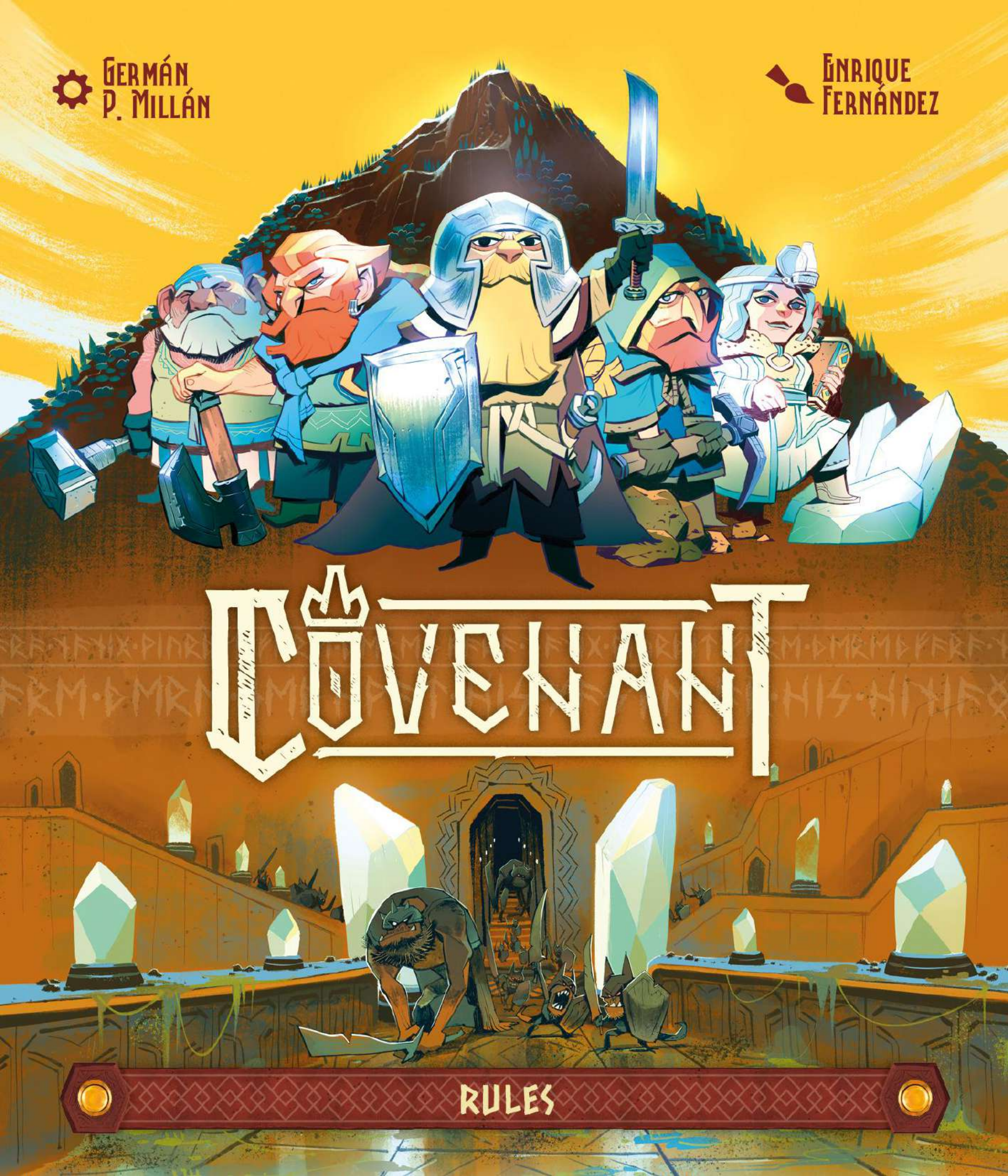


 GERMÁN
P. MILLÁN

 ENRIQUE
FERNÁNDEZ



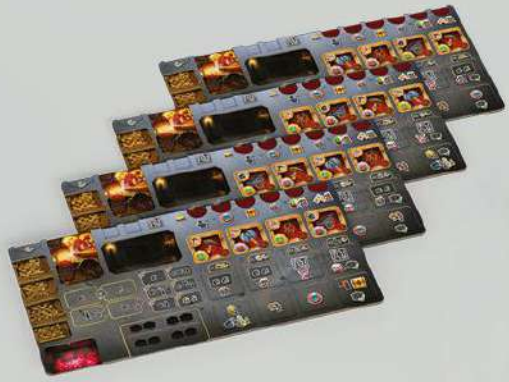
COVENANT

RULES

COMPONENTS



1 GAME BOARD



4 CLAN BOARDS (1 PER PLAYER)

The memory and the day to day of the dwarf clans.



