Philippe Keyaerts

SMALL WORLD UNDERGROUND

For 2-5 players • Ages 8 and above • 30-90 minutes

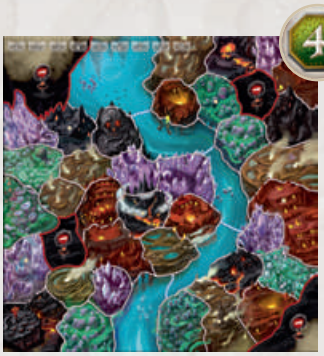


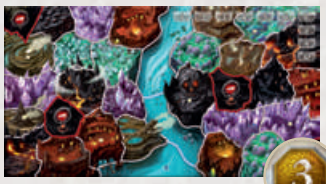
DAYS OF WONDER

Components

Inside **Small World™ Underground**, you will discover:

- 4 Maps of Small World Underground, contained on two double-sided boards, one for each of the four possible player configurations





Number of players



Number of players

- 15 Fantasy Race banners, colored when Active and duo-toned when In Decline





Lizardmen, Active and In Decline

- 179 Matching Race tokens


10 Cultists


9 Drow


9 Flames


11 Gnomes


12 Mudmen


15 Mummies


10 Ogres


12 Shadow Mimes


12 Iron Dwarves


10 Kraken


10 Liches


12 Lizardmen


10 Shrooms


12 Spiderines


11 Will-o'-Wisps


14 Monsters

- 5 Player Summary sheets, one for each player and a Game Turn Summary sheet for the whole group

Important Note

If you have already played Small World, you will find yourself in familiar territory.

While all the inhabitants of Small World Underground differ from those you found on the surface, the game mechanics are quite similar.

Those that are new or differ are identified by this icon.

SW NEW

Setting u

If this is your first time playing, punch out all the pieces from the game's punchboards. Sort them and place them in the wells designed for each type of piece. Some types fit in the removable storage tray that came with your game. Other components fit inside their respective wells in the main vacuum tray of the game box. Refer to the illustration in Appendix I on p.9 for more details on how to organize your tokens.

◆ Pick the ***Small World Underground*** map that matches your number of players as indicated by the symbol next to the Game Turn track and place it in the center of the table.

◆ Place the Game Turn marker on the first spot of the map's Game Turn track ❶. The track is used to monitor the game's progress. The game ends at the end of the turn in which the Game Turn marker reaches the last position on the track (8th, 9th or 10th turn, depending on the map played).

◆ Pull the removable storage tray with all of its Race tokens out of the box and place it open next to the board map within easy reach of all players ❷.



up the Game

◆ Shuffle all the Race banners; draw five at random and lay them up face up (i.e. colored side visible) in a single column ❸. Place the remaining banners face up, in a single stack, at the bottom of the column ❹. Do the same with the Special Power badges, shuffling them and placing one to the left of each Race banner, its round edge fitting snuggly into the banner's round opening. Stack the rest of the badges in a pile to the left of the Race banners stack ❺. You should now have a total of 6 Race banner and Special Power badge combos visible face up on the table, including the one on top of the stacks.



◆ Place 2 Monster tokens on each Region of the map featuring a Monster symbol ❻. Monsters protect Regions of Small World Underground that are known to contain a Popular Place or Righteous Relic at game start. The 7 different types of Monster tokens included all have the same in-game effect, regardless of the illustration.



◆ Shuffle the Popular Places and Righteous Relics together; draw as many as there are Monster occupied regions on your map; and place these into a single stack, face down, next to the map ❼. Discard the others without looking at them. They will not be used in this game.



◆ Put a Black Mountain marker on each Region of the map featuring a symbol ❽.

◆ Give each player five "1" Victory Coins ❾. Place all remaining coins, including all "3"s, "5"s and "10"s, in a Victory stash next to the board, within easy reach of all players ❿. These coins will serve as your currency during the game, and help determine the winner at the end.



● 21 Unique Special Power badges



● The following game pieces:



1 Volcano



9 Black Mountains



9 Popular Places

6 Righteous Relics



1 Great Ancient



1 Balrog



1 Tomb-raider's Ghost



1 Queen



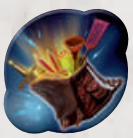
8 Mushroom Armors



4 Vengeance markers



7 Silver Hammers



1 Bag-o'-Many-Things

● 106 Victory Coins (30 "10"s, 24 "5"s, 18 "3"s and 34 "1"s)



Victory Coins



● 1 Custom Reinforcement Die

● 1 Game Turn marker



The Game Turn marker

● This Rules booklet

Object of the game

It turns out that in ***Small World Underground***, space is even tighter beneath the surface than above! With all the buried remnants of past generations, there's little space left for the living. And yes, this includes those other races that dared burrow beneath your land - land your ancestors bequeathed to you in the hope you would carve out an underground empire, and one from which your heirs could dominate the world!

Picking a fantasy Race and Special Power combination, you must use their unique racial traits and skills to conquer surrounding Regions; venture into Popular Places or look for some Righteous Relics; and amass heaps of Victory coins - often at the expense of weaker neighbors. Placing troops (Race tokens) in various Regions, and conquering adjacent cavernous lands, you earn Victory coins for each Region you occupy at the end of your turn. Eventually, your race will become over-extended (like those you have already pushed into a hole somewhere!) and you will need to abandon your civilization and look for another. The key to your victory is knowing when to send your empire into decline and ride a new one to supremacy in the caverns and grottoes of ***Small World Underground*** !

