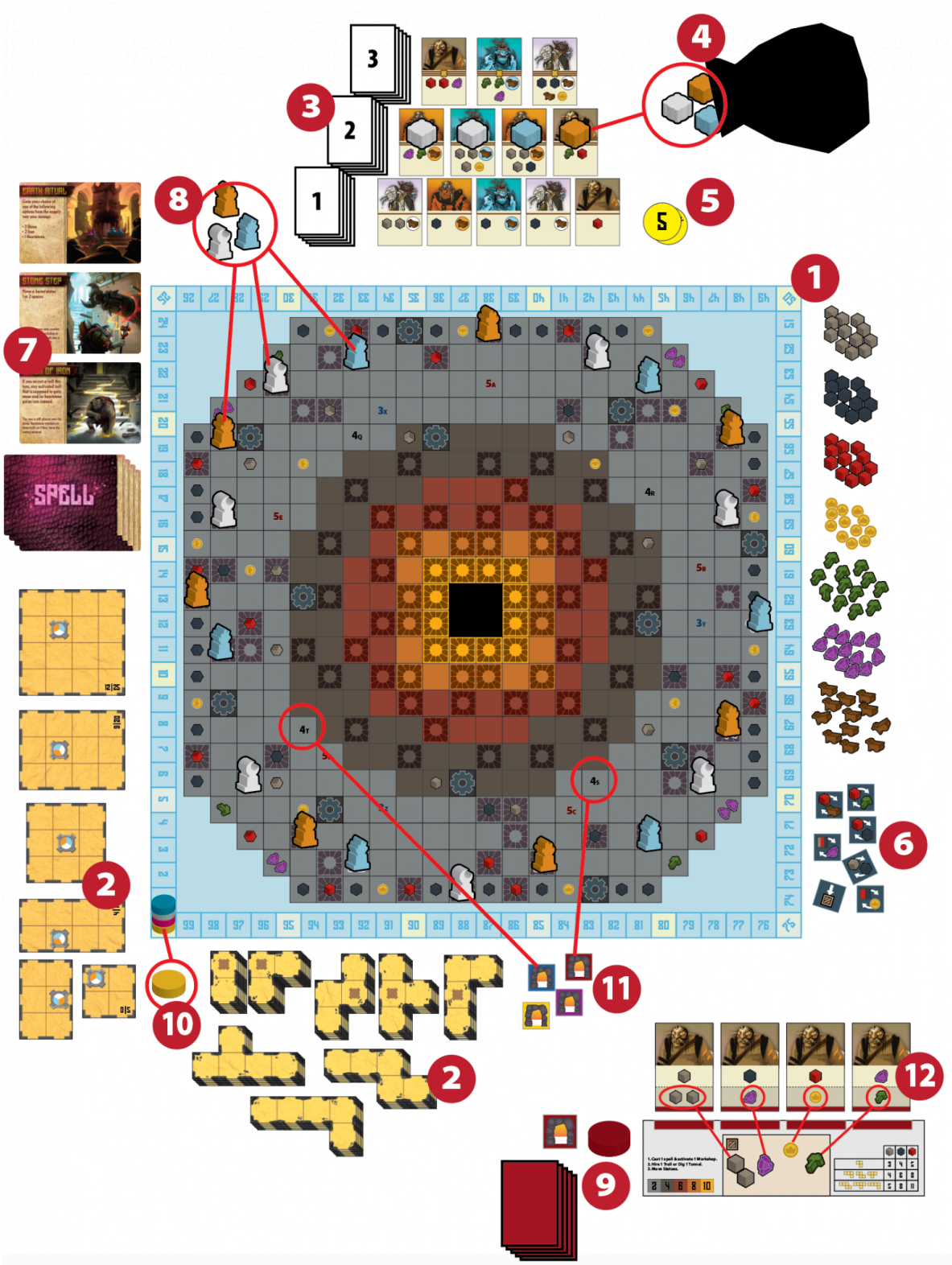
Goal

Recruit trolls from the horde to create an ever-growing, customized source of the resources you want to fit your strategy. Establish workshops to gain versatility. Earn honour to win the crown by excavating tunnels from increasingly valuable minerals, carting statues through your tunnels as close to the heart of the mountain as you can (*ideally onto matching pedestals*), and excavating vast great halls. When the coronation arrives, the leader with the most honour wins, and is named the Mountain King to rule over the unified clans!

