

RULES OF PLAY

# SIMURGH



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*A time to stand against our enemies is almost upon us... Since we allied with Simurgh, the mighty dragons of lost tales and myths, the Shattered have been kept at bay. Defeated by Muratan the Dragonlord, they retreated to the deepest, darkest corners of the Old Earth, and for ages it seemed they would not return. Since then, the Dragonlord has left us, and most of his original Simurgh went with him. Only a handful stayed, forming lasting bonds with some of the Dragonriders. Those men formed clans that grew into houses, each priding itself on its mighty horde of majestic dragons. But in times of peace, they became diminished. And now, as the Shattered are stirring once more, preparing to strike at humanity once again, only the greatest of men should receive the honour of leading humanity into its next glorious battle. Lead one of the houses, increase its might, train its dragons, and be ready to rule over all humanity, as the Shattered stand against you and your mighty Simurgh!*



## INTRODUCTION AND OVERVIEW

*Simurgh* is a game for 2-5 players who become heads of powerful clans in a fantastical world where humans and dragons live, hunt, and go to wars together. As a head of a powerful family, each player will breed mighty dragons, make use of their special abilities, gather resources, and try to make their

house the most powerful by obtaining the most Power Points. The game is played over a number of turns, with each turn allowing a player to perform 1 Main Action and any number of Free Actions. As a Main Action, a player will usually place a worker on an Action Space.

The workers (collectively known as Vassals) come in two types: Spearmen – young warriors of each house, and Dragonriders – noble warriors and hunters gifted with their own *Simurgh* steed. On their turn, each player will place one of their Vassals on an empty Action Space to gain resources, exchange their assets for Power Points, add new Vassals to their house, or breed a new type of *Simurgh*.

During the game, players will collectively build the board by drawing and placing Action Tiles which provide new Action Spaces (some allowing any Vassals, some exclusively the Dragonriders), or create an opportunity to score points. Once a given number of Action Tiles has entered and left the board, the game ends and Power Points are tallied.



## GAME COMPONENTS

Before your first game carefully punch out all the cardboard components, separate the wooden components by their shape and colour, and divide player pawns (Vassals) by colour. Your copy of *Simurgh* should come with:

- 1 Game Board.
  - 5 Player Boards (in five player colours).
  - 99 Cardboard Tiles, including:
    - 12 Production  Tiles,
    - 8 Research  Tiles,
    - 8 Transformation  Tiles,
    - 8 Power  Tiles,
    - 12 Exploration  Tiles,
    - 24 Dragon  Tiles,
    - 12 Objective  Tiles.
  - 25 Worker Miniatures (Vassals), including:
    - 15 Spearmen (3 in each player colour),
    - 10 Dragonriders (2 in each player colour).
  - 5 Scoring Markers (1 in each player colour: .
  - 120 Resource tokens, including:
    - 20 Vegetable  tokens ,
    - 20 Meat  tokens ,
    - 20 Wood  tokens ,
    - 20 Stone  tokens ,
    - 22 Wisdom  tokens ,
    - 22 Weapon  tokens .
  - 50+ Ability Markers .
- This Rulebook.

**Resource tokens and Ability markers:**  
The number of resources and markers in the game is approximated in the rulebook. It may happen that you receive an extra token of one type and/or one fewer token of another type. Please note that in any of such cases the game is fully playable, and will require no replacements.

## ACTION TILES

# HOW TO READ THESE RULES

*Simurgh* comes with two modes of play: Spearman and Dragonlord. The Spearman Mode is simpler and more suited to family play. The Dragonlord Mode is more complex and it is recommended to play it only if you have played *Simurgh* a few times or are a seasoned gamer. These rules are written for the Spearman Mode, with Dragonlord Mode modifications marked by this symbol: 

## VASSALS

Any miniature in a player colour is a Vassal. Generally, there are two types of Vassals:

- **Spearman:** a Spearman can use any Action Space without a symbol, but is not allowed to use an Action Space with a Dragonrider symbol.



*Spearman: Action Spaces*

- **Dragonriders:** a Dragonrider can use any Action Space without a symbol as well as any Action Space with a Dragonrider symbol.



*Dragonriders: Action Spaces*

## GAME BOARD

The Game Board consists of two main areas: the City and the Wilds.



- The City contains a number of permanent Action Spaces (printed on the board) that will be always available throughout every game of *Simurgh*. 
- The Wilds contain spaces for Action Tiles. During the game players will place the Action Tiles in those spaces, opening up new Action Spaces for their Vassals. 



There are 5 types of Action Tiles: Power , Exploration , Transformation , Research , and Production  Tiles. As a general rule, each such tile comes with a number of Action Spaces players will be able to use during the game.



*Examples of Action Tiles Back and Front*

In each game of *Simurgh*, a large part of the board will evolve and change as the game unfolds. The tiles placed in the Wilds thematically represent the bold exploration and taming of the wild lands. An overcrowded Action Tile, or one that is left empty, is removed to the side of the board, becoming part of an area called the Chronicle. The number of Action Tiles in the Chronicle is one of the ways to trigger Game End.