Starting the game

The player who most recently visited a cave or cellar starts the game, and takes his first turn. The game then proceeds clockwise, from player to player. Once all players have had a turn, a new turn begins.

The First Player moves the Game Turn marker forward one spot on the Game Turn Track, and proceeds with his next turn, followed by the others.

When the Game Turn marker reaches the last spot on the Game Turn Track, one final turn is played by all and the game ends. The player who has amassed the most Victory coins is declared the winner of the game.

I. The first turn

During the First Turn of the game, each player:

1. **Picks a Race and Special Power combo**
2. **Conquers some Regions**
3. **Scores some Victory coins**

1. Picking a Race and Special Power Combo

The player selects one Race and Special Power combo, from among the six that are visible on the table (including the combo made of the Race banner and Special Power badge sitting on top of the stacks at the bottom of the column).

The cost of each combo is determined by its position in the column. The first combo - located at the top of the column - is free. Each of the other combos, as you move in succession down the column, costs one additional Victory coin. That cost is paid by the player dropping one of his Victory coins on each of the combos situated above the combo he wishes to pick.



The player, wanting the Mystic Shrooms as his starting Race and Special Power combo, drops 1 of his Victory coins on each of the combos above it, and takes this set.

If the combo a player selects contains some Victory coins (dropped by earlier players who passed up this combo earlier), the player pockets these coins; he must still drop one of his own Victory coins on each of the combos located above the one he selected.

The player places his combo selection face up in front of him, and picks a number of matching Race tokens in the removable storage tray equal to the sum of the values indicated on the Race banner and its associated Special Power badge.



The player's chosen Race & Special Power combo and its corresponding 4+5=9 Race tokens.

Unless stated otherwise (for example, Mudmen or the Silver Hammers of Iron Dwarves) these tokens are the only ones the player will be able to deploy for this race during the course of the game.

If, on the other hand, a Special Power (or Race power) lets you take additional Race tokens from the storage tray during the course of the game, you are still limited by the total number of tokens physically available. So a player with 12 Mudmen tokens underground won't be able to use his Mudmen power again until some of his tokens become available.

Finally, the player replenishes the column of combos available to others; this is achieved by sliding existing combos (and the Victory coins sitting on them, if any) up one position in the column, so as to fill the void, and revealing a new combo from the top of the stack, if appropriate. There should thus always be 6 combos visible to all players, on the table (within the limit of Race banners and Special Power badges available in the pile, once reshuffled if need be, of course).



Replenishing the column of Race and Special Power combos

2. Conquering Regions

The player's Race tokens are used to conquer Regions of the map that, when occupied, will yield Victory coins for that player.

> First Conquest

A player's race deploying on the map for the first time must enter it by a Region ***bordering the edge of the board*** (including the two River "ends" that touch the edge of the board).

> Conquering a Region

To conquer a Region, a player must have available to deploy: 2 Race tokens + 1 additional Race token for each Black Mountain, each Mushroom Armor and the Keep on the Motherland marker; + 1 additional Race token for each Monster token or other player's Race token already present in the Region.

> Exceptions to the above rule

- The River only costs 1 token to conquer, but **MUST BE EMPTIED** during your redeployment phase (see p. 7); So unless you have a special power that lets you do otherwise, you will not be able to occupy any of the River Regions.
- The Abysmal Chasms are impassable Regions, recognizable to their One-Way symbol and inaccessible to the players. They must be circumvented, never crossed or passed through. The Volcano symbols in some of these Regions indicate where a Volcano might erupt (see *Flames* p. 10).



Upon conquering a Region, the player must deploy the Race tokens he used to conquer this Region inside its borders on the map.

These tokens must remain in this Region until the player reorganizes his troops at the end of this turn (see *Troop Redeployment*, p. 7).




To enter the board through these Monster occupied Mudpools, the player must use 4 of his precious Race tokens.

Important Note: *Regardless of a Race and/or Special Power benefit, a player must always have at least one Race token available to initiate a new Conquest.*

> Conquering a Monster occupied Region

Whenever a player successfully conquers a Region occupied by Monster tokens, he immediately draws a marker from the top of the stack of Popular Places & Righteous Relics, and places it into the Region just captured.

The player may also receive some additional markers or tokens depending on the special powers or benefits granted by that Place or Relic (see *Righteous Relics & Popular Places* on p. 13-15).

Unless specified otherwise (e.g. Keep on the Motherland), once revealed, these Popular Places and Righteous Relics do not count toward the defense of the Region they are in, and NEVER increase the number of tokens required for others to conquer the Region.

> Enemy Losses & Withdrawals

If Race tokens of another player occupied the Region prior to its conquest, that player must immediately take all of those Race tokens back in hand and:

- **Permanently discard one Race token** back into the Storage tray;
- **Keep the other Race tokens in hand,** and redeploy them in any other Region(s) still occupied by his race (if any) as the final action of the current player's turn.

The Region(s) in which the remaining Race tokens, if any, redeploy do not have to be adjacent or contiguous to the Region(s) they fled from. If all of a player's Regions were conquered this turn, leaving him with some Race tokens in hand but none on the board, on his next turn he may deploy these again as if he was doing a First Conquest.

When a Region defended by a single token is captured, the defending token is discarded. This will usually be the case when the defending token belongs to a Race In Decline (see *Entering in Decline*, p. 8).