1 ERA MARKER



1 BAG



32 DWARVES (8 PER PLAYER, 4 WITH 1/2 STRENGTH AND 4 WITH 3/4 STRENGTH)

The workers available to each clan, who activate the actions of the tools (see page 8).



36 ENEMY PIECES



60 RESOURCE COUNTERS
(15 of each type: iron, emeralds, gold, and



24 TOOLS (5 OF EACH TYPE + 4 BOOKS)

New tools can be forged that are more powerful than those you start with (see page 9).



24 HALL TILES

These are revealed as you explore the mountain



24 RUBBLE TILES

These provide resources when the Dig action is performed (see page 17).



36 TRADITION TILES

Every time the requirement is fulfilled, these tiles generate a reward (see page 36).



10 STARTING TILES

These show the resources obtained by the players at the start of the game (see page 5).



12 OBJECTIVE TILES (6 OF EACH TYPE)

THE KING OF THE DWARVES HAS ISSUED AN ORDER TO THE HOUSES OF EACH OF THE DWARF CLANS. IT IS OF THE UTMOST URGENCY AND IMPORTANCE THAT THEY TAKE BACK KARRAK-SÛR-KAZAR, THE SACRED MOUNTAIN AND ANCESTRAL HOME OF THE DWARVES SINCE THE FIRST ERA OF THE BEARD. FOR TOO LONG, DARK LORDS HAVE MADE IT THEIR OWN AND THEIR CREATURES HAVE DEFILED ITS HALLS, WHICH ONCE HOUSED THE NOBLEST OF ALL DWARVES. THIS INSULT CAN NO LONGER PERSIST!

THE DWARVES ARE RETURNING TO THE MOUNTAIN.

COVENANT IS PLAYED BY TAKING TURNS OVER THREE ERAS. DURING THEIR TURN, PLAYERS ASSIGN DWARVES FROM THEIR CLAN TO DIFFERENT JOBS THAT ALLOW THEM TO EXPLORE THE ANCIENT HALLS AND FORCE THEIR ENEMIES OUT AS THEY REBUILD THE HOME THAT BELONGED TO THEIR ANCESTORS. AT THE END OF THE GAME, THE CLAN THAT HAS ACCUMULATED THE MOST GLORY WINS BOTH THE RECOGNITION OF THE MONARCH AND VICTORY IN THE GAME.

IN COVENANT, EACH PLAYER BECOMES THE CHIEF OF A DWARF CLAN WHO HAS ACCEPTED THE PACT SET OUT BY KING THORJAL TO TAKE BACK THE ANCESTRAL HOME OF THE DWARVES. OVER 3 ROUNDS, WHICH ARE CALLED ERAS, YOUR CLAN WILL WORK TOWARDS REBUILDING THE LOST CITY, WHICH WAS CONQUERED AND RAZED BY DARK FORCES CENTURIES AGO.

YOUR DWARF COUNTERS AND YOUR TOOLS ALLOW YOU TO PERFORM ALL KINDS OF ACTIONS: DIG INTO THE MOUNTAIN, DEFEAT THE ENEMIES SQUATTING WITHIN IT, AND BUILD DIFFERENT TYPES OF BUILDINGS THAT WILL BRING SPLENDOR AND LIGHT BACK TO THE OLD HALLS.

ONCE THE PLAYERS HAVE FINISHED THEIR TURNS, THE CLANS COME TOGETHER TO MEET IN A COUNCIL AND YOU WILL BE GRANTED ADVANTAGES AND GLORY POINTS (GP) FOR VARIOUS ACCOMPLISHMENTS.

THIS CYCLE WILL CONTINUE UNTIL THE THIRD COUNCIL, WHEN THE FINAL SCORE WILL BE COUNTED. WHOEVER FINISHES THE GAME WITH THE MOST GLORY POINTS WINS!

