

# Caverna <sup>The</sup> Forgotten Folk

ALEX WILBER & UWE ROSENBERG

## Promo Folk

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For many years, the Dwarfs stayed secluded, barely leaving their caves for the occasional expedition. And who would have thought? They are not alone in this world! There are so many different folk out there and now you get the chance to learn more about them ...

“Caverna: The Forgotten Folk“ expands the base game by eight folk, each of which comes with its own perks and challenges breaking up your usual play style. Each player represents one of these folk—or chooses to play as Dwarf—and must use their individual abilities to their advantage. This promo adds the ninth folk to the mix—the Halflings.



### Setup

Set up the game as normal. If you do not own the expansion, determine a player to play as Halfling. This player takes the Halfling folk board. If this is the only folk you have, you can let multiple players play as Halfling. If you do, be aware that these players will get in each other’s way more often.

The Halflings introduce four new furnishing tiles that replace certain base game tiles on the supply boards. These new furnishing tiles can be acquired by any player, not only the Halflings. The reverse side of the new furnishing tiles indicates which base game tiles they replace.

Add the 10 gold coin provided with this promo to the base game gold. If you own the expansion, add the gemfruits and mushrooms provided with this promo to the respective pool. Otherwise ignore these as they are only used with certain expansion folk.

### The Halflings

As printed on the Halfling folk board, as Halfling, you start the game with four additional food. You get this food on top of the food for play order. 

During the game, you have the following special abilities:

- Each time you **sow grain**, add **4 grain** from the general supply to the newly planted grain field instead of the usual 2 grain.



- Each time you **sow vegetables**, add **2 vegetables** from the general supply to the newly planted vegetable field instead of the usual 1 vegetable. 
- Each time you **breed animals**, for each type of animal, if you have 4 or more of this animal, you get **2 offspring** of that type instead of the usual 1 offspring. If you have only 2 or 3 of that animal, you get the usual 1 offspring.



Unfortunately, Halflings consume a lot of food. As compensation for your benefits, in each **feeding phase**, you must feed each adult Halfling **3 food** instead of the usual 2 food. However, at the end of round 4 and when the second red harvest marker is revealed, your people consume the usual 1 food each.

**Halfling Harvest**

**1.) Field Phase**

**2.) Feeding Phase**

3  pro  | 1  pro 

**3.) Breeding Phase**

	→	+1	
	→	+1	
	→	+1	
	→	+1	

## New Furnishing Tiles



### Baking Cave

(Cost: 3 stone; value: 1 VP)

The Baking Cave replaces the base game Cooking Cave.

At any time before scoring and any number of times, you can pay 2 grain from your supply to get 5 food from the general supply. You cannot pay only 1 grain for the Baking Cave effect.



### Farmer's Market

(Cost: 3 wood, 1 stone; value: 2 VP)

The Farmer's Market replaces the base game Trader.

On your turn but only once per round, you can spend 2 or 4 gold to get 1 and 2 pairs of grain plus vegetable, respectively. To show you have used this effect in a round, place the gold on the Farmer's Market and discard it only at the end of that round.



### Greenhouse

(Cost: 1 wood, 3 gold; value: 3 VP)

The Greenhouse replaces the base game Mining Cave.

You cannot build the Greenhouse in the mountain. Instead, when building the Greenhouse, place it on an empty meadow. In other words, you cannot build the Greenhouse unless you have an empty meadow. As a reminder, the Greenhouse tile features a green background instead of the usual grey mountain background. *(Despite the background illustration, the Greenhouse is not considered a meadow.)*

Once built, you can use the Greenhouse tile to plant vegetables. You can have up to three pile of vegetables on this tile—as if it were three fields. *(The Greenhouse is not considered a field though.)*

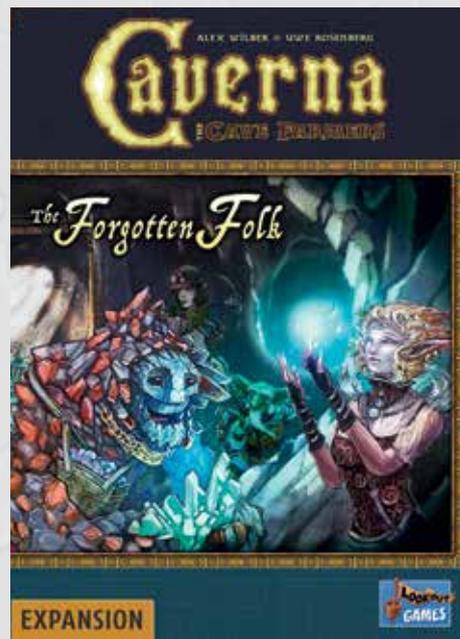


### Inn

(Cost: 4 wood, 3 stone; value: 4 VP)

The Inn replaces the base game Food Chamber.

At the end of each field phase, you can use the Inn once to exchange a pair of grain and vegetable for 4 gold. You cannot exchange a single grain or vegetable for 2 gold with this.



## Caverna The Forgotten Folk

(requires base game to play)

**Designers:** Alex Wilber & Uwe Rosenberg

**Illustrations:** Javier González Cava, Klemens Franz

**Graphic design:** atelier198

**Number of players:** 1-7

**Ages:** 12 and up

**Playing time:** 30' per player