



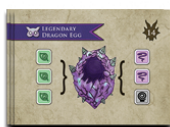
UNDERLINGS OF UNDERWING™

A GAME OF COLOR THEORY AND DRAGONS BY ALISHA VOLKMAN

RULES OF PLAY

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90 dragon cards



36 handlers
(x6 ea. color)



1 first player token



element bag



x5 ea.



x10 ea.



x20 ea.



field & tracker mats
(solo on reverse)

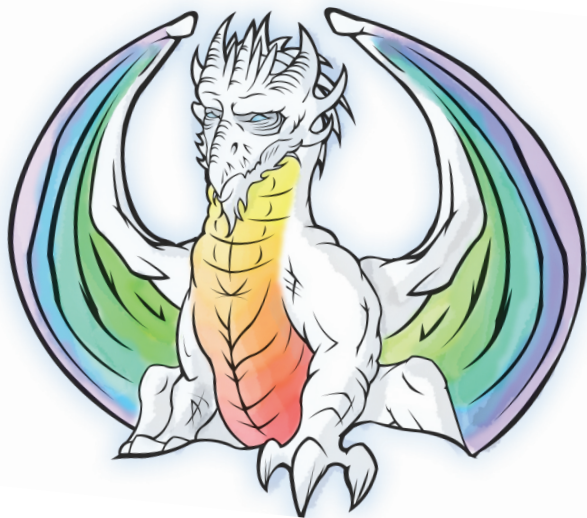


1 round
tracker



6 player mats

UNDERLINGS OF UNDERWING™



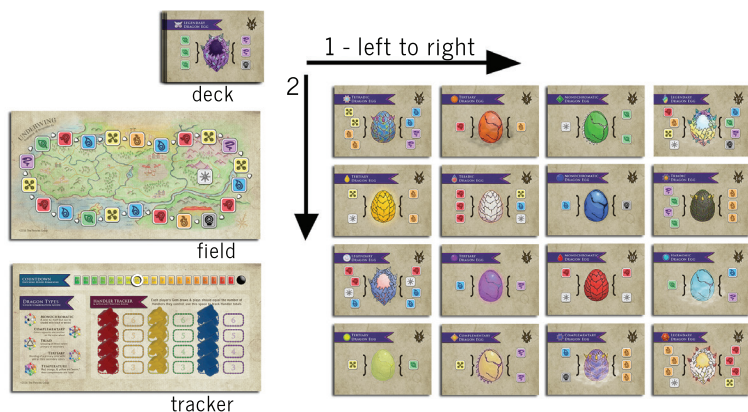
Once every century, the Dragons of Underwing return to their ancient brooding grounds for a Great Hatching. Whelps, drakes, wyverns, and wyrms alike dart through the air as the world's most daring individuals try their hands at capturing and training these wondrous, winged beasts.

Armed with an array of colored Elements, aspiring tamers hatch a horde of Dragons by strategically placing Elements within nesting sites. Of course, different Eggs thrive in the presence of different Elements, so tamers must optimize the use of their Dragon Handler underlings to stake claim, infuse Eggs with Elements, and fetch more resources. At the end of the Great Hatching, the tamer with the most Dragon Points is proclaimed Underwing's next great Dragonlord.

Do you have what it takes to become a champion, or are you doomed to become dragon flambé? Join the Egg-hatching fray to find out!

Setup for Multiplayer Game

1. Shuffle the Egg Deck and place it Dragon-side down.
2. Place the Egg Cards in a 4x4 grid beginning with the top left and working left to right, top to bottom. This grid makes up the Hatching Grounds. See below for alternate grid sizes based on the number of players.



3. Place the Field Mat and the Turn/Handler Tracker Mat adjacent to Hatching Grounds.
4. Each player should take a Player Reference Mat, pick the corresponding set of colored Dragon Handlers, place 2 Handlers in their Ready Room and the remaining Handlers on the Handler Tracker mat.

Suggested Maximum Number of Handlers & Hatching Grounds Size

For 2 players; 4 Handlers, 3x2 Hatching Grounds

For 3 players; 5 Handlers, 4x3 Hatching Grounds

For 4-6 players; 6 Handlers, 4x4 Hatching Grounds

5. The player who most recently ate eggs becomes Player 1 for the first round and receives the Egg Token to indicate that he or she is Player 1.
6. Place all Elements (i.e., colored crystals) into the Element Bag.