AUTHOR'S ACKNOWLEDGMENTS

This long development would not have been possible without the patience, dedication, and advice of Juan Ruiz de la Fuente, Juan Milla, Aida Hernández, Samuel Joany, Alfonso Hernández Haro, Antonio Gámiz, and David J. Iglesias. Also, to J. R. R. Tolkien for creating a fascinating and inspiring universe, and to the entire Devir team for making this project possible.

PLAYER SETUP

1 Give a player aid to each player at random. One of these has the  symbol inside. Whoever gets this player aid takes the Starting Player marker.



2 The clan boards are then handed out at random.

3 Each player takes a shield in the color of the clan they have chosen and places it in the shield space on their clan board with the +100 side down. Then each player takes 2 storage tiles and places them on the appropriate spaces on their clan board, with the locked side up.

4 Each player takes the wooden pieces of their own color:

1 8 dwarves - Leave the 3/4 strength dwarves next to your clan board. Place all the others with their strength 1 facing up in your tavern.

2 15 carts - Leave them next to your clan board.

3 10 markers - Place 1 at the start of each Track on the board, except for the Glory Points Track, where the marker is placed on space 5. The extra markers are kept next to your clan board.

4 4 houses, 4 workshops, 3 pillars, and 3 gates. Place your pillars and gates in the spaces indicated on the game board. A house and a workshop are placed in the appropriate spaces in the tools area of your clan board. Place 2 houses and 2 workshops on the forge area as shown in the picture.



5 2 Double-key tiles are placed in the appropriate spaces in your tool area.

5 Along one side of the board, turn over as many starting, tradition

GAME SETUP

- 1 Place the game board on the table. Which side is up depends on whether you are playing a 1- or 2-player game, or a 3- or 4-player game. If you are playing in solitaire mode (1 player), check the specific setup rules on page 30. If there are 3 people playing, use the cart pieces of the color you are not using to cover the resource spaces to the right of the King's Throne, with the 2 pillars and 2 gates (these carts are **not** counted in the Throne score at the end of the game).

- 2 Place the enemy pieces in the bag and set it to one side for now.

- 3 Mix up the tradition tiles. Turn over 4 of them randomly and place them in the designated spaces. Leave the rest of them in 2 face-down stacks near the board.

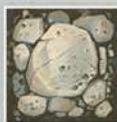


- 4 Place the Era marker on the first space of the Era Track.

- 5 Split up the project tiles based on the symbol shown on the back and mix them well, then place 1 of each type randomly in their spaces on the board, face up. Put the extra tiles back in the box.



- 6 Mix up the rubble tiles. Randomly select 5 to turn over and place them in the designated spaces. Leave the rest in 2 face-down stacks near the board.



- 7 Roll the 3 enemy dice and place them in the appropriate spaces.

- 8 Mix up the hall tiles. Place 4 of them face down in the Halls of the Mountain



THE DWARVES AND THEIR TOOLS

On the next few pages, we will delve into the details of the actions and how to play Covenant, but there are 2 component types that are worth explaining right away since they are used throughout the entire game: The **tools** and the **dwarves** (workers) determine which **actions** can be performed and with how much **strength**. During the game, you can strengthen the dwarves of your clan, forge new tools for them, and improve those tools with inlaid jewels.



DWARVES

Each player starts the game with 4 dwarves of strength 1 in their tavern, who can be improved during the game to increase that strength characteristic. The strength of a dwarf indicates the power they have for performing actions when assigned to a tool during their clan's turn.



A dwarf who has a strength of 3 who is assigned to a Transport action may carry up to 3 resources.



SUPPORT



Each time a player assigns their dwarf to a tool, they may spend 1 single support piece to temporarily increase that dwarf's strength.



There are supports that provide +1 and those that provide +2.



This icon shows that the player **gets a support piece**. This means that the player can get a +1 support piece from the supply **or** swap 1 of

TOOLS

Each player starts the game with the 4 starting tools printed on their clan board, 1 of each different type:

	 PICK DIG This allows you to perform the Dig action (see page 17).	
		 AXE SKIRMISH This allows you to perform the Skirmish action (see page 18).
		