Components

- 1 double-sided Gameboard
- 30 Starter Troll cards
- 55 Troll cards (*21 Level-1, 16 Level-2, and 21 Level-3*)
- 52 Tunnel tiles (*10 of size 2, 12 of size 3, 15 of size 4, 15 of size 5*)
- 6 Great Hall tiles of varying sizes
- 17 Spell cards
- 100 mineral cubes (*35 gray stone, 35 black iron, 30 red heartstone*)
- 21 Statues (*7 Fire, 7 Moon, 7 Ice*)
- 18 Pedestal discs (*6 Fire, 6 Moon, 6 Ice*), with 1 draw bag
- 22 Workshop tiles
- 15 Pedestal Point tokens
- 30 coins, 25 runes, 20 hammers, 45 carts
- 5 Gate tiles
- 5 player score markers
- 5 player mats
- 1 Start player marker
- 2 Coronation tokens
- 3 Pedestal reminder tokens

Setup



1. Place the **game board** in the center of the table, with the side up depending on how many players there are. *The winter side is for 4 or 5 players. The autumn side is for 3 players. 2 players may play on either side of the board, but we recommend the autumn side.* Create supply piles of all of the **resources** (*minerals, gold, carts, hammers, runes*) beside the board.
2. Create the **tunnel** supply; stack the tunnels by shape next to the board. Display the **Great Halls** nearby as well.
3. Create the **horde**; Shuffle the **troll cards** separately by level. You will be creating a 3-level array (*5/4/3 trolls in each row from the bottom up*) out of these troll cards.
    a. For the bottom row, deal out 5 Level-1 trolls; keep the deck facedown nearby.
    b. For the middle row, deal out 4 Level-2 trolls; keep the deck facedown nearby.
    c. For the bottom row, deal out 3 Level-3 trolls; keep the deck facedown nearby.
4. Place the **pedestals** in the bag and mix. Randomly draw 4 pedestals and place one on each **Level-2** troll in the horde (*on its pedestal icon*). Keep the bag near the horde. Place 1 Pedestal reminder token on each **Level-3** troll in the hore (*on its pedestal icon*).
5. Stack the 2 **Coronation tokens** near the horde, with the 5 on top of the 3. *If this is a 2-player game, return the 5 to the box and play only with the 3.*
6. Shuffle the **workshop** tiles face down, then reveal 2 per player plus 1 more. Keep the revealed workshops in a supply near the gameboard. Return the unrevealed workshops to the box.
7. Create a shuffled facedown deck of **spells**, and reveal 3 face up to form the **spellbook**, keeping the deck
8. Place **statues** onto the statue spots on the board in this fashion: randomly pick any clan's statue (*for example Moon*) and place it in any random statue spot. Then place a **different** clan's statue (*for example Fire*) in the next statue spot clockwise. Then a statue from the remaining clan (*Ice in this example*) in the next statue spot clockwise. Repeat this pattern clockwise around the board until all spots are filled. There will be one leftover statue; return it to the box.
9. Mix the Pedestal Point tokens face down, and randomly distribute them face-up onto the Pedestal Track, 1 token per space.
10. Choose a starting player, and give them the **Start Player marker**. Each player chooses a player colour, and takes the **player mat**, 6 **starting troll** cards, **Gate** tile, and **scoring marker** of their colour. All components from unused player colours are returned to the box.
11. All players place their scoring markers on 0 of the score track.
12. Beginning with the Start Player and proceeding clockwise, each player places their **Gate tile** on an entrance point of their choice that is relevant to the player count. (For example if there are 4 players, any point marked "4").
    If this is a 2-player game, use any gates you want. The closer together your gates are, the more conflict your game will have.

