

## Dwarf Fortress: Analog Build

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### Fact Box

Total time: 2 hours

Number of players: 2-5

Requires:

- A bunch of cardboard.
- Scissors, pens, and colored markers or crayons.
- Space to make a mess.
- These rules.
- Pad of paper to write on,
- Prepare to STRIKE THE EARTH!!!

### Pitch

Build a world where civilizations rose and fell, then embark into it with 7 stalwart dwarfs and establish a place to live. !FUN! will be had. !SCIENCE! will be done. STRIKE THE EARTH!!!!

### Description

Dwarf Fortress is arguably the most ambitious simulation video game ever undertaken. The code is monstrous and complex. Your computer must render an entire world from its mythical origins, compute titanic beasts causing havoc in the antediluvian times, and populate the world with civilizations who wage terrible war upon each other. Centuries of history is recorded. Then you play in this world as a community or lone adventurer.

It's impressive and beautiful in its madness. !FUN! is in the chaos and struggle to simply understand what is going on. !SCIENCE! is learning how to do anything, especially operate the immense inter-complexity of interlocking mechanics. It can take all your effort to learn to grow food. Later on one can learn to make the most difficult of things, such as clear glass or soap.

You are going to do the impossible. Together you will create an analog Dwarf Fortress. You will build a world, imagine its arising, and enter that world with your brave dwarfs. No doubt !FUN! will be had. Much dwarven blood will be spilt as !SCIENCE! marches on. STRIKE THE EARTH!!!

## **The User and the Code**

During play everyone is fluidly taking on the role of either the user of Dwarf Fortress or the code of the program itself. These roles are passed around by a simple mechanic. The user acts only when the game is paused. When the game is not paused the AI is active and running all elements. So, to be clear, at any one time a singular player may !PAUSE! the game and become the active user by saying "pause." When the game is not paused all players engage as the AI simultaneously.

## **Unleash the Bugs**

Everyone talks at once to simulate how Dwarf Fortress is so complex it is impossible to keep track of what is going on. For example, there is buggy code that keeps track of when a cat's fur is wet. If it gets wet with the alcohol dwarfs may spill on them in the dinning hall, the cats will get drunk when they initiate their self cleaning procedure. This is the level of detail we're talking about. So prepare to play fast and loose.

## **World Generation**

After gathering all materials, set aside a comfortable space on the floor or on a large table. Take out your paper and pencil and begin world generation. Pick and choose from the Name Generation Tables to help with creating the following:

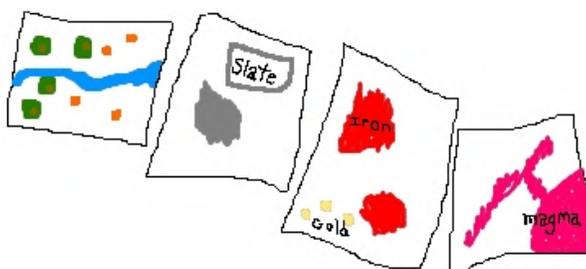
- Decide on a name of the world, name the dwarven civilization your dwarfs come from, and name the fortress your dwarfs are building.
- Name your first 7 dwarfs. Declare if they are already miners, carpenters, etc. Or if they are all unskilled peasants. One of the them is the Expedition Leader.

The rest of the tables are to be used during play to generate such things as names of human or elven merchants or visitors to the fortress. They are used to create monstrous forgotten beasts who show up and wreak havoc Note the table of a variety of workshops that dwarfs must have before they can do any tasks enabled by that workshop.

# The Lay of the Land

Cut up the cardboard you have into mats of various shapes. Make them large chunks in order to draw on and place little figures and cutouts. Keep aside enough material left over to create additional elements, including dwarfs, elves, goblins, monsters, animals, caravans, wagons, siege weapons, etc.

Mats to the right go deeper into the earth, layer by layer of z-levels down. Everyone will contribute by drawing on every mat. Land above ground may have trees and plants, rivers, and even glaciers. Below ground you will add mineral deposits of precious metal and stone, and going deeper add areas of caverns with giant mushrooms and underground lakes. At the deepest level will be magma which the dwarfs can harness with their magma forges and smelters. Otherwise, they need to use coal and wood to run their furnace



As you expand and build the fortress you will dig down through layers marking out DOWN stairs on the layer above, and UP stairs on the layer below.



Starting from the leftmost mat, place a cutout square to represent the dwarf's original wagon of supplies brought from the Mountainhome, and place upon it seven cutout figures of your seven dwarfs. Write their names on them. Add additional animals, such as a bunch of chickens (for egg production), dogs and cats (for vermin control or war training), and so on.