***Note:** A player may choose to conquer a Region occupied by his own In Decline token, if he wishes to: He will lose the tokens, but might gain access to a Region that is more profitable for his new Active Race to occupy.*

Black Mountains are immovable, and remain in place to provide defense for their new conqueror.

Popular Places are immovable; they remain in place when the Region they are in is conquered and fall under the control of that Region's new occupant. Unless specified otherwise (Keep on the Motherland), Popular Places never add to a Region's defense.

Righteous Relics are abandoned by their prior owner. They remain in a Region when the Region is conquered and become the property of the Region's new occupant. Righteous Relics never add to the Region's defense.

> Following Conquests

The active player can repeat this process to conquer as many new Regions as he wishes during his turn, provided he has enough Race tokens left to accomplish these successive conquests.

Each of the newly conquered Regions **must be adjacent** to a Region already occupied by his active Race tokens, unless permitted otherwise by his Race and Special Power combo.



After successfully conquering the mudpools, this grimy crew pours into the Shrooms' neighboring homeland (Mystic Crystal region).

> Final Conquest Attempt/Reinforcement Die Roll

During the ***final*** conquest attempt of his turn, a player may find himself with not enough Race tokens left to conquer another Region outright. ***Provided he still has at least one unused Race token***, the player may attempt one final conquest for his turn by selecting a Region that he would normally be 3 or less Race tokens short to conquer. Once the Region is selected, the player rolls the Reinforcement Die once. Note that the Region the player wishes to make his last conquest target for the turn must be selected ***before*** rolling the die. This Region does not have to be the weakest one available for attack either, provided it could still be conquered with a lucky die roll.

If the sum of the die rolled, combined with the Race token(s) left in his possession, is high enough to conquer the Region, the player deploys his remaining Race token(s) there. Otherwise, he deploys his remaining token(s) in one of the Regions he already occupied prior. Either way, his conquests for the turn end immediately thereafter.



Despite a rocky start, thanks to a lucky Reinforcement Die roll, the Mudmen player manages to conquer this Black Mountain as his final conquest for this turn.

> Troop Redeployment

Once a player's conquests for the turn have ended, he may freely redeploy the Race tokens he has on the board, moving them from one Region to any other Region occupied by his race (not necessarily just an adjacent or contiguous Region), provided that ***at least*** one Race token remains in each Region under his control.



The player redeploys his Mudmen Troops in his Regions. This redeployment includes 1 additional Mudmen token received as a result of the Mudmen racial capacity (1 bonus Race token for occupying the Mudpool region).

If the player conquered any River Regions during his turn, he must now empty these Regions and redeploy the corresponding Troops into other (non-River) regions. All River Regions must be empty at the end of the player's turn, unless the player benefits from a power that specifically contradicts this rule (e.g. *Kraken* p. 11).

3. Scoring Victory Coins

His turn now complete, the player receives 1 coin from the Victory stash for each Region his Race tokens occupy on the map. The player may also collect additional Victory coins as a result of his Race, Special Power, Popular Places and/or Righteous Relics' benefits.



With 3 Regions occupied, the Mystic Shrooms receive 3 Victory coins, plus 1 bonus Victory coin for their Special Power (1 bonus coin per Mystic Crystal Region they occupy).

As the game progresses, a player will likely have some tokens from another race on the map. These tokens are the remnants of an earlier race he chose to put In Decline previously (see *Entering in Decline*, p.8).

The Regions these In Decline tokens occupy also each contribute 1 Victory coin to the player; though the Race banner, Special Power, Popular Places and Righteous Relics benefits no longer contribute any bonus coins, unless explicitly stated otherwise in said Race, Special Power, Place or Relic benefit.

Players keep their Victory coins stacked together, their value ***hidden*** from other players at all times; final scores are not revealed until the end of the game. If necessary, a player may request change from the Victory stash for his coins at any time.



The Krakens are the only ones who can stay in the River and Score Victory Coins at turn's end.

II. Following turns

In following turns, the first player moves the Game Turn marker up one spot on the track and the game continues clockwise. During his turn, each player must now either:

- **Expand the reach of his race** through new conquests

OR

- **Put his race In Decline to select a new one.**

The player then scores Victory coins again.

Expanding through new Conquests

> Ready your Troops

Leaving in place one Race token in each Region they occupy, the player may take all his other Active Race tokens from the map back in hand and use them to conquer new Regions.

> Conquer

All rules relative to the conquest of a new Region (see *Conquering Regions,* p. 5) must be respected, with the exception of the rule relative to the First Conquest - which only applies to new races entering on the map.

> Abandoning a Region

Only those Race tokens that were taken back in hand may be used to conquer new Regions. If a player wishes to free up some more Race tokens, he may opt to entirely abandon some, or all, Regions. Leaving no Tokens there (except for any Relic or Place present, which **MUST** be left behind when the player abandons the Region). In this case, these now abandoned Regions are no longer considered his, nor do they bring him any Victory coins. If the player chooses to abandon all the Regions he previously occupied, his next conquest must follow the same rules as its First Conquest (see *First Conquest*, p. 5).

Entering In Decline

Once a player thinks that his Active race is over-extended and no longer has the impetus required to continue expanding successfully or defend itself from increasingly threatening neighbors, he may choose to put it **In Decline** by selecting a new Race and Special Power combo from those available on the table at the start of his next turn.

To do so, the player flips his current Race banner upside down, so that the duotone In Decline side becomes visible to all, and discards the Special Power badge that was associated with it as that Special Power badge is no longer in effect, unless dictated otherwise (e.g. Muddy, Reborn, Royal, etc...).

