

WYRMSPAN

Designed by Connie Vogelmann

Art by Clementine Campardou

1-5 players · 90 minutes · ages 14+ · competitive

You are an amateur dracologist in the world of Wyrmspan, a place where dragons of all shapes, sizes, and colors roam the skies. Excavate a hidden labyrinth you recently unearthed on your land and entice these beautiful creatures to roost in the sanctuary of your caves.

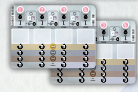
PAPER/CARDBOARD	COINS/TOKENS/EGGS/MARKERS	PLAYER PIECES
1 Dragon Guild board 	45 coins (silver) 	1 adventurer in each color 
4 (double-sided) Dragon Guild tiles 	25 meat tokens (red) 	8 player markers (4 for objective scoring; 4 for the Dragon Guild) in each color 
183 dragon cards ("dragons") 	25 gold tokens (yellow) 	1 guild token in each color 
75 cave cards 	25 crystal tokens (purple) 	
1 card display board 	25 milk tokens (white) 	
1 round tracker board 	55 eggs 	
10 (double-sided) objective tiles 	20 multiplier tokens (for resources and eggs) 	
5 player mats 	1 round marker 	
10 (double-sided) quick start guides 	1 start player marker 	
1 score pad 		

TABLE OF CONTENTS

Setup	2
Overview	4
Excavate	5
Entice	6
• Dragon Abilities	7
• Hatchlings	9
Explore	10
Additional Rules	11
Dragon Guild	12
Round End/Upkeep	14
Game End and Scoring	15



SKIP THE RULEBOOK!
Play-along Interactive tutorial.
Start Playing now!

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NOTE: Your player markers are limited, but all other components are not. If you run out of any non-player-marker pieces during the game, use a suitable replacement.

We're happy to help with missing or broken components. Fill out the form found at stonemaiergames.com/replacement-parts

SETUP

Place the following items in the center of the table:

- 1 DRAGON GUILD BOARD** Select 1 of the 4 Dragon Guild tiles at random and place it in the center of the Dragon Guild board with the appropriate side (based on player count) face up.
- 2 CARD DISPLAY BOARD**
 - i DRAGONS** Shuffle all dragons together and place 3 dragons face up on the card display board in the designated spaces. Place the dragon deck nearby (face down).
 - ii CAVE CARDS** Shuffle all cave cards together and place 3 cave cards face up on the card display board in the designated spaces. Place the cave card deck nearby (face down).
- 3 ROUND TRACKER BOARD** Place the round marker on the Round 1 space. Shuffle the objective tiles, then place 4 of them at random on the designated spaces on the round tracker board with a random side facing up. Return the others to the box.
- 4** Place the coins, eggs, and all tokens in a public supply in reach of all players.

EACH PLAYER GAINS:



1 player mat and all player pieces of 1 color (1 adventurer, 8 player markers, and 1 guild token)



6 coins



1 egg



3 dragon cards (drawn from the deck) & 3 cave cards (drawn from the deck)

Choose a total of 4 cards (in any combination of dragons and cave cards) to keep as their starting hand either face up or face down. Discard the other 2 cards to create face-up discard piles.



3 resources of their choice

Gain the 3 tokens in any combination of gold, crystal, meat, and milk.

All eggs are used identically. The colors of the eggs are purely for aesthetics.

TIP: We recommend that players first look at their starting cards, then choose which resources to gain from the general supply based on those starting cards. Typically (though not always) players will wish to gain resources that match 1 or more of their starting dragon(s).

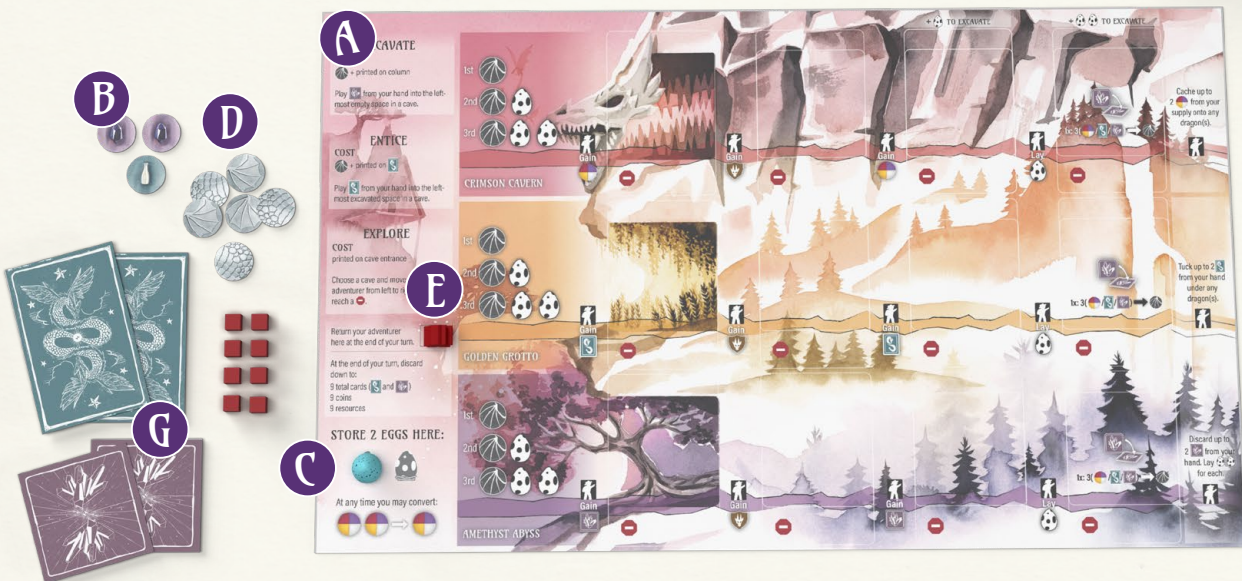
EACH PLAYER THEN:

- A** Places their player mat in front of them (see the image on the right).
- B** Places their starting resources in their player area (left of their mat).
- C** Places their starting egg on 1 of the 2 nest icons on their player mat.
IMPORTANT: Although there are 2 nest icons, players begin the game with only 1 egg.
- D** Places their starting coins to the left of their mat.
- E** Places their adventurer in Base Camp (on their player mat).
- F** Places their guild token on the Dragon Guild space labeled "START."
- G** Places their remaining player markers, dragons, and cave cards nearby.

Randomly give a player the start player marker, then begin the game.



ROUND	1	2	3	4
Activate then	Gain	Gain	Gain	Gain
SCORE	Medium Dragons on your player mat 0/12/3	Dragons & cave cards in your Guildbox (Gains) 0/0/0/2	Dragons & cave cards in your Guildbox (Gains) 0/0/0/2	Dragons with on your player mat 0/0/0/2
1st PLACE	4	5	6	7
2nd PLACE	1	2	3	4
3rd PLACE	0	1	2	3
OTHER PLACE	0	0	0	0



OVERVIEW

During a game of Wyrmspan, you will build a sanctuary for dragons. Your sanctuary begins with 3 excavated spaces—the leftmost space in your Crimson Cavern, your Golden Grotto, and your Amethyst Abyss. Throughout the game, you will build out these 3 caves from left to right, first excavating each empty space, then playing dragons into these excavated spaces.

