

## TIPS FOR NEW (& RETURNING) TAMERS

1

**Novice tamers may find it beneficial to START SMALL.** Players who hatch large numbers of small Dragons (e.g., Whelps) tend to have greater success than those who focus on hatching small numbers of large Dragons (e.g., Legendaries).

2

**Dragon/Egg CLASSIFICATION** (e.g., Monochromatic, Triadic, Complementary, etc.) can be used to predict which temperature Dragon will hatch. For instance, a Monochromatic Egg requiring a 'Warm' Element (e.g., Red) can generally be expected to hatch into a 'Warm' Dragon; a Complementary Egg requiring a 'Warm' Element (e.g., Red) and its 'Cool' complement (i.e., Green) can generally be expected to hatch into a 'Neutral' Dragon.

3

**ALL Dragons within a given Dragon Family have the same temperature when hatched.** Even though the Nature Drake Egg requires two 'Cool' Elements (Green) and one 'Warm' Element (Red), the resulting Dragon is 'Neutral'; this is intended to align with the rest of the Nature Dragon Family Eggs/Dragons (which require even numbers of 'Warm' and 'Cool' Elements).

4

**Ensure that each player is automatically earning a Handler at 12- and 25-Dragon Points.** This only applies if the player has not already earned their 3rd and 4th Handlers by the time they reach the 12- and 25-point marks, respectively; Dragon Points and Handlers are awarded once an Egg is HATCHED, not when it's collected.

**Collect 1 [COLOR] Element each Phase 1.** This is not a blanket "free" Element every turn; rather, it affords the player the option to choose the given Element **IN PLACE OF** a random draw during the draw phase (as if the player had a Handler standing on the same Element space on the field).

**Collect 1 Additional [COLOR] Element each Phase 1.** This is a true additional Element every turn; the player collects the Element **IN ADDITION** to their normal number of draws during the draw phase.

**Collect/Draw/Claim.** Add to your stockpile (as specified).

**Destroy.** Remove Elements **TO THE DRAW BAG**; they are **NOT** completely removed from the game (although this can be done to increase difficulty for hardcore players).

**Take/Steal.** Remove (as specified) and add to your stockpile.

**Adjacent.** Cards positioned immediately beside the given Egg/Dragon in each of the four major cardinal directions (i.e., above, below, right side, left side).

## TEMPERATURE & END-OF-GAME BONUSES

As noted in the official rulebook and on the player reference mat, **WARM** Elements include Red, Orange, and Yellow, while **COOL** Elements consist of Blue, Green, and Purple; White and Black are considered **NEUTRAL**.

Egg/Dragon temperature tends to follow a 'by the numbers' pattern (i.e., players can simply calculate the difference between an Egg's required 'Cool' and 'Warm' Elements to know whether the hatched Dragon will be 'Cool,' 'Neutral,' or 'Warm'):

		<b>0 WARM</b> <b>1 COOL</b>	
		<b>4 WARM</b> <b>4 COOL</b>	
		<b>1 WARM</b> <b>0 COOL</b>	

Eggs that require **MORE COOL** Elements than **WARM** Elements can generally be expected to hatch into **COOL** Dragons

Eggs that require an **EVEN NUMBER** of **WARM** and **COOL** Elements can generally be expected to hatch into **NEUTRAL** Dragons

Eggs that require **MORE WARM** Elements than **COOL** Elements can generally be expected to hatch into **WARM** Dragons

This 'by the numbers' shorthand for Dragon temperature **DOES NOT** apply to the following Dragons (a consequence of needing to balance Element and temperature numbers across all 90 Egg/Dragon color combinations):

**Norruth; Tyche; Tiamat; Chromatic Family; Opalescent Family; Electric Family; Nature Family; Steam Whelp; Twilight Whelp**

## DEVELOPING A PERSONALIZED PLAYSTYLE

The core objective and mechanic in *Underlings of Underwing*™ is the application of color theory, combining Elements (e.g., Red + Yellow = Orange) faster and more effectively than your peers. That means combos aren't just a way to spread plays over multiple turns and/or dump unneeded Elements, they're also an avenue of **STRATEGIC COLLABORATION & COMPETITION**.

### ♥ STYLE 1: GUARDIAN

Player 1 wants to **ASSIST** Player 2. Player 1 is allowed to 1) trade Elements with Player 2 at any time, and 2) make Element placements directly onto layer 2's Egg as if it was their own. Player 1's Element placement can be done piecemeal (i.e., over multiple rounds/turns), allowing Player 1 and Player 2 to coordinate their respective Element placements for maximum effectiveness (e.g., Playing a set of Red, Blue, and Yellow Elements on a Black Element space in a single turn where Player 1 and Player 2 only have two available Element placements each).

### ✂ STYLE 2: WARRIOR

Player 1 wants to **OBSTRUCT** Player 2. Player 1 is allowed to make Element placements on Player 2's Egg as if it was their own. Player 1's Element placement can be done piecemeal (i.e., over multiple rounds/turns), allowing them to maximally interfere with Player 2's Element pool (e.g., Player 1 recognizing Player 2's need to place a Black Element the following turn, then choosing to block the space with a Red Element which will force Player 2 to complete the Black Element space with Yellow and Blue Elements).

### 🌀 STYLE 3: ROGUE

Player 1 wants to make the game more challenging for everyone by acting as an **AGENT OF CHAOS**. Rather than focusing on claiming Eggs and placing Elements on the Eggs they have claimed, Player 1 places Handlers on the map and uses their Element placements to fill empty Element spaces on unclaimed Eggs. Player 1 disrupts combos for the other players (e.g., preventing Player 2's Orange Element placement by placing a Red Element first) in an effort to force as many Wild Hatchings as possible (remember: all players **MUST** play Elements equal to the number of Handlers they control, if possible).