He also flips a single Race token onto its In Decline side in each Region those tokens occupied and removes all other tokens of this Race from the map, placing them back into the storage tray.



The time of decline has come for these Vampire Gnomes. Their tokens are now all removed except for one that is put In Decline in each Region previously occupied; their Race banner is flipped over and its associated Special Power badge is now discarded.

Each player can only have a single race In Decline on the map at any given time. If the player still has tokens from an earlier In Decline race left on the map, those are all immediately removed from the map and placed back in the storage tray, before flipping the new tokens into Decline.

The Race banner of the now vanished race is placed at the bottom of the stack of Race banners, or in the lowest empty slot in the banner column, if any. The same is also done when the last token of a race In Decline is wiped off the map as the result of their last Region being conquered.



These Shivering Flames did not just flame out - they're now completely extinguished and extinct! Their Race banner is placed back at the bottom of the pile and all In Decline Flames are removed from the board.

The player can make no conquests during the turn his race goes into decline; his turn ends immediately after scoring! He gains 1 Victory coin for each Region his newly In Decline tokens occupy, but unless stated otherwise, he scores no Victory coins from his now In Decline Race banner power or discarded Special Power benefits.

On his next turn, the player will select a new Race and Special Power combo from among those now available to him. He then follows the same rules used during the first turn of the game. The only difference, but it's a sizeable one, is that the player will now likely collect Victory coins from his new race as well as from left-over tokens of his now In Decline race, during the Scoring Victory coins phase of his turn.

In the unlikely event there are not enough Special Power badges left in the Special Powers stack to keep putting new Race and Special Power combos on the table, shuffle previously discarded Special Power badges into a new stack.

End of the game

Once the Game Turn marker has reached its final spot on the Game Turn track and all players have had a chance to play a final turn, the Victory coins held by each player are revealed and tallied. The player with the highest score wins. In the case of a tie, the player with the most Race tokens (Active + In Decline) still on the board is the winner.

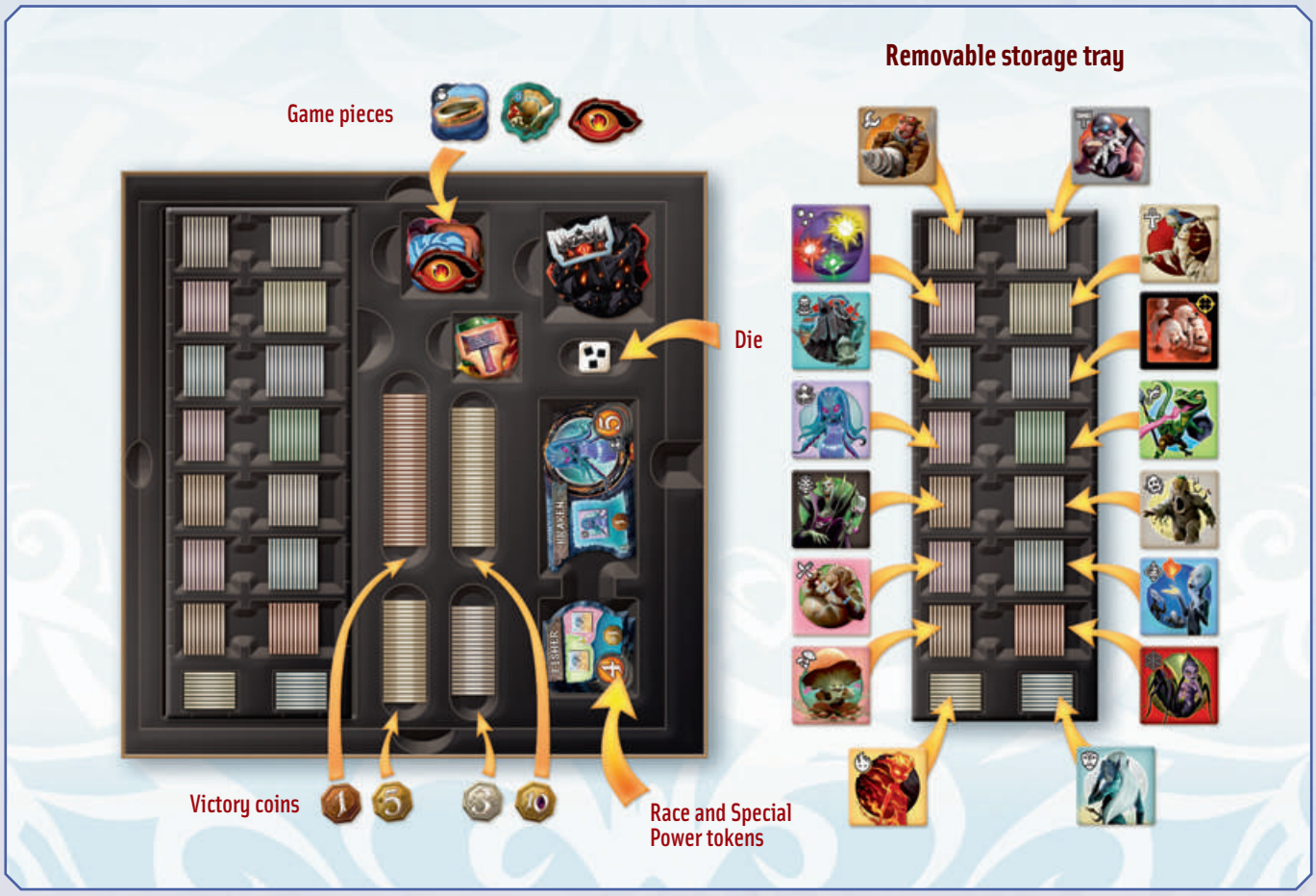
Appendices

I. Organize the Storage Tray

Because the *Small World Underground* box contains many punchboards, once you have punched out all the tokens and coins, you will be left with a big gap between the top of the vacuum tray on which your boards sit and the cover of the box. If you like to store your games in an upright position, this void will likely cause the boards and all the tokens stored below it to move around and become jumbled.