Each turn, you will take 1 of 5 actions: (1) excavate a space; (2) entice a dragon to come live in an excavated space; (3) explore your Crimson Cavern; (4) explore your Golden Grotto; or (5) explore your Amethyst Abyss.

GAMEPLAY

Wyrmspan takes place over 4 rounds. Each round, players take several turns in clockwise order, beginning with the player who has the start player marker.

Players continue taking turns until they decide to pass; this typically occurs when a player has used all of their coins or they do not have any dragons in their hand that they wish to (or can afford to) play. Once a player has passed, they may not take any additional turns during that round, but they may still gain benefits during other players' turns.

Other players who have not passed continue to take turns until they spend all of their coins or otherwise choose to pass. Once all players have passed, the round ends.

Note that when players pass, they may carry over coins, resources, cave cards, dragons, and nested eggs into the next round.

IMPORTANT: You may never place items on or remove items from other players' player mats; all abilities that you activate allow you to interact only with the general supply, the central boards (Dragon Guild board, card display board, etc.), and your own player mat.

The winner of Wyrmspan is the player with the most victory points (VP). These are earned in a variety of ways, including the VP value of played dragons, eggs, tucked cards, public objectives, and the Dragon Guild (see page 15).

TERMINOLOGY

PLAYER MAT Your personal player mat that holds cave cards, dragons, and eggs.

CAVE CARD Square cards that are added to your player mat through the excavate action. Each cave card that you play covers 1 of the 9 empty spaces on your player mat and turns that space into an excavated space.

DRAGON Rectangular cards that may be placed onto any excavated space, including the 3 spaces that are excavated at the beginning of the game.

RESOURCES Meat tokens, gold tokens, crystal tokens, and milk tokens. Coins and eggs are not considered "resources."

CAVE A row of spaces on your player mat. Each player mat has 3 caves: the Crimson Cavern, the Golden Grotto, and the Amethyst Abyss.

DISCARD/PAY Remove the cards, coins, eggs, or resources from your player area, hand, or nests, placing them in the public supply. Cards are always discarded face up.

TIP: It is strongly recommended that players use most (or all) of their coins prior to passing. Players gain an income of 6 coins at the beginning of each round (and in rare circumstances may gain 1 additional coin after they pass for a round). At the end of each player's turn, that player must discard down to 9 coins, 9 cards, and 9 resource tokens.



ON YOUR TURN

Select one action on your player mat (excavate, entice, or explore), move your adventurer there, pay the cost of that action (place the coin/eggs on the action), and then perform the action. *If the public supply of eggs or coins runs low, players may return excess tokens from their mats to the supply; however, players must track the number of times they have explored each cave during the round.*

EXCAVATE

PLAY A CAVE CARD INTO 1 OF YOUR CAVES.

- Select the left-most empty space in 1 of the 3 caves to excavate. You must excavate each cave from left to right.

 - The first space in each cave is already excavated, so over the course of the game you may excavate the 2nd, 3rd, and 4th spaces in each cave.
 - Any cave card can be placed in any cave; the colors of the cave cards are purely for aesthetics.



- Pay the base cost of 1 coin, placing it on the excavate action on your player mat. Then, pay 1 egg if you are excavating the 3rd column or 2 eggs if you are excavating the 4th.

 - Eggs may be paid from any dragon(s) in your cave or from the nest icons on your player mat.
- Play a cave card from your hand onto the empty space you have chosen to excavate.

 - Place the cave card so that it is aligned with the empty square on your player mat. Leave the stop sign visible (below the cave card).
- In Either Order:**

Activate the "when played" benefit on the cave card you just played.

 - These benefits are optional, though are typically to your advantage to take. Note that if you place a cave card that gives opponents something, all other players must be given the option to activate their part of the benefit (even if you decline yours).

NOTE: Although you may add multiple cave cards to your player mat each round, every time you take the excavate action, you may only excavate 1 space (unless the cave card you play directs otherwise).

NOTE: If you gain a benefit that allows you to excavate for free, you do not need to pay the coin to excavate or the eggs associated with placing a cave card into that column.

Activate the "when covered" benefit on the player mat space that you just covered, if applicable.

- The spaces in the 4th column of your player mat allow you to spend 3 items (resources, dragons, and cave cards) in any combination to gain 1 coin. This is optional.

TIP: Although gaining an extra coin can be a nice benefit, so is building out the last space in each cave! It is often strategic to excavate this last space before you have enough extra items to make this exchange.

ENTICE

ADD A DRAGON TO YOUR PLAYER MAT.

1 Select a dragon from your hand.

2 Pay the base cost of 1 coin, placing it on the entice action on your player mat. Then pay the additional cost printed at the upper-left of the selected dragon (return these to the general supply).

- This cost is usually a combination of gold, crystal, and meat, but some dragons require an additional coin, an egg, and/or milk.



3 Play the dragon on your player mat, following these rules:

- You must play the dragon into a cave that matches 1 of the dragon's preferred habitats (as shown on the left-hand side of the dragon).
- You must play a dragon into an excavated space on your player mat. Note that you may not play a dragon on top of another (unless an ability explicitly directs you to do so).
- You must play dragons from left to right within each cave.

4 After you play a dragon, gain the "when played" benefit printed on the dragon (if any).

NOTE: Although you may play multiple dragons each round, every time you take the entice action, you may only play 1 dragon (unless the dragon you play directs otherwise).

IMPORTANT: A fully completed player mat can contain at most 12 dragons. Abilities that allow you to replace or cover dragons are rare, so choose wisely!

IF YOU ALREADY KNOW WINGSPAN

...please pay close attention to these key differences in Wyrmspan:

- Actions are performed by spending coins and often eggs (not action cubes)
- Explore your caves from left to right to activate abilities (not right to left)
- There are two nest icons on your cave mat even before you play a dragon
- Start the game with your choice of 4 cards (from 3 dragons and 3 caves) and a choice of any 3 resources
- Gain 6 coins and 1 egg at the beginning of each round (four total rounds)
- A 2-for-1 resource exchange can be used at any time (not just when playing a card)
- You must excavate a cave space before enticing (playing) a dragon to that space; you begin the game with 3 excavated spaces
- Card abilities are optional. If an ability gives an opponent a benefit, they may gain it even if you decline to do so.
- Discard down to 9 cards, 9 coins, and 9 resource tokens at the end of each of your turns
- The end-round goal scoring is friendly. For example, if two people tie for first, they both gain full VP for first place. The next player takes second place.

DRAGON ABILITIES

All dragons have an ability or benefit printed on them. These come in 4 types:



When you play a dragon with a “when played” benefit, you may gain the indicated benefit immediately. Unless you have a special ability, you will only activate this ability once. These benefits are not mandatory, though it is usually in your best interest to gain them. If you play a dragon that gives opponents a benefit, the other players must be allowed to collect their benefit, even if you decline yours.



Whenever your adventurer walks onto a dragon card with an “if activated” ability, you may activate that ability. If you activate an “if activated” ability that gives opponents a benefit, the other players must be allowed to collect that benefit, even if you decline to do so.

IMPORTANT: “If activated” abilities do not activate the turn that you play the dragon.