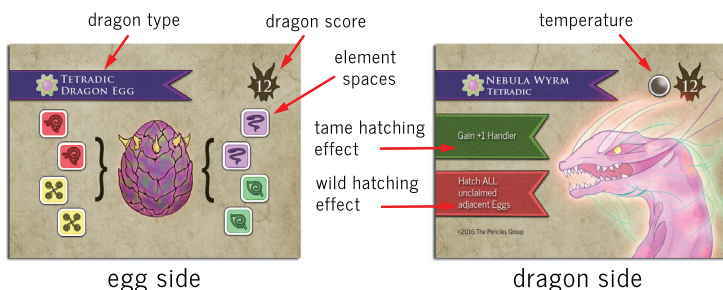
A Note on Handlers

Handlers are your specially trained workers. All potential Dragonlords have Handlers to help them carry out specific tasks. As recognition for quality dragon hatching, Underwing's authorities will occasionally grant new Handlers to those competing for the Dragonlord title. These Handlers will appear as a positive effect on a hatched dragon card (i.e., the green "tame hatching" ribbon).

Handler Deficiency

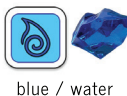
At two specific thresholds, **12** and **25 points**, players are granted a **3rd** and **4th Handler** (respectively) if they do not already have that many. If a player reaches 12 points from successfully hatching Dragons but already has a 3rd Handler, they **DO NOT** receive this bonus (likewise with 25 points and a 4th Handler). If a player receives an additional Handler for hatching a Dragon while simultaneously crossing the score threshold, they **DO NOT** receive the deficiency bonus Handler.

Eggs & Dragons



Each Egg requires skilled application of color theory to make a perfect Dragon, accomplished through the infusion of Elements into Eggs.

Players infuse Eggs with Elemental energy by placing their collected colored crystals onto the corresponding colored symbols featured on each Egg card.



Once an Egg has all of the requisite Elements, it will either be transferred to the player who claimed it for controlled hatching, or it will hatch in the Wild; these results have different effects that will impact gameplay. See the *Gameplay overview for Phases 3 and 4* for more information about placing Elements on Eggs and hatching Dragons.

Dragon Score

Each Egg/Dragon has an assigned Dragon Score point value. This number not only tells you the relative power of the Dragon (and its Special Effects), but it is used for scoring purposes at the end of the game. When an Egg hatches, it is at this point that the score is considered “added” to the player’s total. See *Ending the Game* for more information on scoring.



Temperature

Each Dragon has an assigned color temperature: **cool**, **neutral**, or **warm**. During the final scoring process, players who hatch more Dragons of a particular color temperature (or an equal number of both) will receive a bonus.



cool



neutral



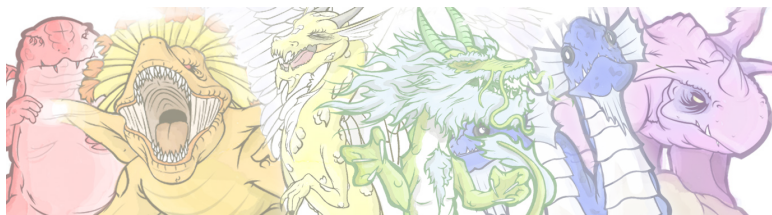
warm

Special Effects

When a Dragon is hatched (either in the Wild or under the supervision of a Handler), its associated effects are resolved. The **positive effects** (located on the *green* ribbon) are resolved when an Egg **hatches under the supervision of a player Handler**. The **negative effects** (located on the *red* ribbon) are only resolved when an Egg **hatches in the Wild**.

Wild Dragons

During the game, Eggs that are hatched without owners become **Wild Dragons**. Wild Dragons remain in their location as permanent fixtures in the Hatching Grounds and cannot be removed from play unless a Special Effect allows for this to happen. When hatched in the Wild, they have a negative effect (red ribbon) that causes Hatching Day chaos. Effects include: adding Elements to adjacent Eggs, hatching adjacent Eggs, and scaring off Handlers. These Dragons can be used to throw off opponents or even help your own Dragons hatch faster. Be warned, however: Wild Dragons can build up fast if left unchecked, ending the game for everyone!



Gameplay

Underlings of Underwing is played over a number of rounds that represent hours of the day during Underwing's Great Hatching. Each round (one Underwing "hour") has 4 phases to maximize Dragon-hatching efficiency.