*It is simplest and most intuitive to just place on the entrance closest to your seat, but you aren't **required** to. All of the entrances have slightly different advantages and disadvantages, but they have all been carefully balanced to be evenly competitive.*

13. Each player assembles the **starting trolls** in their own **trollsmoot** by shuffling their starting troll deck and following these steps:

    a. Draw the top two trolls from your deck, choose **one** of those two to **keep** and place it face up above one of the 4 empty slots on your player mat; keep the other one in your hand. *You will develop your preferences here as you play more games, but any combination of trolls in any position is perfectly viable. You'll notice that there are two rows of resources on each starting troll; the **top** row indicates what that troll will generate repeatedly over the course of the game. The **bottom** row indicates a one-time starting bonus that you get for choosing that troll. When considering position, be aware that the two **outside** trolls in your starting row will generate their resource up to 3 times each during the game, while the two **inside** trolls will generate their resource up to 5 times each.*
    b. Draw the next troll from your deck, and make that same decision again. Repeat this process until you have a starting row of 4 trolls in your trollsmoot, 1 troll in your hand, and 1 troll remaining in your deck that you didn't see.
    c. Take from the supply **all** of the **starting resources** shown on your chosen starting trolls; place these resources in your **storage**. Then slide your player mat up to hide the starting resources on your trolls.
    d. Depending on your position, you will gain some bonus resources. The start player gets **no** extra resources. The second and third players gain the starting resources from the troll **in their hand** into their storage. The fourth and fifth players gain the starting resources from the troll in their hand **and** from the unseen troll left in their deck into their storage. **All** starting troll cards except for the four in each player's trollsmoot are returned to the box.

Now you are ready to begin!

Gameplay

Gameplay begins with the Starting player and plays in turns, proceeding clockwise until the game ends. Final scoring is then added to in-game scoring to determine the winner.

Spending Resources
During the game you will be "spending" resources to accomplish various things. "Spent" resources return to their supply piles unless otherwise specified. **All** resources owned by you (*whether they are in your storage area or held by trolls in your trollsmoot*) are free to be spent by you at your discretion.
*It's **almost always** best to prioritize spending resources held by your trolls over those held in your storage; this frees up the trolls to generate their resources again.*

Adjacency
For all game purposes, spaces on the board only count as "adjacent" if they are **orthogonally** adjacent. **Diagonally**-touching squares are **not** adjacent to each other.

On Your Turn

On your turn perform these steps **in this order***:

1. You **may** Cast 1 spell AND/OR you **may** activate 1 of your workshops - in either order.
2. You **must either** Recruit a troll, **OR** Dig a tunnel and score honour.
3. You **may** dedicate a great hall.
4. You **may** move statues.

***Trading with the Supply:** At **any** point on your turn, you may spend **4** resources (in *any combination*) to gain **1** specific resource of your choice from the supply to your storage. You may do this multiple times per turn if you wish.

1. You may Cast 1 spell AND/OR you may activate 1 of your workshops - in either order.

Cast 1 spell

To cast a spell you must spend **1 rune onto** the spell that you wish to use. Then carry out the spell's effects as instructed on the spell card.

If your rune was the **third** rune on the spell, the spell **disintegrates** after you have finished carrying it out; return the 3 runes to the supply, then move the disintegrated spell card to the bottom of the deck and draw a new one to replace it.

Activate 1 of your workshops

*At the start of the game, you won't have access to any workshops yet; the **Dig a Tunnel** section explains how you can begin adding them to the board.*

Each workshop on the board has up to 4 **entrances**, which are the squares adjacent to it. When you use a workshop you get the power of that workshop **up to once for each entrance** connected to a tunnel, regardless of whose tunnels they are. *For example, if you and another player each have 1 entrance to a **Toolforge** workshop, then you could use it twice. You might convert 2 heartstone to 2 hammers or 2 hammers to 2 heartstone (*or one of each*).*

- All resources **gained** through a workshop come from the supply and go into your **storage**. *Via spending from your trolls and gaining to your storage, workshops provide a provide a pathway to "clear" resources off of your trolls so that they are free to generate more later.*
- When using a workshop multiple times, each usage is a separate operation, conducted in whatever order you wish. *For example if you had 2 entrances to a Toolforge, you could use it once to spend a hammer held by a troll to gain a heartstone into your storage, then use it a second time to spend that heartsone from your storage and gain a hammer into your storage.*
- Multiple players **may** have entrances to the same workshop; workshops themselves are not considered to be part of any player's tunnel network.