To avoid this, we recommend the following one-time operation: Once all pieces have been punched out from the punchboards, take the left-over, now empty punchboard frames and rather than throw them away, stack them back up on the table. Carefully pull the vacuum tray insert that sits at the bottom of your game box and extract it, being careful not to break the thin plastic. Now place the stacked punchboard frames at the bottom of your game box and place the vacuum tray back in place inside the box so that it now sits on top of these. It is now raised by the right amount so that once boards are placed back on top they sit flush with the box cover. You are now ready to store your game box vertically, without having to worry about the game components shifting around.

The illustration below shows you where the various game tokens, markers and coins should fit. The extractable storage tray is used solely for storing Race tokens, with a compartment dedicated for each race. The size of some of the wells in this tray has been standardized to facilitate the placement of the various Race tokens. All other coins, tokens and markers go in their designated spot, inside the main vacuum tray of the game box. The boards, summary sheets and rules go on top.



II. The Races and Special Powers of Small World Underground

Each Race has its own distinctive Race banner, and tokens in sufficient number to deploy with any Special Power badge.

Each Special Power badge gives a unique benefit to the race it is associated with.

The Race tokens are placed on the map colored side face up when the race is Active, and colored side face down once the race is In Decline.

Unless stated otherwise, the benefits granted by an Active Race banner and its associated Special Power badge always accumulate, and no longer apply once the race is put In Decline.

A Region is deemed **non-empty** if, and only if, it contains at least one Monster or Race token (Active or In Decline). A Region that contains a Black Mountain marker, a Popular Place or a Righteous Relic but no Monster or enemy Race token is considered empty.

A Region made immune by the presence of a Balrog, Great Ancient, Queen or Tomb-raider's Ghost cannot be conquered by an opponent; it is unaffected by your opponents' racial & special powers as well as by any Popular Place or Righteous Relics under their control, for as long as the Balrog, Great Ancient... is present in the Region.

Compatibility with Small World

While all Race and Special Powers introduced in Small World Underground are new, a few will feel familiar to existing Small World players. They may be variations of powers present in Small World and its expansions, a Small World Race Power turned into a Small World Underground Special Power, or vice-versa. This means that (for the most part) you can easily mix and match elements from both games, taking some Small World races underground or bringing some underground races to the surface, once you've fully explored Underground on its own.

Once you are ready to venture above (or below!) ground with other Races and Special Powers, keep in mind the following rules:

- Powers and effects that make no sense (because they were linked to a Terrain type that no longer exists, or because they are linked to Relics or Places when those are not in play) do not apply and must be taken out of the game before start.
- Where applicable, Powers and effects associated with the Seas and Lake region are transferred to the River Regions and vice versa
- The Mountains/Black Mountains have the same effect in both worlds.
- If you wish to introduce Places and Relics in Small World itself, take a number of Monster tokens equal to (2 x the number of players) + 2; then place 2 Monster tokens in each Lost Tribes Region of your choice. Simply make sure that no two such Monster occupied Regions are adjacent to each other. Then complete your set-up by placing a single Lost Tribe token in any Lost Tribe Region not occupied by Monsters.
- Last not least, consider the following Terrain types as equivalent:
  - Black Mountain/Mountain Regions
  - Muddy/Marsh Regions
  - Mushroom Forest/Forest Regions
  - Mining/Mine symbol Regions
  - Mystic Crystals/Magic symbol Regions

For more complete details on how to transfer Races and Special Powers from one game to the other, please check our web site at www.smallworld-game.com.

The Races

The list that follows details the benefit(s) conferred to each race; the number of matching Race tokens received when selecting this Race banner is indicated by the numerical value listed on the banner.



Cultists

Place the Great Ancient in the first Region your Cultists conquer. This region is immune. Conquer any region adjacent to the Great Ancient (this includes any Region that may be adjacent as a result of any Racial, Special Power, Popular Place or Righteous Relic you may control) at 1 less Cultist token than usual. A minimum of 1 Cultist token is still required. At the start of each of your following turns, you may move your Great Ancient to the Region of your choice that your Cultists already occupy.





Drow

The Drow like to live as recluses: At turn's end, collect 1 bonus Victory coin for each Region they occupy that is not sharing any border with any Region containing another race (including any other, non-Drow, race you may have; all of your opponents' races, even those In Decline; and Monsters).



Flames

When you select this race, place the Volcano on one of the Abysmal Chasm Regions marked with a Volcano symbol. Any region adjacent to the Volcano, or continuously linked to it via Regions occupied by your Flames, is attacked at the same Flames token cost as if the region was empty. Flames enter the board through the volcano; their first conquest must be in a region adjacent to it.





Gnomes

During their turns, other players cannot use their racial & special powers or any effect of the Places or Relics they control, to conquer Regions occupied by your Gnomes. This includes indirect effects: A player whose troops are not in a Region next to your Gnomes could not attack them, even if he controlled the Great Brass Pipe (see *The Great Brass Pipe* p. 15). And the Balrog can't conquer a Region occupied by Gnomes either.