	 COMPASS BUILD This allows you to perform the Build action (see page 22).	
		 CART TRANSPORT This allows you to perform the Transport action (see page 20).

During the game, players can go to the Forges in order to get new, more powerful tools, including the fifth type: the book.

BOOK. This allows you to perform the **Read** action, which can be used as if it were any of the previous actions of your choice.



BOOK
READ

FORGES

When players obtain the benefits of the following icons, they will be able to forge tools and inlay jewels:

FORGE A TOOL



This allows you to obtain 1 tool from amongst those available on the game board by following these steps:

- 1 Discard 1 Iron plus the resource indicated for the cost of the selected tool (2 total resources) from your storage.
- 2 Place the forged tool in any empty space in one of the columns on your clan board, below one of the printed tools. There are 4 columns, which are marked with the runes: R, T, F, D. A maximum of 2 tools can be placed in each of these columns.



Blue has placed 2 tools in column T, so they cannot place any more tools in this column.



* The forge of your clan's board is where you will place your available buildings ready to be built.

- 3 Immediately obtain the reward printed in the space occupied by the tool you just placed:
 - 1 Strengthen a dwarf and place the house and workshop that is in that space in your forge.
 - 2 Obtain 2 support tokens and place the house

TAVERN

DUNGEON



INLAY A JEWEL



This allows you to add 1 of the jewel inlays available on the game board to 1 of your tools by following these steps:

- 1 Discard the resource shown on the board next to the inlay you want and then immediately gain the following GP reward:



SILVER INLAYS
Immediately grant 3 GP.



GOLD INLAYS
Immediately grant 2 GP.



IMPORTANT CONCEPTS

When an icon has a red number to its side, this means that the indicated number of the element represented must be spent. If the number is black, the player obtains that icon the number of times indicated.

The effects of each of the game icons are explained on the **player aids** so players can check how each icon works any time they like.



Spend 2 GP



Move forward 2 spaces on the Court Track

RESOURCES AND STORAGE

In the game, we have 4 kinds of resources:

Every time a player gets a resource, they must store it in a space on their clan board. The base number of spaces for all clans is 4 spaces that can store 1 resource each. When a new tool is forged and placed in either of the 2 spaces on your board with the  symbol, it unlocks 1 of the 2 storage tiles, which is removed so you get 2 new spaces to store resources in. If you obtain a resource but there is no space to store it, you may discard resources currently stored in order to make room for the new resource.



IRON



EMERALD



ACHIEVEMENTS



As you move forward on the Court, Prestige, and Mining Tracks, your marker will reach spaces showing this icon, which represent achievements. The further you go, the more achievements your clan will accomplish. Each Track can contribute up to a maximum of 4 achievements. So, you can reach a maximum of 12 achievements for your clan if you advance far enough on all 3 Tracks. You can gain Glory Points at the end of the game for the goals on your clan board based on these achievements (see page 27.)



KING'S COINS

The dwarven king grants privileges to the clans that make the greatest effort to win back the ancestral kingdom.

OBTAIN A KING'S COIN



Choose 1 of the coins available on the game board (some of them have a cost in GP which must be paid when selected) and place it in a space available on your clan board. By doing so, you obtain the benefit shown on the space you just placed the coin **in** (not the one shown on the coin). If there is no empty space left (when you have 6 coins on

HOW TO PLAY



The game is played over the span of 3 Eras. Each Era includes 4 clan turns per player, which are carried out one at a time starting with the Starting Player and going clockwise around the table, and then ends in a Council Phase (see page 26), which all clans resolve at the same time. Once an Era is completed, the next one begins.



The game comes to an end after the Council of the third Era.



CLAN TURNS

When it is their turn, each player plays their clan turn individually. During their turn, the player must take 1 of the dwarves available in the tavern on their clan board and assign them to one of the tools they have available to carry out actions. This step is **mandatory** so long as there are dwarves in the tavern, they will have to be assigned to any one available tool (that is not taken up by another dwarf). Each turn is played by following these steps:

The player has the option of using a relic now—see page 16.

- 1 The player chooses 1 of the dwarf pieces they have in their clan board's tavern (an "available dwarf") and assigns them to 1 of the tools they have with no dwarf on it (an "available tool"). The player places the dwarf on the upper-left space of the tool so that they cover the action icon (pick, axe, compass, cart, or book).