Workshop	**For each entrance**
Stonemill	Spend 1 stone to gain 1 iron, or vice-versa.
Metalworks	Spend 1 iron to gain 1 heartstone, or vice-versa.
Cartwright	Spend 1 heartstone to gain 1 wild cart, or vice-versa. You may not spend **clan** carts here, only **wild** carts.
Runesmithy	Spend 1 stone or 1 iron to gain 1 rune, or vice-versa.
Toolforge	Spend 1 heartstone to gain 1 hammer, or vice-versa.
Quartermaster	Take **any** 1 resource off of one of your trolls and place into your storage. Clan carts become wild once moved to storage.
Coinpress	Spend 1 iron or 1 heartstone to gain 1 gold, or vice-versa.
Wheeljack	Spend any 2 resources (they do not have to match) to gain 1 wild cart.
Pickforge	Spend any 2 resources (they do not have to match) to gain 1

	hammer.
Charmcrafter	Spend 1 gold to gain 1 rune, or vice-versa.
Stonegrinder	Spend 2 Stone to gain 1 Heartstone, or vice-versa.

2. You **must either** Recruit a troll, **OR** Dig a tunnel and score.

Choose one of the two options to carry out. If you already have 10 trolls in your (*complete*) trollsmoot, you may not recruit a troll and **must** dig a tunnel. If you don't have enough minerals to dig a tunnel, you **must** recruit a troll. If you can neither recruit a troll **nor** dig a tunnel, ignore this step of your turn.

Recruit a troll

To recruit a troll from the horde, follow these 3 steps:

Step 1: Choose a troll to recruit.

- Each of the Level-1 trolls on the bottom row can be recruited for free.
- To recruit a Level-2 troll from the middle row, you must **bribe** the two Level-1 trolls beneath it by spending 1 gold onto **both** of them (*for a total of 2 gold in bribes*).
- To recruit a Level-3 troll from the top row, you must **bribe** the two Level-2 trolls beneath it **and** the three Level-1 trolls beneath **them** by spending 1 gold onto **each** of them (*for a total of 5 gold in bribes*).

Step 2: Take the troll.