The Gnomes immunity to all these effects is only valid during other players' turns however. During their own turn, they can still use relics, places, etc, as usual.



Iron Dwarves & their Silver Hammers

During the Troop redeployment phase of each of your turn, take 1 additional Silver Hammer token from the tray for each Mine Region you occupy and place it in front of you. From now on, and until the Dwarves go In Decline, you may use these Silver Hammers for conquests only, but not for defense, during the Conquest phase of your subsequent turns. At the end of the Troop Redeployments (see *Troop Redeployments*, p. 7) of each of your turns, remove all the Silver Hammers from the map, making sure to leave at least one Iron Dwarf token in each Region. Take your Silver Hammers back in hand and place them off the board, in front of you, where they will wait until the start of your next Conquest phase.





Kraken

At the end of your turn, you do not have to empty any of the River regions your Kraken may be in. You can leave them in and score Victory coins for these River Regions - even once you are in Decline! And of course, any Race hoping to pass through a River Region occupied by Kraken must conquer it first.



Liches

Collect 1 bonus Victory coin from any opponent each time they successfully conquer one of your **In-Decline** Liches region. An opponent with no coins remaining cannot conquer a Region occupied by your Liches.



Lizardmen

Your Lizardmen pass through any River Region, occupied or empty, without having to conquer it or leaving any token in it. If the Lizardmen wish to conquer a River Region that is occupied (by Kraken for instance) they must have enough tokens to conquer it as normal however; but once all their conquests are done for the turn, they do not leave any tokens in the River; they redeploy them in other land-based Regions under their control, during their Troop Redeployment phase.



Mudmen

During the Troop redeployment phase of your turn, take 1 new Mudman token from the tray for each Mudpool Region you occupy and deploy them in any Region(s) your Mudmen occupy.



Mummies

Mummies are everywhere but they tend to trip over themselves, what with all those bandages! All your conquests require 1 more Mummy token than usual (even when attacking Gnomes).



Ogres

Your Ogres may conquer any Region with 1 less Ogre token than usual. A minimum of 1 Ogre token is still required.



Shadow Mimes

When picking a Race and Special Power combo (p. 4), if you select the Shadow Mimes you may immediately swap their Special Power with the Special Power of your choice, from among the 5 others visible in the list of combos. You do not swap or pick up the coins (if any) that may be on the Combo initially associated with the Special Power you are mimicking. You only swap the Special Power.



Shrooms

Each Mushroom Forest Region your Shrooms occupy is worth 1 bonus Victory coin, at turn's end.





Spiderines

For conquest purposes, your Spiderines consider all Regions bordering a Chasm as adjacent to the Regions they already occupy. For your first conquest, you may enter the board through any Region bordering a Chasm.



Will-o'-Wisps

You may use the Reinforcement die before any conquest of a Mystic Crystal Region or any Region adjacent to a Mystic Crystal Region your Will-o'-Wisps occupy. Designate the Region you wish to conquer before you roll the die. Regardless of your die roll result, if you have enough Will-o'-Wisp tokens left to conquer this Region, you must conquer it once your roll was made.

Special Powers

In the description of Special Powers that follow, when we use the term "you" or "your", we mean the Race tokens of your race associated with this Special Power. Unless explicitly stated otherwise, this usually excludes any token In Decline from your earlier race.

The list that follows details the advantage(s) granted by this Special Power; the additional number of Race tokens received when associating this Special Power to a Race banner is listed in the circle inside the Special Power badge.



Adventurous

Collect 1 bonus Victory coin for each Region containing a Popular Place that you occupy at turn's end.



Fisher

Collect 1 bonus Victory coin for each complete pair of Coastal Regions that you occupy at turn's end. Coastal Regions are all those sharing a border with the River, excluding the River Regions themselves.



Flocking

Collect 2 bonus Victory coins if all of your Regions form a single set of Regions on the map at turn's end. Single set of Regions means a "single set of adjacent Regions" here, so Flocking Spiderines spread out along separate Chasm Regions will still be considered Flocking and score this Flocking bonus.



Frightened

Collect 1 bonus Victory coin for each Region you occupy with at least 3 Race tokens at turn's end.

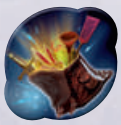


Immortal

When the enemy conquers one of your Regions, keep all your Immortal tokens in hand for redeployment at the end of the current player's turn, rather than discarding 1 back in the storage tray (see *Enemy Losses & Withdrawals*, p. 6).



Magic



The Bag-o'-Many-Things duplicates the power of 1 Righteous Relic currently in play. You decide which one each turn, using the bag to represent the Relic you choose. The bag cannot be used to duplicate a Relic's power in a region where that power already applies. The bag may not be stolen. If a Region containing the bag is conquered or abandoned, you do not leave the bag behind; rather you take it back in hand.



Martyr

Collect 1 bonus Victory coin from the bank each time one of the Regions your Martyrs occupy is conquered by an opponent.



Mining



Collect 1 bonus Victory coin for each Mining Region you occupy at turn's end.



Muddy



Collect 1 bonus Victory coin for each Muddy Region you occupy at turn's end, even when In Decline.



Mystic



Collect 1 bonus Victory coin for each Mystic Crystal Region you occupy at turn's end.