Blue chooses the dwarf with 2 strength and assigns them to

3 Use the tool. Each tool can grant up to 2 kinds of benefits, each of which must be completely applied before moving onto the next, in whichever order the player prefers. The benefits that each tool can grant are as follows:



- 1 ACTION.** Each tool allows the player to take 1 of the 4 game actions (Dig, Skirmish, Build, or Transport) using the strength of the dwarf assigned to it (see page 16).
- 2 INLAY.** A jewel inlaid in a tool generates an additional effect that does not depend on the strength of the dwarf. If the chosen tool's action is used to inlay a jewel in that tool, it **can** be used in the turn currently underway (see more on inlaid jewels on page 11).



Blue assigns a dwarf with a strength of 2 along with a +2 support to an axe tool that has an inlay, so they can perform, in the order they prefer, a Skirmish action with a strength of 4 and the effect of the inlay.



RELICS



During the game, players can obtain relic tiles, representing powerful artifacts that can only be used one time each, forged by the ancient dwarves who inhabited the mountain in antiquity.

Optionally, but only before assigning a dwarf to a tool **or after** performing all the actions of your turn (i.e., at the very end of the turn), you may use 1 of your relics. To use a relic, turn it 90° to show that it has been used but so that it remains visible to all players for the rest of the game. Each relic can only be used once in the entire game and only 1 relic can be used per turn. **Also, it is impossible to use a relic in the same turn in which it was obtained.**

Each relic shows a different illustration depending on what type it is ① and the benefit they grant ② (see player aid). A number ③ indicates the number of relics of this type that there are in the game.

At the end of the game, relics grant points depending on the number of **different types** you have accumulated and the tools you have forged in the column matching that type (see page 28).

DIG



IT IS BOTH EXCITING AND TERRORIZING TO OPEN NEW TUNNELS INTO THE MOUNTAIN. THERE IS ALWAYS A RUSH OF JOY AND PRIDE WHEN YOU COME UPON THE HALLS OF YOUR ANCESTORS, BUT YOU NEVER KNOW WHAT MIGHT BE LURKING IN THEM TODAY.

The strength of the dwarf assigned to this tool indicates the number of rubble tiles you can remove from the Mining area (see page 7) of the game board, which immediately grants you the resources shown on each of them. As indicated on the board, 2 strength points must be used in order to take away the first rubble tile.



Once the resources have been obtained, the chosen tiles are discarded. The resources received must be stored as explained on page 12: Resources and Storage.

Blue assigns a dwarf with a strength of 3 to a pick. They choose 3 rubble tiles that give 1 iron, 1 iron, and 1 gold. They store these resources and discard the 3 rubble tiles.



When the rubble tiles are discarded, you receive an additional reward:

DISTRICTS AND THE PRESENCE OF CLANS IN THEM

As you open up routes through the Halls of the Mountain, you will find that there are 3 different colors. Each group of adjacent hall tiles of the same color make up a **district**. There can be districts made up of a single tile or several tiles together. Combined with the presence of the clans in them, these districts affect the final score of the game for players who forge tools in the column that scores the districts (see page 29).



In this group of revealed halls, as we can see, 4 different districts have been formed, so far.



SKIRMISH



THE FOUR NEFARIOUS POWERS HAVE RELEASED THEIR MINIONS TO SPREAD THEIR POISON THROUGH OUR MOUNTAIN. NO DWARF SHALL REST EASY UNTIL THIS EV



Blue assigns a dwarf with a strength of 3 to an axe tool and adds +1 support. This allows them to defeat 4 goblins, or to defeat 2 orcs, or to defeat 1 orc and 2 goblins, or to defeat 1 troll and 1 goblin.



After defeating the enemies, you advance on the **Prestige Track** and receive a **reward** based on the enemies who were defeated.

GOBLINS



For every **2 goblins** defeated, move forward **1 space** on the Prestige Track.



ENEMIES AND DUNGEONS



This tile grants you two keys.

obtained by forging tools and placing them in the spaces that will give you keys.

The enemies located in a clan's dungeons grant them GP in the Council Phase.

The **number** of enemies that a clan can keep in its dungeons during the Council Phase—and subsequently, the number of points it can score—is determined by the number of **keys** the clan has.