1. Element Collection
2. Move & Assign Dragon Handlers
3. Add Elements to Eggs / Hatch Wild Dragons
4. Hatch Eggs / Collect Completed Eggs / Discover New Eggs

At the conclusion of each round, the Egg Token (indicating Player 1) is passed to the left, and the round tracker token is advanced one space to the right.

Suggested Number of Rounds

For 2 players; 15 Rounds

For 3 players; 13 Rounds

For 4-6 players; 12 Rounds

The tracker is built to allow players to choose the length of their game without needing to make any awkward modifications. Depending on the number of players and each player's level of experience, average round length should be approximately 3-4 minutes. Plan accordingly!

Phase 1: Element Collection

Beginning with Player 1 and rotating to the left, each player draws an appropriate Element from the Element Bag for each Dragon Handler they currently have on the Field (i.e., matching the Handler's currently occupied space on the Field track). For each of their Dragon Handlers that is **NOT** in the Field (i.e., in the Break/Ready Rooms or with an Egg), players should draw 1 **random** Element from the Element Bag.

Note that during the **FIRST ROUND**, there will be **NO** Dragon Handlers in the Field. During **ALL** rounds, players are expected to draw **ALL** of their Elements before passing the bag to the left.

If desired, players may draw their random Elements *before* guaranteed Elements (from either Handlers in the Field or Dragon effects). Importantly, **some Dragon effects allow Players to draw more Elements than Handlers they currently have employed, and players are permitted to draw a random Element in place of any Element they would normally receive from a Handler in the Field** (for instance, if they do not need that Element).

N.B.: If a player cannot draw a guaranteed Element because of a shortage in the bag, that player should instead draw a **random** Element.

Phase 2: Move & Assign Dragon Handlers

Move ALL Handlers in each player's Break Room to the Ready Room.

Move ALL Dragon Handlers currently on the Field **ONE** space clockwise. If a Handler is currently on the White Element space, that Handler **MUST** be withdrawn to the Break Room and cannot be moved again this round.

Starting with Player 1 and rotating to the left, each player may perform **ONE** of the following actions:

- Assign 1 Dragon Handler currently in the Ready Room to any space on the Field to collect Elements; this Handler is now considered "employed"
- Assign 1 Dragon Handler currently in the Ready Room to claim any unclaimed Egg in the Hatching Grounds; this Handler is now considered "employed"
- Recall 1 "employed" Dragon Handler to the Break Room; this Handler is exhausted and must remain in the Break Room until Phase 2 of the following round.

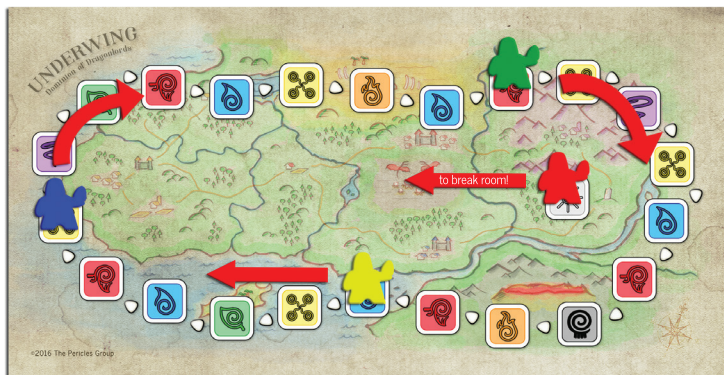
Repeat until all players have made the assignments they wish to make.

Handler Jobs

Claiming an Egg

Placing a Dragon Handler on an Egg in the Hatching Grounds claims that Egg as **yours**. No other player can place a Handler on that Egg unless: 1) you voluntarily recall your Dragon Handler from the Egg; 2) a Wild Dragon hatching effect causes your Handler to be removed from the Egg; or 3) another tamer's Dragon does something nasty to you.

The Field



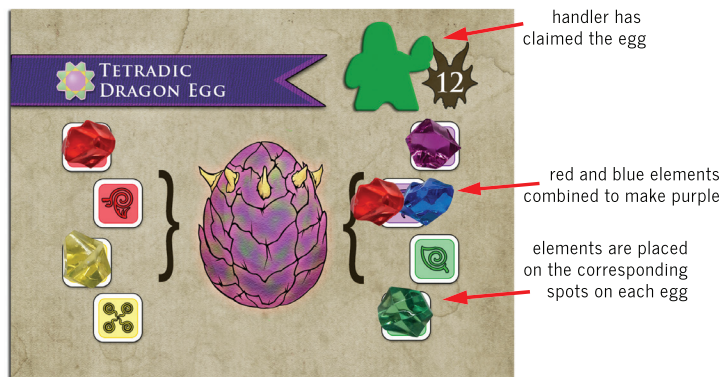
A Dragon Handler can be placed on any space in the Field. Each space represents an area where high concentrations of a particular colored Element can be found. During Phase 1, for every Handler a player has in the Field, that player can collect those specific Element types in lieu of their random Elemental draw. Individuals can play one of their Handlers on the same space as another player's Handler, but no more than *one* of a given player's Handlers can occupy the same space in the Field. Once in the Field, Handlers cannot be moved to another space by player action; a player can only reassign a Handler to the Break Room (where they must remain until the next round's Phase 2).