# !Strike The Earth!

After the terrain is set and the dwarfs are embarked onto the ground level mat, choose someone to go first. The game starts !paused!. This person issues the first orders to the dwarfs. Draw on the map the first tunnels and rooms into the mountain. Mark where the first workshops and stockpiles will be. Say EVERYTHING out loud. Speaking out loud is most important. No one is allowed to do anything in the game without saying what is happening aloud. Continue pausing and unpausing, taking turns.

Once unpaused, all players immediately begin controlling all elements: dwarfs, animals, introducing new events, and so on. Continue speaking aloud what is happening. The next player may !PAUSE! the game at any time and issue new orders to the dwarfs. The active player (the User) should query the AI (the !PAUSED! players) for information about various objects and elements, such as dwarfs, animals, and what is going on in a given workshop. This is the essential interaction going on between the User and Code (the AI).

## !FUN! and !SCIENCE!

Dwarfy things will emerge from the chaos.

- Running out of alcohol makes the dwarfs grow discontent. Eventually leading to violence and the destruction of the fort as dwarf after dwarf become unhinged.
- Random events such as: mining accidents, explosions, love and romance, art, poetry, and masterful creations that attract those jealous of dwarven wealth.
- Over time more dwarfs will migrate to the fort as it gains in wealth and fame. Add more and more dwarfs.
- As the fort grows in population a nobility will form: a mayor, a chief medical dwarf, a bookkeeper, military commander. These nobles will demand special treatment and larger bedrooms and offices.
- Always choose the most !FUN! path.

### World Name

First Part	Second Part
1. The World of..	1. Legend
2. The Land of...	2. Myth
3. The Place of...	3. Adventure
4. The Domain of...	4. Wonder
5. The Ground of...	5. Mystery
6. The Reach of...	6. Treasure

### Dwarven Civilization

First Part	Second Part
1. The Pillar of...	1. Purity
2. The Rock of...	2. Heart
3. The Mantle of...	3. Industry
4. The Pinnacle of...	4. Work
5. The Bowels of...	5. Labour
6. The Weight of...	6. Beards

### Fortress Name

First Part	Second Part
1. Good	1. Steel
2. Smoke	2. Granite
3. Guild	3. Cavern
4. Craft	4. Oil
5. Channeled	5. Laughter
6. Gifted	6. Song

### Forgotten Beasts

First Part	Second Part
1. Hrogar the Mass of...	1. Flesh
2. Trast the Horror of...	2. Sand
3. Klugg the Bane of...	3. Rock
4. Favert the Sickness of...	4. Worms
5. Zarax the Vastness of...	5. Fire
6. Mar the Evil of...	6. Ice

Beware its...

Third Part	Forth Part
1. Fiery	1. Breath
2. Freezing	2. Gaze
3. Acidic	3. Maw
4. Petrifying	4. Webs
5. Powerful	5. Claws
6. Explosive	6. Stink

### Dwarfs

First Name	Last Name	
1. Urist	1. Sell	1. Might
2. Obok	2. Road	2. Hammer
3. Morul	3. Furnace	3. Smith
4. Alban	4. Forge	4. Rock
5. Dumat	5. Cave	5. Carver
6. Lor	6. Deep	6. Peaks

### Elves

First Name	Last Name	
1. Enure	1. Cloudy	1. Sounds
2. Salo	2. Rain	2. Beauty
3. Ula	3. Wind	3. Dale
4. Alatha	4. Sky	4. News
5. Mina	5. Forrest	5. Fountain
6. Lefari	6. Field	6. Flowers

### Humans

First Name	Last Name	
1. Rakel	1. Coin	1. Pages
2. Ur	2. Knight	2. Griffon
3. Hathur	3. Admired	3. Dragon
4. Ishes	4. Moral	4. Goals
5. Beksur	5. Law	5. Tactics
6. Asi	6. Trade	6. War

### Goblin Raider Band

First Part	Second Part
1. The Torment of...	1. Lies
2. The Cruelty of...	2. Sins
3. The Poisons of...	3. Nightmares
4. The Scourge of...	4. Waste
5. The Tangle of...	5. Vice
6. The Thieves of...	6. Wrath

### Examples of Workshops

1. Carpenter's	1. Butcher's	1. Hospital
2. Stonemason's	2. Craftdwarf's	2. Temple
3. Kitchen	3. Loom	3. Tavern
4. Still	4. Tailor's	4. Glassworks
5. Forge	5. Mechanic's	5. Barracks
6. Fishery	6. Alchemist's	6. Smelter