Quarreling

Collect 1 bonus Victory coin for each separate set of Regions (i.e. group of Regions not sharing a common border with another group of Regions) your Quarreling tokens occupy at turn's end. If all your Quarreling tokens form a single contiguous set of Regions on the map you score 1 bonus coin; If they are split across two separate sets, you score 2 bonus Coins; etc...



Reborn

Once your Reborn are In Decline, at the start of each of your turns you may empty 1 or 2 of their Regions, and replace these tokens with a single new token from your Active Race (taken from the tray, or from your hand if none are left in the tray) in each of these Regions.



Royal



At the end of your turn, place your Queen in a Region your Royal tokens occupy, to make it immune. If you go In Decline, your Queen stays where it was and keeps that Region immune, but can no longer be moved.



Shield

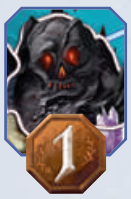
For each Mushroom Forest Region you occupy at the end of your Conquest phase, take 1 Mushroom Armor from the tray in your hand. Deploy these Mushroom Armors in any of your Region(s), during your Troop Redeployment phase. Each Armor placed in a Region augments that Region's defense by 1, even when In Decline. These markers do not count as Race tokens (for instance a single Race token with 1 or more Shields in a Region could still be Vampirized). You can stack multiple Mushroom Armor in the same Region. Remove the Armor and discard them back in the tray when you abandon the Region or an enemy conquers it. Otherwise keep it in play as long as your Shield troops are on the board.





Stone

Collect 1 bonus Victory coin for each Black Mountain Region you occupy at turn's end.





Thieving

Collect 1 bonus Victory coin from each player with at least one active Race token bordering one of the Regions your Thieves occupy at turn's end.



Tomb

When going In Decline, you may keep all of your Tomb tokens on the map; you may redeploy them one final time before scoring for your In Decline turn. If a Region containing your In Decline Tomb is conquered, at the end of the attacking player's turn, you may redeploy any Tomb tokens in excess of the ones lost to your opponent's conquests as if your Tombs were still active (see *Enemy losses & Withdrawals* p. 6). If your Tomb tokens have no Region left on the board, you may not redeploy them however. At this point, they are all permanently lost.



Vampire

Once per turn per opponent, your Vampire tokens can conquer a Region by substituting one of your opponent's Active tokens with one of your own Vampire tokens, taken from the storage tray (or your hand, if none are left in the tray). The token your Vampire replaces must be the only race token in its Region. A single opponent token in a Black Mountain Region, in a Region with the Keep on the Motherland, and a single opponent token protected by Mushroom Armor all still count as Regions with a single token for this purpose, and may thus be vampirized. A Region containing a single Gnome token is protected however. Place the substituted opponent's Race token back into the storage tray. If an Immortal token is vampirized, its token is lost and placed back into the tray.



Vanishing

When sending your Vanishing tokens In Decline, remove them all but collect 2 Victory coins per region they occupy, instead of 1.



Vengeful

Give 1 Vengeance marker to each player that attacks any of your races during his turn. During your next turn, you can attack any Region occupied by that player's tokens (active or In Decline) at a cost of 1 less token than normal. A minimum of 1 Vengeful troops token is still required. At the end of your turn, take any Vengeance markers you had given to your opponents earlier back in your hand.





Wise

At the end of any turn your Wise tokens are In Decline (including the turn you send them In Decline), if they still occupy at least 1 Region on the board, score 2 bonus Victory coins.

III. Righteous Relics and Popular Places

There are 6 Righteous Relics and 9 Popular Places in Small World Underground. A unique marker identifies each Place or Relic.

When a player conquers a Monster occupied Region, he immediately draws a marker from the stack of Places and Relics, and places it inside this Region.

Relics and Places confer a unique power to whoever controls them/occupies their Region. This power may be lost/stolen by other players when the Region the Relic or Place resides in is conquered, and thus may fall from under the control of one player to another during the course of a game.

Places are stationary; they always remain in the Region in which they were found, with the power benefiting the player whose Troops occupy that Region. Relics are mobile; they move to the Region in which their power was last used, whenever that use occurs.

When a Region containing a Righteous Relic or Popular Place is abandoned, that Relic or Place remains behind, still on the board. When a Region containing a Relic or Place is conquered,

its power immediately falls under the control of that Region's new occupier.

Righteous Relics and Popular Places never augment the defense of the Region they are in, Keep on the Motherland excepted.

Any Place or Relic's power referring to bonus Race tokens means tokens taken from the tray, and, when there are none left in the tray, taken from those in your hand, if any.

A Place or Relic's power comes into play immediately after the player successfully conquers the Monster infested Region containing it.

A single Race token in a Region with a Righteous Relic or Popular Place is still considered a single token.

A Region made **immune** by the presence of a Balrog, Great Ancient, Queen or Tomb-raider's Ghost cannot be conquered by an opponent. It is unaffected by any opponents' racial & special powers as well as by any Popular Place or Righteous Relics under their control, for as long as the Balrog, Great Ancient, Queen or Tomb-raider's Ghost is present in that Region.

Righteous Relics

Unless specified otherwise:

- Using a Relic's power is always optional;
- Relics cannot be used by Races that are In Decline;
- At turn's end, a Righteous Relic remains in the Region in which it was last used;
- Any Relic's power referring to bonus Race tokens refers to tokens taken from the tray, or, if none are left in the tray, taken from those left in the player's hand, if any.

The Flying Doormat



Once per turn, the player whose troops control the Flying Doormat may conquer any Region, even one that is not adjacent to his. The Flying Doormat is placed in this new region. If the conquest attempt fails, the Doormat remains where it was prior to the conquest attempt.