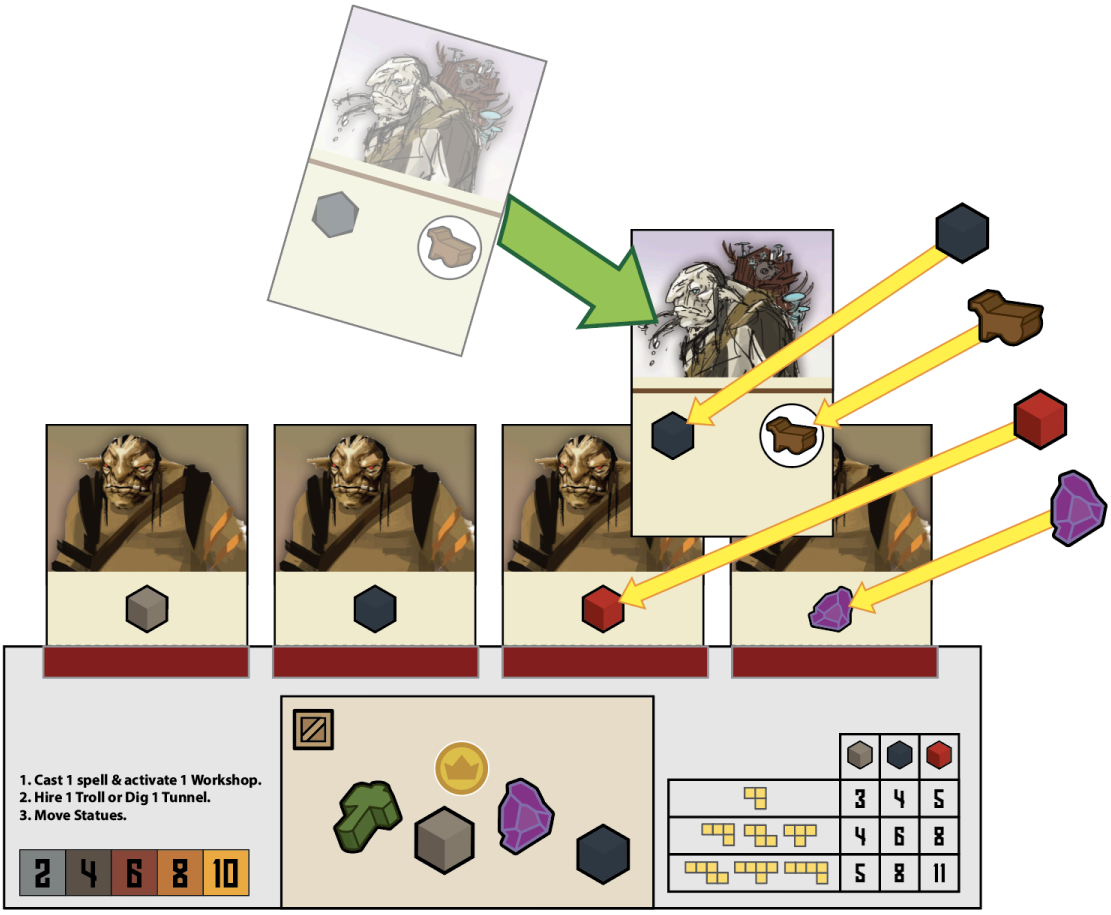
Take your chosen troll card from the horde, and replenish the empty space in the horde with a fresh troll drawn from the same level deck (*add a pedestal from the draw bag if it is a fresh Level-2 troll*).

- Collect any **bribes** your chosen troll was holding (*usually gold but sometimes other resources due to spell effects*) into your storage.
- If it was a Level-2 troll it will have a **pedestal** on it (*unless they have run out in this game*). Collect it into your storage.
- If it was a Level-3 troll you may look through the draw bag and take a remaining **pedestal of your choice** (*if there are any*) into your storage. The Pedestal Reminder token on the Level-3 troll will remind you to do so; return the token to the newly-drawn troll in the horde.

Step 3: Add it to your trollsmoot and trigger a cascade

Add the newly recruited troll to your trollsmoot, placing it **above and between** two other existing trolls there (*your choice **where** if there are multiple options*). *In this way you will be forming a "pyramid" of trolls as the game goes on, which will max out at 10 trolls total if you manage to complete it.*

Activate your new troll, **and also activate the two trolls directly beneath it, and also** any trolls directly beneath **them, and so on in a downward cascade.** When a troll is **activated**, it gains (*from the supply*) any resource shown on its card **that it is not already holding. Place the gained resources directly onto the trolls, covering the symbols.** If there is already a resource on a particular symbol, then you do **not** gain another one.



Carts

Cart symbols on Fire, Ice, and Moon trolls usually display markings that mark them as specifically Fire, Ice, or Moon carts. Cart tokens gained onto such symbols become **clan carts** that may **only** be spent to move a statue belonging to **that clan**. Cart symbols **with a spiral** (*and also all carts in your storage*) are **wild** and may be used to move **any** clan's statue.

Retiring Trolls
After you are done recruiting your troll, any troll in the horde that is currently holding 4 bribes (*usually gold*) **retires** happily. Discard the troll to the bottom of its deck and return the 4 bribes to the supply. Reveal a new troll from the appropriate deck to replace it.

Running out of Trolls
If you ever run out of trolls for a particular level, draw a troll from the next-higher level deck instead.

Running out of pedestals
Once pedestals run out, they are no longer added to Level-2 trolls or gained for Level-3 trolls.

Dig a Tunnel and score honour

To dig a tunnel, choose a tunnel from the supply, spend the appropriate minerals, then place the tunnel onto the mountain, extending your own tunnel network and scoring honour.