The Break Room

Sometimes even the most experienced Dragon Handlers need a little bit of rest. If a player recalls a Handler from an assigned task (either claiming an Egg or gathering Elements in the Field), that Handler must return to the **Break Room** and remain there until Phase 2 of the next round. At that point, they will be moved to the **Ready Room**.

If a Dragon card grants a player an additional Handler, that Handler should report to the Ready Room *immediately* (i.e., no Break Room cooldown).

Remember that all Handlers in a player's Break and Ready Rooms afford a random Element draw during Phase 1.



Phase 3: Placing Elements on Eggs

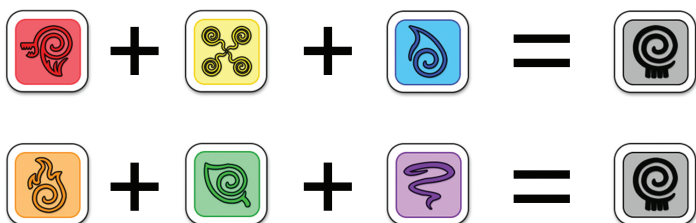
Starting with Player 1 and rotating to the left, each player **MUST** place *one* of their collected Elements on an Egg card for **EACH** Dragon Handler they currently have on their staff. Where those Elements are placed (e.g., *unclaimed* Eggs, their's or another player's *claimed* Eggs) is at individual player discretion; that is, any color space on any Egg can be played onto by any player.



Elements follow the rules of color theory, allowing players to combine primary colors to make secondary colors. For example, placing one Red and one Blue Element together on a Purple Element space will fulfill the space's requirement.

N.B.: Players are allowed to play a single Element in anticipation of creating a combination Element. For example, Player 1 may place a Red Element on a Purple Element space and then *later* place a Blue Element to complete the combination. Any Element placed in this manner counts, for turn limit purposes, as **one Element played per Dragon Handler**. Similarly, multiple Elements played at the **same time** count as **one Element played per Dragon Handler** no matter how many individual Elements are included in the combination.

Throughout play, players are free to combine three *unique* Primary Elements or three *unique* Secondary Elements to create Black.



Because Primary Elements can be used to create Secondary Elements, the following combination is considered a “fair” play:



Any player performing this combination could have also used Red and Blue to substitute for Purple or Blue and Yellow to substitute for Green. They **COULD NOT**, however, have combined a single Primary Element with the appropriate Secondary Element to make Black (i.e.; a Red Element plus a Green); the infusion ratios are not stable enough to successfully hatch a Dragon Egg under these conditions. Many Handlers have perished attempting to do so, resulting in a blanket-wide ban across Underwing.

White, the rarest Element, **CANNOT** be created. Only through the blessings of the ancient Dragon spirits (i.e., random draw) or through intentional discovery and research at the Ivory Tower (i.e., a Handler on the Field) may a Tamer collect a White Element.

N.B.: If there are no spaces available for a player to spend a given Element, that player will retain the Element in their Storage and is no longer required (for that round) to spend a number of Elements equal to their Handler total.

Eggs Hatched in the Wild

If, during this phase, an Egg is completed but unclaimed by a player, that Egg is *immediately* hatched and the Dragon inside is released into the wild (i.e., it occupies its previous “Egg” space on the grid). Negative hatching effects should be resolved immediately as well. The player who placed the Element that caused the Wild Dragon to hatch makes any decisions regarding its negative effects.

If a Dragon hatches in the wild and causes Elements to scatter to adjacent Eggs, those Elements can be placed on their matching color **OR** as a partially complete combination. For example, a Blue Element could be placed on an empty Purple space and later completed by adding a Red Element.