“Once per round” abilities provide a benefit at the end of every round. See additional details in the *Round End/Upkeep* section. If you activate a “once per round” ability that gives opponents a benefit, the other players must be allowed to collect that benefit, even if you decline to do so.



“End game” abilities provide Victory Points (VP) at the end of the game for meeting certain conditions.

EXAMPLE DRAGON CARD

To play this dragon, pay 1 meat and 1 gold. (If you used the entice action to play this dragon, you also must pay 1 coin.)

Caves where this dragon can live are indicated on the left side of the dragon card. This dragon can live in the Crimson Cavern or the Golden Grotto.

Each dragon provides an ability or benefit. This dragon provides a “once per round” ability (described above).



Earn 5 VP for playing this dragon.

Dragons come in 4 sizes—Large, Medium, Small, and Hatchling.

Egg storage capacity. Dragons can store 1 egg on each nest icon they have (e.g., this dragon has 1 nest icon).

Dragons have 1 of 4 traits: shy, aggressive, playful, or helpful.

IMPORTANT: Whenever a dragon looks for a specific category (e.g., in this cave, a trait, a size, etc.), the dragon includes itself if applicable. For example, the Smirking Ridgeback (card 130) looks for playful dragons to tuck a card under; because the Smirking Ridgeback is a playful dragon, a card is tucked under it too.

Certain dragons and cave cards direct you to cache a resource onto a dragon, tuck a card under a dragon, lay an egg, or pay an egg:

CACHING A RESOURCE means that you place that resource onto a dragon. Unless otherwise specified, resources that you cache must come from your personal supply. Cached resources remain in place until the end of the game and are worth 1 VP each, unless otherwise specified.

- Resources must be cached onto the dragon that gives you the ability to do so, unless otherwise specified. A dragon that allows you to cache a resource "here" provides you with the ability to cache a resource onto that dragon.

TUCKING A CARD means you place a face-down dragon card underneath an already played dragon on your player mat. Unless otherwise specified, cards that you tuck must come from your hand. Tucked cards remain in place until the end of the game and are worth 1 VP each, unless otherwise specified.

- Cards must be tucked under the dragon that gives you the ability to do so, unless otherwise specified by dragon abilities. A dragon that allows you to tuck a card "here" provides you with the ability to tuck a card underneath that dragon.

IMPORTANT: Tucked cards do not count as dragons for purposes of end game abilities or end-of-round goals that require you to have a specific number or type of dragons on your player mat. For instance, if you have a dragon that gives you VP for every medium dragon you have on your player mat, tucked medium dragons do not count.

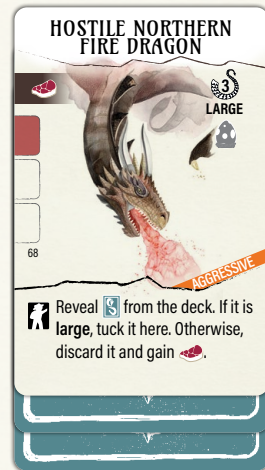
LAY AN EGG OR PAY AN EGG:

An ability that lets you "lay an egg" allows you to place an egg onto any dragon with an empty nest icon or onto 1 of the 2 nest icons printed on your player mat. Each nest icon, regardless of its location, can hold 1 egg. If you do not have an empty nest icon available, then you may not lay an egg.

- Note that some dragons direct you to lay an egg "here." This allows you to lay an egg only on that dragon. Other dragons direct you to lay an egg anywhere in a certain cave or a certain column.

Any time you are directed to "pay an egg," you may discard an egg from any dragon on your player mat or from a nest on your player mat.

- Note that some dragons require you to pay an egg from a specific location (e.g. "Pay an egg from anywhere in this cave").
- Eggs on your dragons and player mat at the end of the game are worth 1 VP each, unless otherwise specified.



HATCHLINGS

Hatchlings are a special type of dragon. All hatchlings require you to pay an egg, and all require you to pay 1, 2, or 3 milk. All Hatchlings have a 3-part ability:

1 All hatchlings have an "if activated" ability. Each time your adventurer walks onto a hatchling, you may cache 1 resource (milk or meat) onto the hatchling or tuck 1 card under the hatchling, as specified on the card.

2 Any time you cache the specified resource on that hatchling or tuck a card under that hatchling, you gain a benefit. Note that you gain this benefit regardless of whether the cache or tuck ability came from walking your adventurer onto that card or from another ability.



3 The 3rd time you cache the specified resource on that hatchling or tuck a card under that hatchling, you gain their regular benefit and a bonus that is triggered once per game. This represents the hatchling growing up.

IMPORTANT: You may still continue to activate the hatchling's first 2 abilities (in the example above, caching a meat to gain a gold) even after the bonus is triggered.

IMPORTANT: Note that hatchlings function differently from other "if activated" dragons, as indicated by the card layout. Adult dragons with an "if activated" ability only allow you to activate that ability when your adventurer walks onto that dragon. In contrast, the **second** ability on each hatchling does not have an "if activated" ability on it, meaning that it activates any time that condition is met, regardless of whether it was triggered by your adventurer.

NOTE: As all good dracologists know, most hatchlings are born deep underground and require purple crystals to thrive. As such, keep in mind that most hatchlings live in the Amethyst Abyss. If you're looking for hatchlings that live in the Golden Grotto or Crimson Cavern, you may have a hard time finding one!

EXPLORE

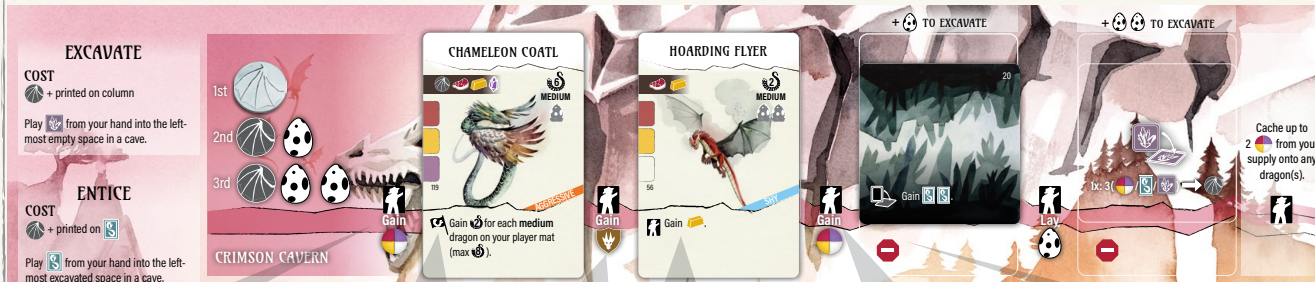
EXPLORE YOUR CRIMSON CAVERN: Walk your adventurer through your Crimson Cavern and activate any "if activated" abilities that your adventurer passes, following these steps in order:

- 1 Each time you walk through your Crimson Cavern, you must pay the costs printed on your player mat. The 1st time you enter your Crimson Cavern each round, the cost is 1 coin. If you enter a 2nd time that round, the cost is 1 coin and 1 egg. If you enter a 3rd time that round (this is the max, and it's rare), the cost is 1 coin and 2 eggs.
 - If you walk through your Crimson Cavern a 2nd or 3rd time within a round, pay egg(s) from any dragon(s) or nests on your player mat.
 - Whenever you enter a cave, leave the paid coin and egg(s) on your player mat (covering the associated cost to track how many times they have explored the cave this round). If the public supply of eggs or coins runs low, players may return excess items to the supply.
- 2 Move your adventurer from left to right within your Crimson Cavern, along the path depicted along the bottom of the cave, and activate all "if activated" (f) abilities that your adventurer passes, in order from left to right.
 - Each time you walk past an "if activated" icon on your player mat, you may activate that ability.
 - Each time you move your adventurer onto a dragon that has an "if activated" icon, you may activate that ability.
- 3 Whenever your adventurer walks onto  (a space without a dragon), your turn ends. Return your adventurer back to Base Camp.