- The **cost** of the tunnel is equal to the **number of squares** in the tunnel tile. *For example, a tunnel with 4 squares costs 4 minerals.* **All** of the minerals spent **must** be the **same** (*for example all iron*).
- The **score** of the tunnel depends on its size and the mineral type you spent on it. There is a chart on your player mat that shows the scores; move your scoring marker on the score track to reflect the honour you have gained. ***Don't forget to score;*** *digging tunnels is exciting! Score your tunnel as soon as you have paid for it; get into the habit of calling out the size and mineral of your tunnel to make sure that the scoring doesn't get forgotten in the shuffle. Notice that the size-2 tunnels do not score anything.*

	Stone	Iron	Heartstone
Size-3 tunnel	3	4	5
Size-4 tunnel	4	6	8
Size-5 tunnel	5	8	11

- You may flip and rotate the tunnel tile however you like before placing it.
- You may never place a tunnel to cover a Gate, other tunnels/great halls, workshop spots/workshops, the heart of the mountain, or so that it extends off the edge of the board.

- The new tunnel **must** be placed so that at least one edge of it is adjacent to your own Gate or to an earlier tunnel or great hall of your own. Workshops (*even if you have entrances to them*) are **not** considered part of your network.
- You may **never** place a tunnel so that it is adjacent to an **opponent's** Gate, tunnel, or great hall; the closet you could come to any of those is diagonal. *This means that there will never be any confusion about which tunnels belong to whom.*
- The spaces with rocky rings in them are *rubble* spaces, which are particularly difficult to dig through. For each **rubble** space the new tunnel covers, you must **spend 1 hammer**. If you don't have enough hammers to do so, you may not place your tunnel there.
- If the new tunnel covers any buried **resources**, immediately gain those resources from the supply to your storage.
- If the new tunnel covers a **buried statue**, that statue is now **unearthed** and available to be moved by you later; place it in the corresponding square of your new tunnel.

<u>Add a Pedestal?</u>

If the tunnel you just dug has an **anchor** on it, **and** you have a pedestal in your storage, you **may** now add the pedestal to the tunnel at that point. *"Anchors" are the holes found in most tunnel tiles. Notice that size-5 tunnels don't have anchors on them.*

- **Important limitation**! The mountain is divided into 5 tiers: dark gray, gray, brown, orange, and yellow.) **There may only ever be 1 pedestal of each clan** (*Fire, Ice, and Moon*) **placed on a given tier of the mountain**. *For example, if any player has already built a Fire pedestal anywhere in the gray tier, another Fire pedestal may not be added to that tier but an Ice or Moon pedestal could be. You can always lift up a pedestal to peek through the anchor hole and confirm which tier it is on.*

When you add a pedestal to a tunnel, you immediately gain the Pedestal Point token matching the statue and tier that you placed it on; the token will be worth the displayed amount of honour at the end of the game. *If the token is already gone when you go to take it, it means your placement was illegal and someone had earlier placed a pedestal from that clan on that tier; you must reclaim your illegal pedestal.*

- A pedestal will **double** the honour value of a statue of the same clan if you manage to move one onto it (*see Final Scoring*).
- It's now or never; a pedestal may **only** be added to an anchor at the moment you dig that tunnel. You may **not** add a pedestal to it later. Pedestals may not be moved once they are placed.

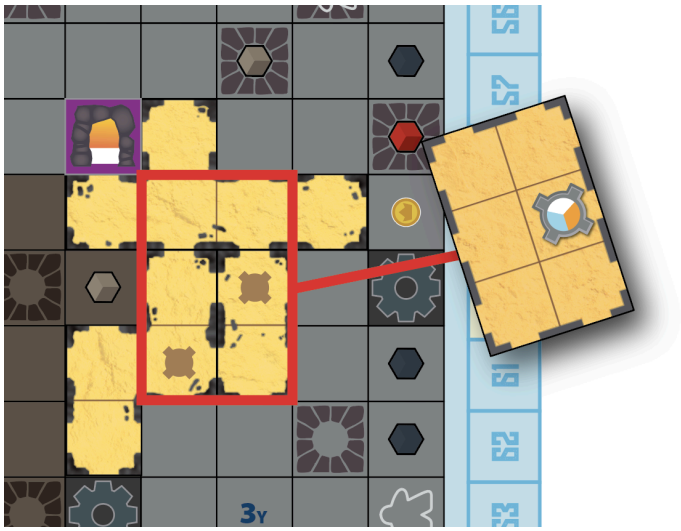
Establish a Workshop?