Trading Elements

Players may trade Elements with other players **AT ANY TIME**. There are **NO LIMITS** on the number, type, or balance of Elements traded. Highly-resourceful tamers who are willing to make trades are more likely to complete their Eggs.

Phase 4: Hatching and Claiming Completed Eggs

The beginning part of Phase 4 involves Eggs completed **THIS ROUND**. All players must remove their completed Eggs from the Hatching Grounds and place them in their respective personal play areas. All Elements on completed Eggs are returned to the bag, but **Handlers must stay with their claimed Eggs for ONE additional round** (to ensure proper hatching protocols are followed). These Eggs will hatch during Phase 4 of the **NEXT ROUND**.

Any empty spaces left behind in the Hatching Grounds should be filled with

new Eggs from the draw pile (starting with the top row and moving left to right).

Next, players should hatch any completed Eggs they claimed during the **PREVIOUS ROUND**. It is important to note that Eggs are hatched - and resolved - **IN THE TURN ORDER** for that round. This proceeds as follows:

1. The Egg's Handler is sent to the **Ready Room**; the experience of watching a Dragon hatch warms the Handler's heart and encourages them to get back to work
2. The Egg card is flipped to its Dragon side
3. Positive effects on the green "tame hatching" ribbon resolve *immediately*

Once ALL Eggs have hatched, pass the Player Token to the left, move the round tracker one space toward 'zero,' and begin the next round.

N.B.: One helpful way to keep track of a player's "claimed" Eggs versus their "ready-to-hatch" Eggs is to lay the Handler down on any Egg claimed during **THIS** Phase 4 (i.e., "claimed" but not "ready-to-hatch") and stand the Handler up on any Egg claimed during **THE PREVIOUS** Phase 4 (i.e., "ready-to-hatch" in the coming round). Any Handler laying with an Egg can be thought of as nurturing it, and any Handler standing with an Egg can be thought of as delivering it to the player.

In the **FINAL** round of play, claimed Eggs are hatched and have their effects resolved *immediately* (for scoring purposes).

Ending the Game

When the Round Tracker reaches '1,' the **FINAL ROUND** begins. At its conclusion, each player should tally their total score by adding the Dragon Point values displayed on each of their hatched Dragons with any applicable temperature bonuses. Remember: Eggs completed in the final round of play are hatched in Phase 4 of that round, so strategize ahead of time!

Note that there are **two ways** to score Dragon Points and become the next Dragonlord - combine them for the best results:

Hatching Eggs

Accumulate Dragon Points by hatching valuable Dragon Eggs. Dragon Point values are displayed on the Dragon head symbol in the upper-right hand corner of each card. A Dragon's point value is added to the player's total *when it hatches*, **NOT** at the end of the game or when the Egg is initially collected.

Temperature Bonus

The two players who end the game with the most **NET** “warm” and “cool” Dragons (i.e., the difference between the two, greater than zero) each score a bonus of **+15 Dragon Points** (one for most “warm,” the other for most “cool”). Any player who ends the game with a *perfect temperature balance* (i.e., equal numbers of warm/cool and/or neutral Dragons) receives **+20 Dragon Points**. If there is a tie for the most number of “warm” or “cool” Dragons, all players who meet the bonus requirement receive its full value.

Example: If a player ends with **7 “warm”** dragons, **2 “cool”** dragons, and **1 “neutral”** dragon, they would have a net total of **+5 “warm.”** If a player ends with **2 “warm”** dragons, **2 “cool”** dragons, and **3 “neutral”** dragons, they would have a net total of **+0, a perfect temperature balance** (i.e., +0 “warm”/“cool”).

In games with **two players**, it is recommended that players **NOT** use the temperature scoring bonus.

**WHEN HATCHING DAY REACHES ITS CLOSE,
THE PLAYER WITH THE HIGHEST
DRAGON POINT TOTAL IS HAILED AS
THIS CENTURY’S GREAT DRAGONLORD!**

IMPORTANT: If at any time the Hatching Grounds become filled with Wild Dragons, **ALL** tamers are *immediately* exiled from Underwing. Play ends, and the few Handlers who receive severance pay are the game’s only winners. In your lust for power and prestige, you managed to squander the century’s only Great Hatching, unleashing doom upon civilization!



Solo Rules

In the solo version of *Underlings of Underwing*, players relive the story of the original Dragonlord, first to successfully harvest and infuse Elements into wild Dragon Eggs. This tale of incredible courage and dedication has shaped the Great Hatching tradition for centuries.