EXAMPLE



Tess walks through her Crimson Cavern for the first time this round. She pays 1 coin to do so (placing it onto the designated space at the entrance to her Crimson Cavern) and begins walking her adventurer through the cave from left to right.



She walks over and activates the first "Gain  " ability in her Crimson Cavern and decides to gain .

Tess then walks onto the Chameleon Coatl. Tess takes no action here, because the Chameleon Coatl does not have an "if activated" (f) ability.

Next, Tess walks over the "Gain  " ability and advances her guild token 1 space forward on the Dragon Guild track (see page 12). She immediately gains the benefit that her guild token lands on.

After that, Tess walks over the Hoarding Flyer and gains .

Finally, Tess activates the second "Gain  " ability in her Crimson Cavern and selects .

Tess now ends her action, because even though she has excavated the next space in her Crimson Cavern, she has encountered a  and must return her adventurer to Base Camp.

EXPLORE YOUR GOLDEN GROTTTO: Identical to "Explore your Crimson Cavern," but for your Golden Grotto. Walk your adventurer through your Golden Grotto and activate any "if activated" abilities that you pass.

EXPLORE YOUR AMETHYST ABYSS: Identical to "Explore your Crimson Cavern," but for your Amethyst Abyss. Walk your adventurer through your Amethyst Abyss and activate any "if activated" abilities that you pass.

ADDITIONAL RULES, NOTES, AND CONCEPTS

ABILITY ACTIVATION SEQUENCING: Any time an ability allows all players to do something, the active player goes first, then all other players have the opportunity to follow in clockwise order. Note that dragons and cave cards are not refilled into the card display board until the end of the current turn, after all players have had the opportunity to activate the ability. This means that in some circumstances, if an "all players gain a card" ability is triggered, not all players will have the opportunity to gain a face-up card (though they may still draw from the deck).

ACQUIRING ITEMS: Whenever you acquire a dragon, a cave card, or a resource, by default that item goes into your hand or your personal supply. Some dragons allow you to acquire an item and also provide optional secondary abilities, such as caching a resource or tucking a card. If you decline to do so, that item remains in your hand or your supply.

For example, see the Beckoning Cricketcatcher to the right. At the end of each round, you gain 1 card (from the face-up display or from the deck). After looking at it, decide whether to keep it in your hand or to tuck it under any dragon. If you tuck this card under a hatchling with a "tuck" ability, gain the benefit provided by that hatchling.



ACTIVATING ABILITIES MULTIPLE

TIMES: Some abilities allow you to perform an action or exchange up to a certain number of times. Resolve each exchange or action individually. (You may use your benefit from the first exchange to pay for the second exchange, if applicable.)

CAPACITY LIMITS: At the end of each of your turns, you may have a maximum of 9 resource tokens, 9 dragons and/or cave cards (combined), and 9 coins. Discard any excess items until you have 9 of each type. If you gain an item that causes you to go over your capacity limit during another player's turn, you do not need to discard down until the end of your next turn.

CARD REFILL: Do not refill dragons or cave cards into the card display board until the end of each player's turn.

GAINING CARDS: There are 3 different phrases associated with gaining cards, all of which have different meanings.

GAIN A DRAGON OR A CAVE CARD: Unless additional restrictions are specified, you may gain a card from either the face-up display or from the top of the deck. Note that there may be times when you have a "gain" ability, but there are no face-up cards in the display. If this happens, you may still draw from the top of the deck.

GAIN A DRAGON OR A CAVE CARD FROM THE DISPLAY: If the "from the display" instruction is included, you must select a face-up card. If there is no card in the display, then you may not take this benefit.

DRAW A DRAGON OR A CAVE CARD: To "draw" means you may only take a card from the top of the relevant deck.

REVEAL A DRAGON CARD: Show the top card of the deck to all players. The ability will specify if you do something with the card; if not, return it to the top of the deck.

ON YOUR PLAYER MAT OR IN A CAVE: Abilities that refer to the number of dragons on your player mat or in a cave never count tucked cards. Hatchlings are dragons.

PAYING AN ITEM: Certain abilities direct you to pay an item to trigger an ability. This requires you to discard that item from your hand (cave card or dragon), from your supply (resources or coins), or from any nest icon (egg) on your player mat, unless explicitly specified otherwise.

RESOURCES: Resources are gold, crystal, meat, and milk. Resources do not include coins or eggs.

RESOURCE EXCHANGE: At any point during the game, you may exchange 2 resources (gold, crystal, meat, and milk) in any combination for 1 resource of another type.



DRAGON GUILD

Throughout the game, players earn Dragon Guild advancements () by walking their adventurers through their caves or playing certain dragons or cave cards. Every time a player takes a Dragon Guild advancement, they move their guild token 1 space clockwise around the Dragon Guild track, then immediately gain the benefit printed on the space their token lands on. Each space may hold any number of guild tokens. If a player activates more than 1 advancement in a turn, they receive all benefits that they pass, in addition to those printed on the space that they land on.

Every time a player reaches 1 of the 2 brown spaces on the Dragon Guild track (the bottom space or the top space), they must immediately place an unused player marker on a square on the Dragon Guild tile and collect the corresponding benefits. Each square can hold 1 player marker. Note, however, that the bottom right space of each Dragon Guild tile—a long rectangle—can hold any number of player markers.

Note that each player may place a maximum of 4 player markers onto the Dragon Guild tile. Once a player has placed their 4th player marker onto the Dragon Guild tile, they may continue to advance around the Dragon Guild track, but they cannot place any further player markers there.



IMPORTANT: If more than 1 player reaches a brown space on the same turn, they select their bonuses in clockwise order, beginning with the active player.

NOTE: If space is available, the same player may collect the same bonus more than once.

SELECT DRAGON GUILD POWERS EXPLAINED

DRAGON GUILD TILE	ABILITY	RULES
Guild of Highlands	Pay a coin, then excavate up to 2 spaces for free with cave cards from your hand.	Discard 1 coin, then you may excavate up to 2 spaces (in the same cave or different caves) without paying coin or egg costs. If you only have 1 cave card in your hand or you only wish to excavate 1 space, you may choose to forfeit the 2nd excavation.
Guild of Highlands	Pay a cave card, then play a dragon from your hand on top of any other dragon on your player mat for free.	Discard a cave card from your hand, then play a dragon from your hand onto another dragon already in your cave, without paying any costs. You still need to play the dragon into one of its preferred caves. The original dragon on the space becomes tucked, and any tucked cards, cached resources, or eggs associated with the original dragon transfer to the new dragon. The new dragon can only store a number of eggs up to its printed capacity, and any surplus eggs are discarded.
Rainforest Guild	Gain 1 VP for every printed resource cost on all dragons in any one of your caves.	Choose 1 cave (Crimson Cavern, Golden Grotto, or Amethyst Abyss). Count the resource icons (gold, meat, crystal, and milk) printed in the cost section of all dragons in that cave (do not count tucked cards). Gain 1 VP for each icon.