By default, all clans can hold 2 enemies of any types in their dungeons. Additionally, they can hold 1 enemy of any type for each key they have. More keys can be





To build this pillar, exactly 3 resources must be delivered. Blue already has a cart of their color at this site, since they delivered a resource there last turn. So, they can choose this site and deliver up to 2 more resources, since they have not yet transported the 3 resources required.

- 2** The strength of the dwarf determines the number of resources that can be moved from storage to the site. These resources must match required resources that have not yet been delivered to the chosen site. It is not possible to deliver more resources than those indicated for the construction. But, if the dwarf has leftover strength, they can deliver to the King's Throne Room (more on this later). Cover the spaces that show the resources you delivered with cart pieces of your color. After delivering, you receive the following **reward** for each resource delivered

THE THRONE OF THORJAL, THE DWARF KING



King Thorjal is building a grand throne, and the clans can collaborate in its construction. Building the King's Throne follows the same rules as the Transport action, meaning that players can discard required resources for the Throne Room and put carts of their color in the matching spaces there in order to obtain GP based on which resources were delivered. Materials can be transported to the King's Throne in two different ways:

- ◆ When performing a Transport action to a Monumental Construction site (where you have not yet reached the limit), if your dwarf has an excess of strength after all the deliveries allowed by that site have been fulfilled, you may use that excess strength to deliver that many resources to the King's Throne.

Blue assigns a dwarf with a strength of 4 to a cart tool. They choose a gate where 2 more resources must still be delivered. Once they are delivered, they still have 2 strength left, so they can make 2 deliveries to the King's Throne. They may not deliver only 1 single resource to the site and then 3 resources to the King's Throne, nor can they deliver 4 resources directly to the Throne, since the completion of the chosen Monumental Construction has priority.



When you perform the Build action, you must choose 1 option from the following list. Each option has a minimum amount of strength that is required in order to choose that option. In addition, you may only build items that are present in the **forge** area of your clan board. If you choose an option that requires less strength than you have available, the unused strength is lost. If the option allows you to build more than 1 building, you may construct them in any order you choose.

STRENGTH REQUIRED



BUILDINGS





MONUMENTAL CONSTRUCTIONS: PILLARS AND GATES

Players do not begin the game with any of these Monumental Constructions on their clan boards. They can only be acquired through the Transport action. When built, Monumental Constructions are placed where the hall tiles come in contact with one another:



PILLARS. These are built in a spot where the points of 3 different, face-up halls come into contact (it is not possible to



At the end of the game, players get points for the presence of their buildings in the various districts of the Halls of the Mountain. Each building provides clan presence in each of the halls it is in contact with (see page 18). During the Council Phase, buildings can grant points based on the active project tiles (see page 26).

BENEFITS OF BUILDINGS

After placing a building, you immediately obtain a benefit which depends on the type of building placed and the type of **resource vein** that is present in the hall where that building now stands. Each hall is rich in one kind of resource, and each type of building exploits these resources in different ways:

WHEN BUILDING A HOUSE ON A VEIN OF:



COUNCIL PHASE

The great leaders of the different clans meet with the king around the fire to inform him of their progress, sing songs of their deeds, and plan their future endeavors.



If the Starting Player has already assigned all 4 dwarves to tools at the start of their turn, the **Council Phase** begins. All players must have empty taverns at this point.

- At the beginning of the Council, the Starting Player moves the Era marker forward 1 space and all players carry out the following steps in order:
- At the same time**, all players return their 4 dwarves that are assigned to tools back to their respective taverns without modifying their current strength. They are now available again.
- In turn order**, each player receives all the benefits printed on the King's Coins (see page 13) they have on their clan board. Once the coin benefits have been issued, they then receive the rewards for their tradition tiles (see page 36) whose activation requirements have been met during this Council (as indicated alongside the fire icon: tiles 6, 12, 16, 17, 19, 21, and 36).
Note: The benefit granted by the space where a King's Coin was placed is only obtained when the coin is placed there, not during the Council. If a player obtains a King's Coin during this phase, they **do** get the reward from the space that coin is placed in, but they do not receive the reward printed on it during that Council.
- At the same time**