During play, the would-be Dragonlord must contend with the various Elemental forces represented by wild “Handlers” moving around the Field. These wild forces infuse Eggs in the Hatching Grounds with bursts of Elemental energy, keeping the player at the center of a delicate Egg balancing act.

Setup for Solo Game

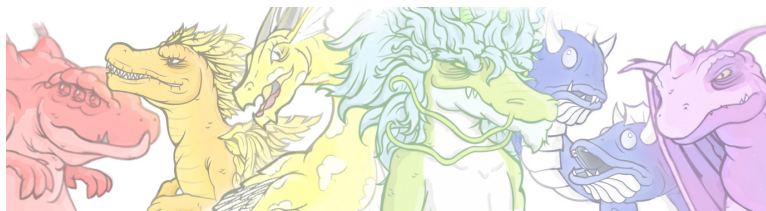
1. The Player should use the Alternate Solo Side of the Field Mat
2. The Player should use the Alternate Solo Side of the Tracker Mat
3. Hatching Grounds are arranged in a 2x2 grid to start
4. Legendary Dragons should be removed from the Deck
5. Choose a Player Mat, place 2 Handlers in the Break Room, and place 3 corresponding colored Handlers on the Tracker
 - Max. number of Handlers for solo play: Player = 5, Wild Forces = 6
6. Assign one Wild “Handler” to the White, Black, and Purple Elemental spaces on the Field; place the remaining 3 Wild “Handlers” in the allocated spaces on the Tracker
7. Place the Round Tracker on number **12**

The Turn/Phase order remains the same as core game.

Special Notes for Each Phase

During Phase 1: Draw Elements - Wild Forces receive Elements **FIRST**.

During Phase 2: Movement - The Handlers representing the Wild Forces rotate clockwise in Round 1 (the Handler on White will move to Orange, the Handler on Black will move to Red, the Handler on Purple will move to Blue). In the solo version of *Underwing*, the White space is a part of the Field track and Handlers are **NOT** recalled to the Break Room after collecting a White Element.



During Phase 3

The player places Elements first, alternating placement with the Wild Forces. The Wild Forces should place Elements in the following order: Black, White, Purple, Orange, Green, Blue, Yellow, Red.

Wild Forces fill Element spaces from left to right, top to bottom, in order of *first immediate color fit, then secondary fit* (i.e., starting a color combination).

Example: The Wild Forces have a Blue Element. First, they scan for an available Blue space (including any partially-complete combinations for Green, Purple, etc.). If there are no Blue spaces available, they scan for the first available **empty** Purple or Green spot. Finally, if neither space-type is available, then Wild Forces scan for an available Black space. If there are still no spaces available, the Element is returned to bag.

During Phase 4

- Hatch claimed Dragons from the **Previous Round**
- Discover new Eggs, filling the grounds from left to right, top to bottom
- If a new Handler is granted, that Handler reports to the **Break Room**. The Wild Forces **ALSO** gain a Handler, and it is placed on the *White* space; if *White* is occupied by the Wild Forces, the Handler should be placed on the *first available space counter-clockwise from White* (i.e. placed on the *Green* space; if *Green* is occupied, the Handler should be placed on the *Red* space, etc.)
- **N.B.:** Handlers are **NOT** auto-granted at 12 and 25 points (core game only)
- When a new Handler is granted, the Hatching Ground grid expands to the following sizes:
 - 3 Handlers: 3x2 Grid
 - 4 Handlers: 3x3 Grid
 - 5 Handlers: 4x3 Grid
- Advance Countdown Tracker

Scoring

IMPORTANT: If at any time the Hatching Grounds become filled with Wild Dragons, the Dragonlord has failed and play *immediately ends*. The original Great Hatching never happens, and the Realm of Underwing never becomes a Dragon-rearing superpower. For shame!

Net “warm” and “cool” bonuses **DO NOT** apply in solo play; however, a **perfect balance of dragons is still worth +20 Dragon Points**.

If the Hatching Grounds contain no wild Dragons at the conclusion of the game, the player is granted a bonus of **+15 Dragon Points**.

In order to win solo mode and attain a legendary epithet, the Dragonlord must achieve one of the following Dragon Point totals before time expires:

Title	Dragon Points
The Breaker of Eggs	< 60
The Master Eggsecutioner	75
The Wrangler of Whelps	100
The Duke/Duchess of Drakes	125
The Rider of Wyverns	150
The Commander of Wyrms	170
The Overlord of Underwing	190
The Legendary Dragonlord	215

Credits

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