If the tunnel you just dug is adjacent to an empty workshop spot, you may choose **any** remaining workshop from the supply and add it to that spot. *There are more spots on the map than available workshops, so it is possible to run out.*

- It is possible to connect to and establish more than one workshop with a single tunnel-digging.

3. You may dedicate a great hall.

You **may** dedicate **one** great hall (*per turn*) by taking it from the supply and laying it over your tunnel network. The tunnels it overlays must create a region without any gaps that matches the exact size and shape of the great hall itself. (*The covered tunnels may be completely or partially covered by the great hall.*)



There is no extra cost to dedicating great halls. Any **pedestals** covered by the great hall are removed from the game (*players do **not** lose Pedestal Points they gained for placing those pedestals, and those clan/tier combinations remain illegal to repeat*). Any **statues** covered by the great hall are placed in the exact same spot that they were in on the tunnel below.

- Great halls may be placed to cover **tunnels only**. Never over Gates, workshops, or other great halls.
- Once in place, treat a great hall for all statue movement and other adjacency purposes as if it was a large tunnel.
- Portions of tunnels protruding from under Great Halls become distinct tunnels themselves.
- Each great hall comes with an *altar* space. Each altar can hold one statue from **any clan**.

At the end of the game, the great hall will earn you honour equal to the **smaller** number printed on it. **However,** if you can get **any statue** onto the altar of the great hall, the hall will earn honour equal to the **larger** number printed on it instead. This is the **only** score value of that statue (*it does **not** score the usual statue scoring*), and any statue in a great hall that is **not** on the altar does **not** score.

4. You may move statues.

You may spend **carts** (*as many as you wish from among the ones you own*) to move statues through your tunnels, trying to get them closer to the heart of the mountain where they will be worth more honour. **Each** cart spent permits you to move an **unearthed statue in your own tunnel** either:

A. To another space in the tunnel tile it is already in, **or**
B. To **any** space in an **adjacent** tunnel tile.

- A **clan cart** from a coloured symbol on a troll may only be used to move a statue **of that clan**.
- A **wild cart** *(from your storage, or more rarely from a wild cart symbol on a troll*) may be spent to move **any** statue.

Only 1 statue may occupy a single space at a time, but they may pass through each other while moving. Multiple statues may occupy different spaces in the same tunnel, but only **1 statue per tunnel will earn honour** at the end of the game. **Workshops** are **not** part of your tunnel network, therefore statues may not be moved through them. A statue **may** move through or occupy your **Gate**; the Gate is considered its own distinct 1-space tunnel. **Great halls** in your network are treated exactly like large tunnels; the art on the Great Halls is irrelevant for statue-moving.

Game End Trigger (The Coronation)

When any player recruits the 10th troll in their trollsmoot (*“capping” their pyramid*), they earn the **first Coronation token**, which will be worth **5 honour** at the end of the game. When the **next** player recruits their 10th troll, that player earns the **second Coronation token**, which will be worth 3 honour at the end of the game and triggers the endgame.
In a 2-player game there will only be a second Coronation token; it triggers the endgame.

After the 3-honour token is claimed, the **current round** is finished (*the last player in the round is the player sitting to the **right** of the start player; if that player **is** the one who earned the second Coronation token, the round is over as soon as they’ve wrapped up this turn)*, and then each player gets **exactly 2 more turns** in normal turn order. Then the game ends.