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TURN END

Your turn ends after you have completed 1 action (excavate, entice, or explore). Then:

- You must discard down to 9 coins, 9 cards, and 9 resource tokens.
- Play proceeds clockwise to the next player who has not yet passed this round.

ROUND END/UPKEEP

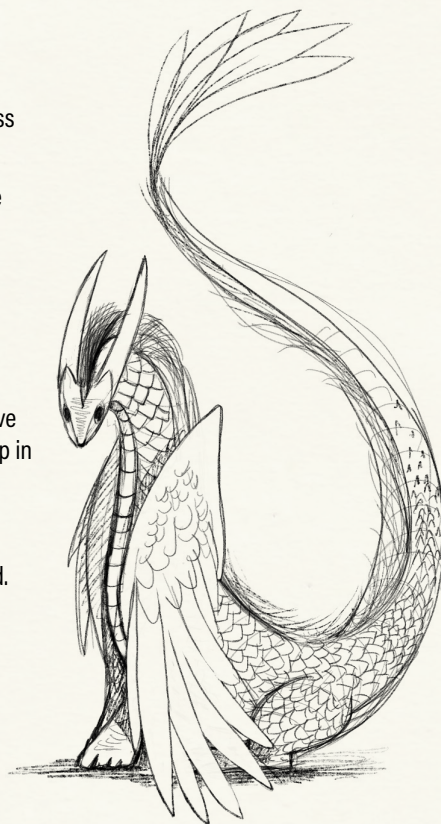
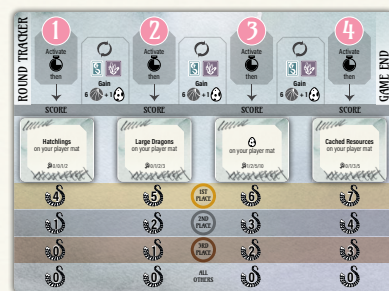
After all players pass, the round ends. At the end of the round:

1. Players discard any coins and eggs that they paid as costs on their player mat.
2. All "once per round" dragon abilities activate.
 - i. Players activate "once per round" abilities in turn order, starting with that round's start player. If a player has multiple "once per round" dragons on their player mat, they may activate these dragons in any order.
 - ii. If a "once per round" dragon has an ability that presents all players with a choice or benefit, in clockwise order (starting with the owner of the dragon) each player makes their choice or gains their benefit.
3. The round's objective is scored.
 - i. Each player places 1 player marker on the round tracker underneath that round's objective, corresponding to their position relative to other players. Players gain VP for these objectives at the end of the game.
 - a. If two or more players tie for 1st place, those players place their markers on the "1st place" space. The next player then places their marker on the "2nd place" space.
 - b. If a player has no items specified by the objective (has a "zero" for that objective), then they place their player marker on "all others" (0 VP), regardless of their position relative to other players.

NOTE: Each tile has the Automa solo mode icon  and some numbers; ignore those numbers in games with 2+ players.

At the beginning of the next round:

1. The round marker moves 1 space to the right.
2. Refresh (♻️) the cards in the display. The 3 face-up dragons and the 3 face-up cave cards in the display are discarded, and 3 new cards of each type are placed face up in the display.
3. Each player gains 6 coins and 1 egg.
 - i. Players add these coins to any coin(s) they carried over from the previous round. Players may add the egg to any nest icon on their dragons or player mat if possible; if not, they may not gain the egg.
4. The start player marker advances 1 player clockwise.



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GAME END AND SCORING

At the end of the game, add up your victory points from the following categories:

- **MARKERS ON THE DRAGON GUILD**

- **PRINTED VP VALUES** on visible dragons on your player mat (not in hand and not tucked)
- **END GAME ABILITIES** (🐉) on visible dragons on your player mat (not in hand and not tucked)
- **EGGS:** Gain 🐉 per egg, unless otherwise specified.
- **CACHED RESOURCES:** Gain 🐉 per cached resource, unless otherwise specified.
- **TUCKED CARDS:** Gain 🐉 per tucked dragon, unless otherwise specified.
- **PUBLIC OBJECTIVES:** Ties are friendly. All players whose markers are at a certain level gain the VP printed on that space. For instance, if several players are tied for 1st place for scoring objective 3, those players would gain 🐉6. The next highest player for that objective would score 🐉3 (for being in 2nd place).
- **EXCESS ITEMS AND COINS:**

- Gain 🐉 per coin you have remaining.
- Gain 🐉 for every 4 other items (in any combination: resources, dragon cards, and cave cards) that you have remaining. Round down.

The player with the most VP wins! If tied, the player with the most visible dragons on their player mat (not including tucked cards) wins. If still tied, the victory is shared.

Special thanks to Elizabeth Hargrave, who was very open to the idea of a dragon-themed Wingspan featuring a number of new mechanisms designed by Connie Vogelmann. Elizabeth was involved as Wyrmspan's developer--someone who helps a game reach its full potential in terms of fun, functional, balanced, and intuitive--during the long design process, during which Connie spent countless hours playtesting, iterating, and creating the vast variety of cards found in this game. We at Stonemaier Games are grateful to work with such amazing, talented people like Elizabeth and Connie in extending the core foundation of Wingspan to dragons...and beyond.



Elizabeth Hargrave
Wyrmspan Developer

ICONS

	Victory Points (VP)		Gold		Cave Card
	If Activated by Adventurer		Meat		Dragon Card
	When Played		Milk		Egg
	Once Per Round		Crystal		Nest Icon (Egg Capacity)
	End Game		Any Resource		Dragon Guild
	Coin		No Resource Cost		Refresh

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WYRMSPAN

AUTOMA

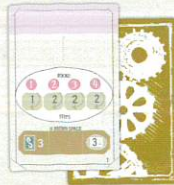
Solo rules designed by David Studley

INTRODUCTION

This rulebook introduces a system for adding an artificial player, Automa, to Wyrmspan, allowing you to play the game solo. It also contains a solo variant called *Ravel Mode*.

DESIGNER'S NOTE: Our artificial opponents got the name "Automa" from the Italian word for "automaton," chosen because the first opponent we made was for the game *Viticulture*, which is set in Italy.

COMPONENTS



16 Automa decision cards
(8 base, 3 increased difficulty,
and 5 *Ravel Mode*)



1 (double-sided)
player aid card

AUTOMA DOESN'T FOLLOW THE RULES

You should familiarize yourself with the multiplayer rules before reading the Automa rules. When playing against Automa, you will always follow the multiplayer rules. Automa, however, plays by a simplified ruleset.

This rulebook explains how Automa overrides the multiplayer rules. Other than those exceptions, the game plays like a normal two-player game.

- Automa will not get a player mat and never gains coins, eggs, or resources.
- Automa does not need to pay coins, eggs, or resources for the actions she takes.
- For anything you do that involves other players, Automa only participates as defined in this rulebook.