## DRAGON TILES



*Example: Dragon Tile (back and front)*



*Ability markers*

Each Dragon Tile depicts a certain type of *Simurgh*, with its own special abilities. Whenever a player receives a Dragon Tile they place it in their playing area face up and immediately place a number of Ability markers on that tile. The exact number of Ability markers placed depends on the Action the player resolved, with each Action Space allowing a player to draw new Dragons depicting a number of Ability markers to be placed on the Dragon Tile. A player may have any number of Dragon Tiles at any time of the game.

### NOTE

Any Dragon Ability markers received with a Dragon Tile must be placed on that Dragon Tile.

## OBJECTIVE TILES



Much like Dragon Tiles, the Objective Tiles have no Action Spaces of any sort. Each Objective tile instead provides an option to score a number of Power Points  at the end of the game.

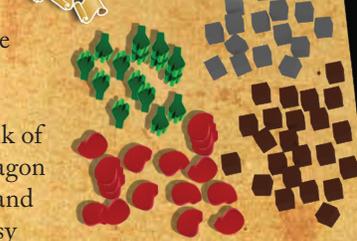
### Golden rule

If rules of an Ability or an Action Space contradict these rules, the Ability or Action space takes precedence.

## GAME SETUP

To set up the game, follow the procedure below:

1. Unfold the game board and place it in the middle of the playing area. Reserve some space to the side of the board for the Chronicle area. **1**
2. Separate the game tiles by type (Dragons , Objectives , Power , Production , etc.), shuffle each pile and place it near the board face down. **2**
3. Shuffle and place Objective Tiles in a facedown stack in their space on the board. **3**
4. Randomly remove (place back into the game box without looking):
  - a. 4 Production  Tiles
  - b. 4 Exploration  Tiles
  - c. 3 Transformation  Tiles
  - d. 3 Research  Tiles
5. Give each player a Player Board in their colour, making sure that all boards are turned to the Spearman side. **4**  
 In Dragonlord Mode, remember to place the boards on the Dragonlord side). Each player also receives a scoring marker, and places it on the "0" space of the scoring track. **5**
6. Give each player 1 Spearman and 1 Dragonrider in their player colour. **6** Place any unused Vassals next to the board. **7**
7. Form a token bank of resources and Dragon Ability markers, and place it within easy reach of all players. **8**
8. Each player receives 2 Vegetable  tokens, 2 Wisdom  tokens and 1 of each other resource in the game. Resource tokens are placed on the Resource Slots on each player board. **9**



9. The player who last rode a dragon (a horse, a pony, or an extremely large dog will also do) becomes the first player.
10. Each player receives 1 random face down Power Tile. Remove the remaining Power Tiles from the game (by returning them to the game box). Players may look at their own Power Tiles at any time, but should not show them to other players. If playing with fewer than 5 players, some of these tiles can be used to block off the Action Tile spaces in the Wilds. **10** **5** In Dragonlord Mode deal 3 random Power Tiles to the last player. The player chooses 1 to keep and passes the remaining tiles to the player on their right. That player then draws 1 more Power Tile, adds it to their hand and chooses one for themselves. Repeat this procedure until each player has 1 Power Tile.
11. Each player receives 1 random Production Tile, 1 random Research Tile, and 1 random Exploration Tile. **10** **5** In Dragonlord Mode shuffle the Production, Research, Transformation and Exploration

Tiles together, then draw 4 and place them face up in the middle of the table. In turn order, each player now takes 1 tile and immediately replenishes the tile offer, by drawing and revealing a new Action Tile. After each player has taken 1 tile, repeat this one more time - so that each player takes a total of 2 Action Tiles).

12. The face-up Action Tiles are shuffled back into the Action Tile deck and placed face down on their space on the board. **11** Draw 4 tiles from the newly formed deck, and place 1 face-up in each one of the tile spaces numbered 1-4. **12**
13. Each player receives 1 random Dragon Tile. **5** In Dragonlord Mode each player receives 3 Dragon Tiles, chooses 1 and returns the rest to the deck of Dragon Tiles - all players reveal chosen Dragon Tiles simultaneously) and places it face up in their play area with 3 Ability markers. **13** Shuffle the Dragon Tiles afterwards. **2**

14. Choose the type of game: short, medium or long. Detailed information on game length can be found in the Game End and Scoring section of this rulebook on page 11.

You are now ready to play *Simurgh*.



### Choosing Game Length.

For your first game we recommend you choose the Short Game, which ends when **either 4 face-up Objective Tiles have been placed on the board (in the Dragonlord Statue location), or when there are 8 Action Tiles in the Chronicle.** Detailed information on game length can be found in the Game End and Scoring section of this rulebook on page 11.

# PLAYING THE GAME

A game of *Simurgh* is played over a number of turns. During their player turn, a player either places one of their Vassals on an Action Space, or collects any or all of their Vassals from the game board. Any of these two actions is considered a Main Action. A player may also resolve any number of Free Actions (like using the ability of a Dragon) on their turn.