*Think a moment! Take a breath. Plan out how you can best spend your final two turns. Remember, importantly, that you can always trade 4 resources for 1 resource from the supply during your turn. This isn't super efficient but will help you maximize the little time you have left. Remember also that sets of 3 **identical** resources are worth points at the end of the game, so trading can help you assemble those sets as well.*

Final Scoring

Track your scores using the markers on the score track. You will have earned honour during the game for digging tunnels; now you will add to those scores in four possible ways:

1. **Coronation tokens.** The players holding the first and second Coronation tokens earn 5 honour and 3 honour for them, respectively.
2. **Pedestal Points.** The Pedestal Point tokens you have collected are worth the honour displayed on them.
3. **Leftover Resource sets.** Move all of your resources from your trolls into your storage (*clan carts become wild as usual)* and form them into sets. Every set of **three identical resources** (*for example three runes or three iron or three carts*) earns you 1 honour. You may at this point make as many 4-1 trades with the supply you need to in order to assemble sets of 3 matching resources.
4. **Great Halls.** For each great hall in your network, you will earn the **lesser** value if there is **not** a statue on the hall's altar and the **greater** value if there **is** a statue (*from any clan*) on the altar.
5. **Statues.** Each unearthed statue in your tunnel network will earn points depending on the tier of the mountain it is on; statues on **matching pedestals** earn **double** their normal score. The values are as follows:
   Important: Only 1 statue per tunnel tile may be scored.

	Dark Gray	Gray	Brown	Orange	Yellow
NO Pedestal	2	4	6	8	10
Pedestal	4	8	12	16	20

When all scores have been totalled, the player with the highest score is crowned the Mountain King and wins the game!

(*In the event of a tie, tied players add up the **Levels** of the Trolls they've recruited. The tied player with the **lower** total wins the tie.*)

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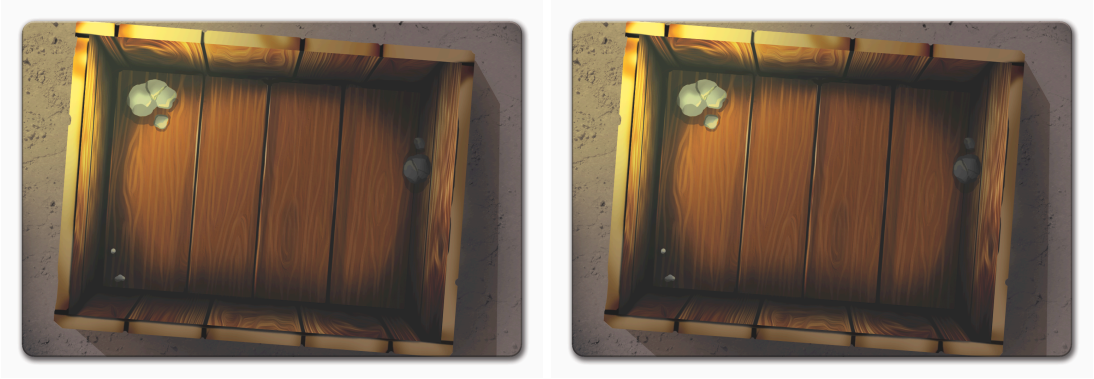
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Follow all regular rules with the following changes:

Setup Changes

1. Form into two 2-player teams.
2. Pick one scoring token to represent your team.
3. Sit adjacent to your teammate, so that your Gates are beside each other.
4. Place a Team Storage card between you and your teammate.
5. Pick a starting team. The starting **player** is the one on the starting team sitting on the **left**. *That means that the turn order each round as you go clockwise will be Team 1, 2, 2, 1.*
6. Troll drafting occurs as normal, except starting resources are placed into Team Storage. There are **no bonuses** awarded for turn order position.



Gameplay Changes

1. The personal storage area on your player mat is **not used**. Whenever any resource would go into your storage, it is placed into Team Storage..
2. On your turn you may spend resources from **your** trollsmoot, from **Team Storage**, or a **combination of both.**
3. Although you begin your network at your own Gate, you **may** connect your tunnel network to your teammate's. Once your networks are connected, you may treat your teammate's network for **all** purposes (*workshop use, statue movement, great hall dedication, etc*) as if it it your own.
4. When recruiting trolls, gained Pedestals are placed in Team Storage.
5. Your scores during the game and at endgame are scored with your team marker. If your networks are joined at endgame, scores for statues and great halls are only earned once. Highest team score wins!