SETUP

When setting up the round tracker board, if you draw the "Position on " objective, return it and draw again; it is not compatible with the Automa rules.

Set up as normal for a two-player game, but for Automa do this (and only this):

1. Choose a color for Automa. Place her guild token on the Dragon Guild space labeled "START."
2. Place 1 of her player markers beside the Dragon Guild board. This is available for her to place on the Dragon Guild tile.
3. Place 1 of her player markers on the area between each round of the round tracker board. These will be moved to the Dragon Guild board between rounds.
4. Place her 4 remaining player markers beside the round tracker board. These are used to score objectives, as normal.



BUILD THE DECISION DECK

5. Automa's decision deck will always be built with 8 decision cards, chosen from the 16 included in the game. The difficulty is based upon which decision cards are in the deck, as described in *Difficulty Levels*. For *Ravel Mode*, see *Variant: Ravel Mode* for instructions on how to build the deck.
6. Shuffle the 8 decision cards, set 1 off to the side without looking at it, and place the rest face down as the decision deck.

You are the starting player for every round.

DIFFICULTY LEVELS

Automa's decision deck always consists of 8 decision cards, numbered 1-8. (Note: some Card IDs have two numbers separated by a forward slash.) The base decision cards do not have a shape around their Card ID. The decision cards which have ovals around the Card ID increase the game difficulty when they replace specific cards from the base set as follows:

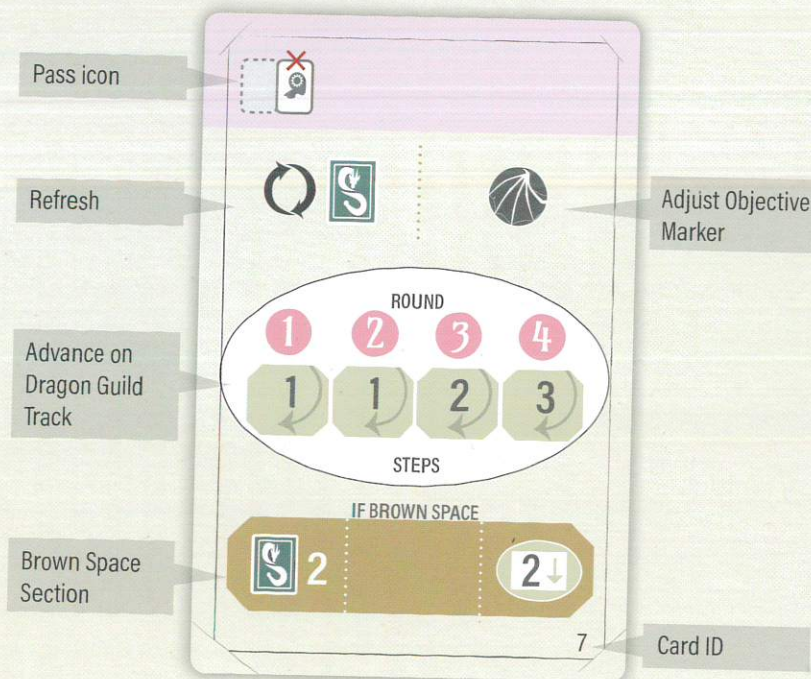
AUTOMA DIFFICULTY LEVELS Use these cards:								
AUTOMA LEVEL 1	1	2	3	4	5	6	7	8
AUTOMA LEVEL 2	1/4	2/5	3/6	4	5	6	7	8
AUTOMA LEVEL 3	1	2	3	1/4	2/5	3/6	7	8

NOTE: For Automa Level 3 only, she will gain 1 extra VP for each dragon she has at the end of the game.

Cards with 'R' before the Card ID may only be used for Ravel Mode, see *Variant: Ravel Mode*.

DECISION CARDS

The anatomy of a decision card is as follows:



HOW AUTOMA SCORES VP

Automa doesn't bother with excavating caverns or housing the best dragons in the correct caves. As such, her increasing VP count is simulated by her movement on the Dragon Guild track.

In addition, she will compete with you for objectives and score VP from those she meets.

DESIGNER'S NOTE: As you do, Automa gains her VP very slowly at first, but this increases dramatically throughout the course of the game. This is by design. Don't let her pace at the start of the game fool you; she's just building her engine, too.

AN AUTOMA TURN

You and Automa alternate taking turns.

Each Automa turn follows the procedure described in this section. The words *highlighted like this* refer to the rulebook sections with those titles:

If the decision deck is empty, she passes. Skip to the *Round End/Upkeep* section.

Otherwise, draw the top card from the decision deck.



PASS ICON: If the decision deck is now empty and the pass icon is at the top of the card, she passes and does not perform any actions. Skip to the *Round End/Upkeep* section.

Otherwise, Automa performs each action, as indicated by the icons shown on the decision card, from top to bottom.

ACTION: REFRESH

If this icon is in the top-left area of the decision card, perform the associated action.



REFRESH DRAGON CARDS: Discard the 3 face-up dragons and replace them with 3 new ones from the dragon deck.

ACTION: ADJUST OBJECTIVE MARKER

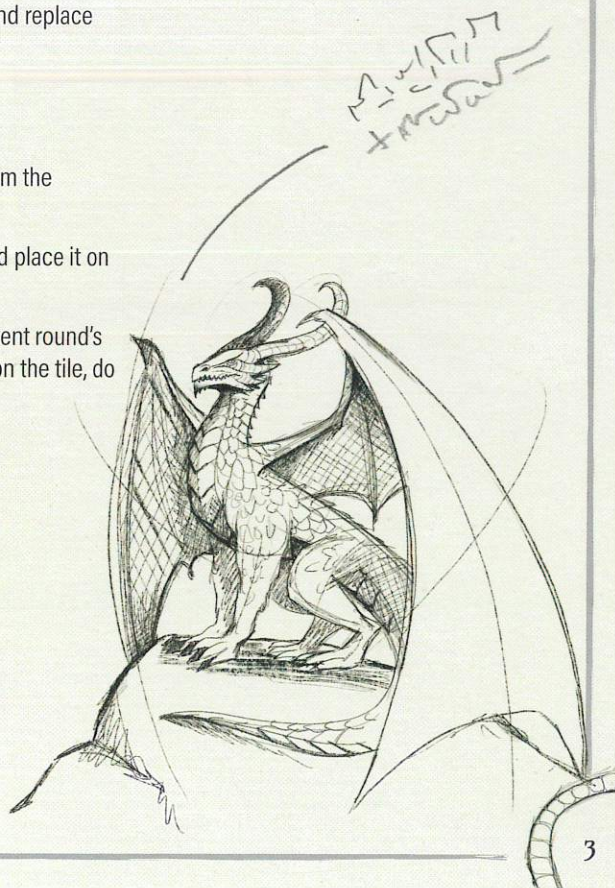
If either of these icons are in the top-right area of the decision card, perform the associated action.



PLACE OBJECTIVE MARKER: Take 1 coin from the supply and place it on the current round's objective tile.



REMOVE OBJECTIVE MARKER: Remove 1 coin from the current round's objective tile and return it to the supply. If there are no coins on the tile, do nothing.



ACTION: ADVANCE ON DRAGON GUILD TRACK

Automa's main action will be for her guild token to advance on the Dragon Guild track by a number of steps, which are determined by the icons described in this section.