FINAL SCORING



The game ends when the Era marker reaches the last space, after the completion of the third Council. When this happens, Glory Points are awarded for the following:

THE KING'S THRONE

6, 3, and 1 GP are granted for being, respectively, the player with the 1st, 2nd, and 3rd most carts at the King's Throne. If several players tie, the one with the most carts in the highest spaces wins



TOOLS

Each column on a player's clan board in which new tools have been forged enables a bonus at the end of the game. A maximum of 2 tools can be in each column; the starting tools printed on the clan board **are not taken**



SOLITAIRE

THE COUNCIL OF ELDER DWARVES IS NOT KNOWN FOR ITS DOCILITY. THIS GROUP OF OLD DWARVES GETS ITS HANDS DIRTY. YOU CANNOT PERMIT THE BANNERS OF YOUR CLAN TO BE FLOGGED

HOW TO PLAY

The game is played according to the normal rules except for the modifications below.

SPECIAL CONSIDERATIONS ON THE DECISIONS OF THE COUNCIL OF ELDERS

On the board, dice values are shown next to some tile types, the 6 Monumental Construction sites, and the 5 rows of the Halls of the Mountain. These values determine the **choices** that the Council of Elders will make during their turn when acting in these areas. Thus, when you see the word “**choose**” (or other synonyms or derivations) it indicates that the Council of Elders must roll their die:

- ◆ **When the Council of Elders must **choose** a rubble tile, tradition tile, inlay, or King’s Coin:**
The Council of Elders rolls the die and takes the tile that is in the space indicated by the die roll.



PICK - DIG



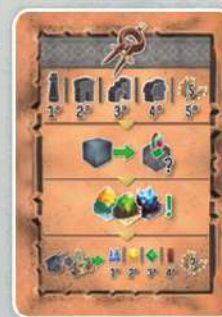
- First, roll the die as many times as needed until 2 different rubble tiles have been **chosen** from among those on the game board. These are discarded. Remember that **the Council of Elders does not obtain resources**.
- After that, the Elders move 2 spaces forward on the Mining Track. The Council of Elders also receives a relic (see Rewards of the Council of Elders, below).
- Then, it **chooses** a row in the Halls of the Mountain and flips over the face-down hall tile farthest to the left in that row. If all the halls in that row have been flipped over already, the Council of Elders **chooses** a different row. Once the tile is chosen, its reward is given, the hall is revealed, and the indicated number of enemies are placed on that hall.
- Finally, the Council of Elders receives a Reward (see Rewards of the Council of Elders, below).



COMPASS - BUILD



- ◆ First, the Council of Elders determines what building, out of those available on its board, it is going to build. The priority criteria has the building of a pillar in first place. If that is not available, it will build a gate. If that is not available, it will build a workshop. If that is not available, it will build a house. If there are no buildings on its board, the Council of Elders gains 5 GP instead.
- ◆ Then, it must **choose** which hall it will build the selected building in. Depending on which building is being placed, there are different ways to proceed:





When obtaining any kind of tradition tile, King's Coin, or inlay: The Council of Elders **chooses** it using the die. It ignores any possible loss of GP indicated in the space revealed for any King's Coin or tradition tile obtained, as well as the GP that is granted by the jewels when they are inlaid. After that, it places the tile it got in the storage area on its board (see Storage of the Council of Elders).



When obtaining a relic tile: It gets the first relic tile, starting from the top, that is of a type that you (the player) have not yet obtained. If all available relics are of a type that you already possess, the Council of Elders gets the one that is highest up.



INLAYS



Dwarves can forge jewels that are inlaid into their tools. Each tool can have a single inlay of the corresponding color assigned to it. The effects of inlays are always optional and are used during the clan turn, before or after performing the tool action. The specific effects that the inlays can have are described below:



Raise the strength of the dwarf assigned to this tool by +1 until the end of the turn.



Defeat 1 goblin, thereby getting the benefit of the green die, and place it in the dungeons of your clan board.



TRADITIONS

DWARVEN CULTURE WORSHIPS THE MILLENNIA-OLD TRADITIONS OF THEIR ANCESTORS' CUSTOMS, AND THE CLANS STRIVE TO HONOR THOSE WHO CAME BEFORE THEM.



SPECIAL PROJECTS

OBJECTIVES