Froggy's Ring



At the end of his turn, the player whose troops control Froggy's Ring places it in a Region his troops occupy to collect 1 Victory coin from each player with at least 1 active race token in a Region bordering the Region the Ring is placed in. Should an opponent have no coins left, Froggy's Ring may still be placed in a Region next to his Troops, but no coin is collected.

The Stinky Troll's Socks



Once per turn, the player whose troops control the Stinky Troll's Socks may conquer 1 Region as if it was empty. The opponent player whose Race tokens were in that Region gets to redeploy them all in his other Regions at turn's end (or back in hand, if he has no Troops left on the board).

The Scepter of Avarice



At the end of his turn, before scoring, the player who controls the Scepter of Avarice places it in a Region his troops occupy to double the number of Victory coins collected *from that Region*. Dwarves don't like to be known as greedy and will not accept the Scepter of Avarice in their mine though: The Scepter will have no effect if placed in a Region containing the Mine of the Lost Dwarf. Note that the Scepter never doubles the number of Victory coins received from other players (e.g. Liches, Thieving and Froggy's Ring powers).

The Shiny Orb



Once per turn, the player whose troops control the Shiny Orb may use it to substitute a single active opponent token with a bonus token of his to conquer that Region. For the purpose of this relic, a "single" token is defined the same way as for the Vampire Special Power (see p. 13).

The Sword of the Killer Rabbit



Once per turn, the player whose troops control the Sword of the Killer Rabbit may conquer 1 Region using 2 less tokens than normal.

Popular Places

A Popular Place never moves; it always remains in the Region where it was first discovered. In addition, unless specified otherwise:

- Using a Popular Place's power is always optional;
- Popular Places' powers cannot be used by Races that are In Decline;
- Any Popular Place's power referring to bonus Race tokens refers to tokens taken from the tray, or, if none are left in the tray, taken from those left in the player's hand, if any.

The Altar of Souls



At the end of each of his turn, after scoring, the player whose troops occupy the Region containing the Altar of Souls may discard a single of his In Decline tokens in the Region of his choice to collect 3 bonus Victory coins at turn's end. The Altar functions even when the troops that occupy it are In Decline.

The Crypt of the Tomb-raider



At the end of his turn, the player's whose troops occupy the Region containing the Crypt of the Tomb-raider places its Ghost in any Region, except the one containing the Crypt, to make it immune. A player whose troops are In Decline in the Tomb-raider's Crypt can no longer move the Ghost, but the Region

containing the Ghost remains immune. When a player conquers the Crypt, the Ghost immediately leaves the Region it was protecting, and falls under the control of the conquering player.



The Diamond Fields



At the end of his turn, the player collects 1 bonus Victory coin for the Region his Diamond Fields are on and for any other Region his (same Race) troops occupy that is of same Terrain type. The Diamond Fields function even when the troops that occupy it are In Decline.

The Great Brass Pipe



All Regions of the same Terrain type as the one in which the Great Brass Pipe is discovered are considered adjacent, for the player's whose Troops occupy that Region.

The Fountain of Youth



At the start of his turn, the player whose troops occupy the Fountain of Youth's Region receives 1 bonus Race token (provided there is at least one left in the tray).

The Keep on the Motherland



The Keep on the Motherland is worth 1 bonus Victory coin for the player whose troops occupy it at turn's end. The Keep also augments that Region's defense by 1. Both of these benefits persist even once the troops occupying the Keep are In Decline.

The Mine of the Lost Dwarf



At the end of his turn, the player whose troops occupy the Mine of the Lost Dwarf's Region collects 2 bonus Victory coins. The Mine of the Lost Dwarf yields these bonus coins even if the Troops that occupy its Region are In Decline. The Scepter of Avarice has no effect, if placed in the Mine.

Stonehedge



The Player who discovers the Stonehedge immediately draws a Special Power at random from the stack of Special Powers. This becomes the power associated with the Stonehedge for the rest of the game. Ignore any Race tokens value indicated on that Special Power's badge, it is only that Special Power that comes into play, not any additional Race tokens.

Like all other Popular Places, using the Special Power associated with the Stonehedge is optional; for instance if the player's Race who discovers the Stonehedge has the Vanishing Special Power, that player is not forced to use Vanishing immediately upon discovering the Stonehedge. Furthermore, if the Special Power associated with the Stonehedge is a Power that has an effect on In Decline Troops (Reborn, Wise), the player only gets to use the Stonehedge's power once his Troops are In Decline. If the Special Power associated with the Stonehedge is Tomb, that player's tokens, once In Decline, do NOT all disappear at once should the player lose control of the Region containing the Stonehedge.

The Wickedest Pentacle



The player who discovers the Wickedest Pentacle immediately sends the Balrog invoked by it into the neighboring (i.e. sharing a common border) Region of his choice. If that Region is occupied, it is immediately conquered by the Balrog and that Region's prior occupant loses not 1, but 2 tokens (if any) into the tray as a result of the Balrog's conquest. The Region now containing the Balrog is immune to all players, and does not score Victory coins for anyone (player who controls the Balrog included). In subsequent turns, the player whose troops occupy the Pentacle's Region may move the Balrog to the neighboring Region of his choice, once at any point during his turn, and repeat the process described above. The Balrog can conquer and occupy River Regions.





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Credits

Game Design:
Philippe Keyaerts

Illustrations:
Miguel Coimbra

Graphic Design:
Cyrille Daujean

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