As her guild token advances, she does not gain any benefits; however, if her guild token moves onto either brown space (the bottom space or the top space) while advancing, she will follow the instructions in *Brown Spaces on the Dragon Guild Track*, after her guild token has finished advancing. NOTE: This occurs regardless of whether her guild token ends on a brown space or continues past it.



STEPS BASED ON CURRENT ROUND: Automa will advance her guild token forward on the Dragon Guild track by the number of steps indicated for the current round on the decision card.

BROWN SPACES ON THE DRAGON GUILD TRACK

If Automa's guild token moves onto either brown space while advancing, do the following once the guild token has finished advancing, based upon the icons in the IF BROWN SPACE section of the decision card:

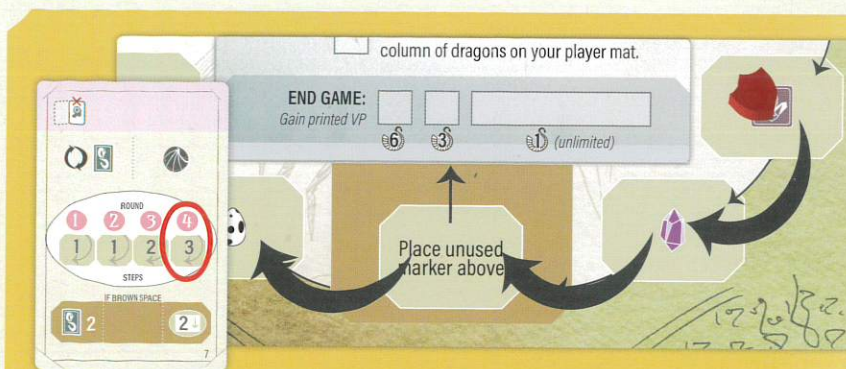


1. 2 From left to right in the display, take the dragon from the position indicated numerically and place it in Automa's play area, face down. Refill the display with a new dragon from the dragon deck.
2. 2 From left to right in the display, take the cave card from the position indicated numerically and place it in Automa's play area, face down. Refill the display with a new cave card from the cave card deck.

3. 2 If Automa has an available player marker beside the Dragon Guild, she will place one on the Dragon Guild tile. She places the marker using the number shown inside the oval, as follows:

- a. Beginning with the top row of benefits, count any row that has at least one available space.
 - b. When reaching the count that matches the number shown on this icon, place the marker in the leftmost space of that row.
- When passing the bottom row, return to the top row and continue counting.
 - She does not gain any benefits shown on the Dragon Guild tile.

NOTE: Automa only places a marker if one is available beside the Dragon Guild. As you do, Automa continues to advance around the Dragon Guild track after she has placed her 4th player marker.



EXAMPLE 1—Advance on Dragon Guild: It is the 4th round of the game. Based upon the decision card, Automa's guild token will advance 3 steps on the Dragon Guild track.

As it advances the 2nd step, it moves onto the brown space. Therefore, after the guild token has advanced all 3 steps, Automa will gain the benefits shown at the bottom of the decision card (see *Brown Spaces on the Dragon Guild Track*). In this example, she will gain a dragon from the display and place a player marker on the Dragon Guild tile, if she has one available.

ON YOUR TURN

Discard and re-draw any dragon that requires you to compare your situation with that of your neighbor.

When you trigger an ability or benefit, if other players are supposed to gain something, Automa gains nothing.

ROUND END/UPKEEP

Once both you and Automa have passed, score the objectives as described in *Scoring Objectives*.

In *Ravel Mode* only, you may not store more than 2 coins between rounds; you must discard down to 2 coins when you pass.

SCORING OBJECTIVES

Automa's quantity of the target objective for this round is calculated using a base value (shown for each round at the bottom of the objective tile) plus any coins on the objective tile. The base value represents the lowest quantity of the targeted item that Automa will have.

The objective tile shows core values for that objective for each of the 4 rounds, from left to right. Starting with the core value for the current round, add the number of coins on the objective tile (if any) to determine Automa's quantity for the objective. As with you, Automa's quantity must be greater than 0 to score points for the objective.

In some cases, this can yield a quantity of the objective for Automa that is not physically possible for the player. In these cases, Automa has the maximum possible quantity (e.g. 3 cave cards and 4 dragons in a cave).

Use one of Automa's player markers to mark her rank on the round tracker. Return any coins on the objective tile to the supply.

If you just completed objective scoring for round 4, skip to *Game End and Scoring*.

SET UP FOR THE NEXT ROUND

Take Automa's player marker for the current round, which you placed during Setup, from the round tracker and place it beside the Dragon Guild.

Shuffle the 8 decision cards, including the 1 set off to the side, to form a new deck. Then, set 1 card off to the side without looking at it.

GAME END AND SCORING

At the end of the game, calculate Automa's score as follows:

- 7 for each dragon (8 for each dragon at Automa Level 3, only).
- 2 for each cave card.
- 1 for each step away from the brown space she last visited. If she is on a brown space, she gains 0.
- VP gained from completing the public objectives.
- In *Ravel Mode* only, score VP for any of her markers on the Dragon Guild tile, placed on the fixed VP end game benefits.

In the event of a tie, you win!



EXAMPLE 2—Scoring Objectives: At the end of round 2, the objective *Medium Dragons on your player mat* is scored. For Automa, the round 2 base value is 1 (red circle), there are 2 coins on the tile so Automa has 3 (base of 1+2 coins) Medium Dragons for this objective.

VARIANT: RAVEL MODE

By replacing some of the Automa decision cards with Ravel Mode decision cards, Automa's pace advancing around the Dragon Guild becomes partially based upon your progress in excavating your caves.

Apart from a few new icons on the decision cards that are described in the next section, the Ravel Mode variant follows all the Automa rules and instructions.

To summarize, it plays exactly the same as the Automa with the following 3 exceptions:

- The strength of some actions on her decision cards are based upon the state of your player mat (see the next section).
- Between rounds, you must discard to 2 coins.
- At the end of the game, Automa gains any **fixed** VP end game benefits where she placed her marker on the Dragon Guild tile.

RAVEL MODE DIFFICULTY LEVELS

Ravel mode has its own set of difficulty levels, which are based upon the decision cards selected, as follows:

RAVEL MODE DIFFICULTY LEVELS Use these cards:								
RAVEL LEVEL 1	R1/4	R 2	R3/6	4	5	6	7	R 8
RAVEL LEVEL 2	1	2	3	R1/4	R2/5	R3/6	7	R 8
RAVEL LEVEL 3	R1/4	R2/5	R3/6	1/4	2/5	3/6	7	R 8

ACTION: ADVANCE ON DRAGON GUILD TRACK—RAVEL STEPS

The decision cards for Ravel Mode have a few additional icons used to determine how many steps Automa's guild token moves on the Dragon Guild track:



STEPS BASED ON YOUR MOST EXCAVATED CAVE: Automa will advance her guild token on the Dragon Guild track by the number of steps equal to the number of excavated spaces in the cave with the **MOST** excavated spaces on YOUR player mat. For  +1, increase the number of steps by 1.



STEPS BASED ON YOUR LEAST EXCAVATED CAVE: Automa will advance her guild token on the Dragon Guild track by the number of steps equal to the number of excavated spaces in the cave with the **LEAST** excavated spaces on YOUR player mat

NOTE: When executing , her guild token always advances at least 1 space, as the first space of each cave is already excavated at the start of the game. A fully excavated cave has 4 excavated spaces.

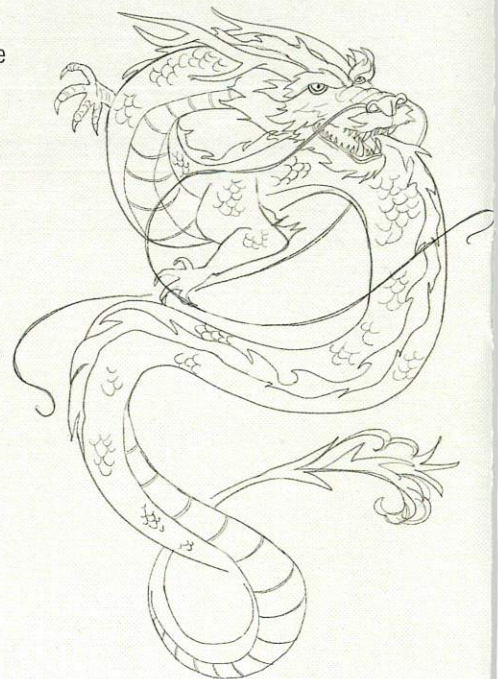
DESIGNER'S NOTE: Ravel Mode deviates from the Automa design approach by introducing an interaction that doesn't exist in the multiplayer game. In this mode, how you build your caves influences Automa's pace of play and, ultimately, her score, giving you a little more to think about.

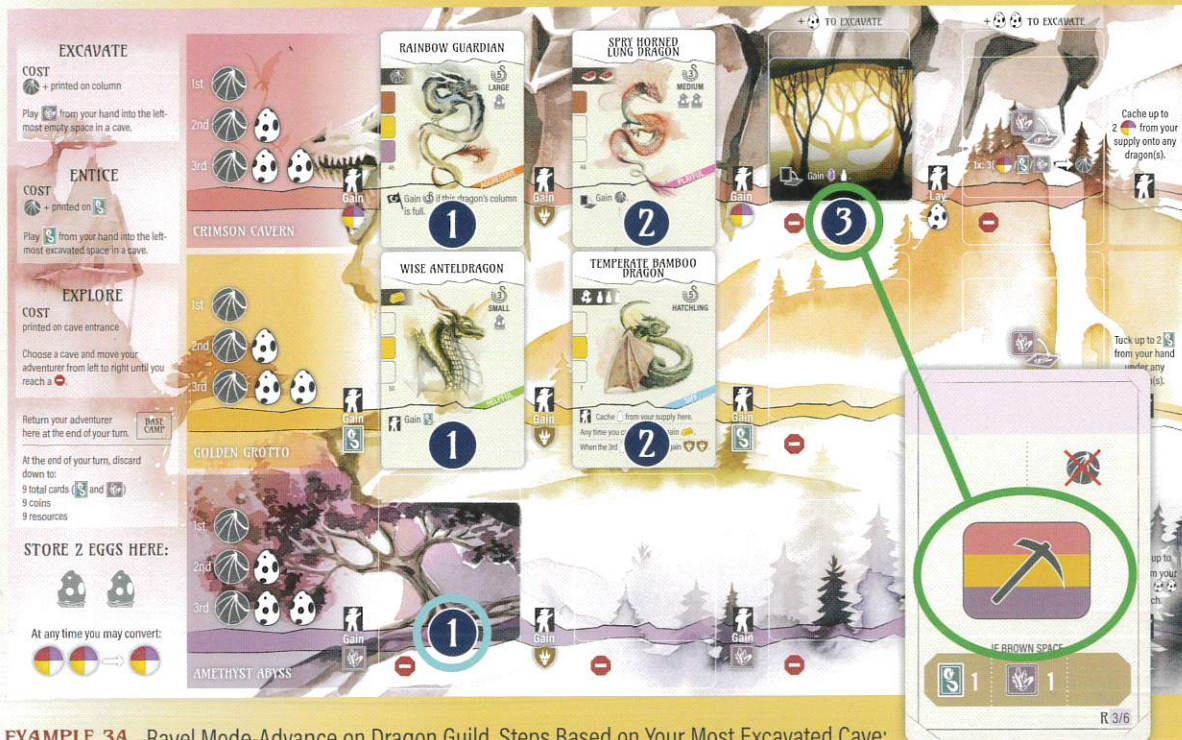
It makes no difference which cave is the most (or least) excavated or if multiple caves are equally so. All that matters is the number of excavated spaces.

Additionally, it does not matter whether the excavated spaces are occupied by dragons.

DESIGNER'S NOTE: Why 'ravel'? In English, the word ravel is a contranym, in that it can be its own opposite. Depending on how it is used, ravel can mean both tangle and untangle and I thought that sort of fit with what this variant tries to accomplish.

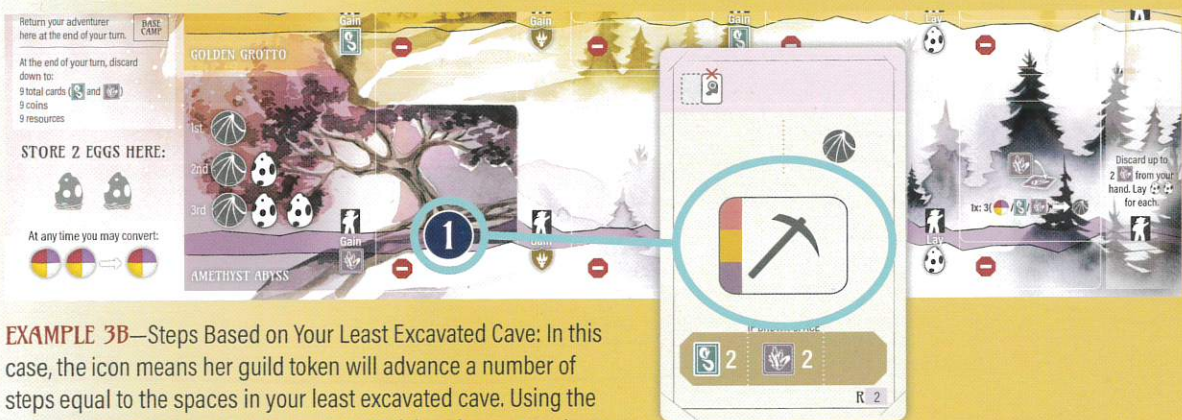
I hope you have fun raveling.





EXAMPLE 3A—Ravel Mode-Advance on Dragon Guild, Steps Based on Your Most Excavated Cave:

The numbers added to the example above count the excavated spaces in each cave. The icon on the decision card means Automa's guild token will advance on the Dragon Guild track a number of steps equal to the number of excavated spaces in your cave with the most excavated spaces. In this case, your Crimson Cavern has the most, with 3 excavated spaces.



EXAMPLE 3B—Steps Based on Your Least Excavated Cave: In this case, the icon means her guild token will advance a number of steps equal to the spaces in your least excavated cave. Using the same player mat shown in the example 3a (above) your Amethyst Abyss has a single excavated space, therefore Automa's guild token will advance 1 space.



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