## MAIN ACTION

During a player turn, as their Main Action, a player **must do one** of the following:

- Place a Vassal (Spearman or Dragonrider) on an Action Space in the City or in the Wilds to immediately use the effect of that Action Space. For detailed information on each game tile, go to page 12.
- Retrieve any number of their Vassals by collecting them from the City and/or the Wilds.

**Retrieving Vassals**  
A player may retrieve any number of Vassals even if they still have ready Vassals in their possession.

A player may retrieve any number of their Vassals from the board (but not from the inactive pool next to the board).

## FREE ACTIONS

On their turn – before, during, or after resolving the effect of an Action Space – a player may resolve, in any order, each of the following Free Actions **once** per turn:



Free Action example: Placing Action Tile in the Wilds

- Place a tile in the Wilds: this Free Action may be resolved only **immediately before** placing a Vassal. If there are no free tile spaces in the Wilds, that player may pay 1 Weapon to remove any 1 Production, Transformation, Research, or Power Tile (but **not** Exploration Tile) from the Wilds. When placing a tile in the Wilds, the player **immediately** receives the resources depicted on the Action Space covered.



Free Action example: Advancing Dragonrider on an Exploration Tile

- Advance a Dragonrider on an Exploration Tile: move a Dragonrider Vassal one step down the exploration path on an Exploration Tile (more information on Exploration can be found in the Exploration Tiles section of this rulebook).

- Use a Dragon Ability: to resolve this Free Action a player removes an Ability marker from any Dragon Tile in their play area and immediately resolve the Dragon Ability it was placed over.



Free Action example: Using Dragon Abilities

**NOTE**  
A player may resolve multiple Dragon Abilities, provided that an Ability marker is removed from each of the Abilities used. (an Ability without a marker cannot be used).

## TILE AND RESOURCE LIMIT

At the end of each individual player turn (after placing a Vassal, resolving the Action associated with the Action Space the Vassal occupies and resolving any possible Free Actions), the player must:

- Discard down to a total of 5 Action Tiles (of any types) by returning the tiles to the top or bottom of the tile deck in the Scout Quarters. A Power Tile may never be discarded.
- Return to the stock any resources in excess of a total of 15 resource tokens (12 in Dragonlord Mode). This number corresponds to the number of Resource Slots on a player board, so any resource token a player is unable to keep in an empty slot is discarded.



Player Board with 12 and 15 resource slots



Example 1: End of the player's turn.

**EXAMPLE 1**

Ann finished her turn. In her hand she still has 2 Research Tiles and 4 Exploration Tiles (she has just played her Power Tile this turn 1). She must discard 1 tile, so she decides to discard 2 1 of her Exploration Tiles. Ann also has 6 Vegetables, 3 Stones, 5 Wood, and 4 Weapons, for a total of 18 Resource tokens. She must return any resource tokens in excess of 15, so she discards 1 Weapon and 2 Vegetables back to the stock. 3

**PLACING VASSALS**

A single Vassal Action Space (Spearman/Dragonrider spaces) can never be occupied by more than 1 Vassal. If a single Vassal Action Space is already occupied by a Vassal, no other Vassal may be placed there, regardless of who placed the first Vassal.



Single Vassal (Spearman/Dragonriders) Action Spaces

A multiple Vassal Action Space (Spearmen/Dragonriders spaces) may be occupied by any number of Vassals. Additionally, Spearman Action Spaces (Single/Multiple spaces) can be occupied by any Vassals, but Dragonrider Action Spaces [Single/Multiple spaces] can only be occupied by Dragonriders. A Spearman can never enter a Dragonrider Action Space.



Multiple Vassal (Spearman/Dragonrider) Action Spaces

**ACTION SPACE TYPES**

After a Vassal enters an Action Space, the player immediately benefits from that Action Space. There are two types of benefits an Action Space can provide:

1. **Gain:** Action Spaces with any resource or tile symbols allow the occupying player to take resources depicted and place them in their playing area.



Gain: Action Spaces

2. **Exchange:** Action Spaces with this symbol allow the occupying player to exchange the resources, Power Points and/or Vassals at the base of the exchange arrow for the resources and/or Power Points at the tip of the exchange arrow. Discarded resources are always shown with a minus symbol. If a player cannot fully resolve an Action Space, they cannot occupy it with their Vassal.



Exchange Action Spaces

**EXAMPLE 2**

Michael places one of his Spearmen on the Barracks. He immediately returns 3 Vegetables and 1 Meat from his Player Board to the stock, and takes a new Spearman of his colour, adding the miniature to his pool of available Vassals.

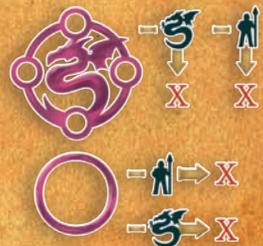
**ANATOMY OF AN ACTION TILE**

	<p>1 Action Tile TYPE and reference number (for detailed information on each Action Tile go to page 12)</p>
	<p>2 Multiple Vassal Action Space with a Gain Action.</p>
	<p>3 Example of Single Vassal Gain Action Space</p>
	<p>4 Example of Single Vassal Exchange Action Space</p>
	<p>5 Example of Single Vassal Exchange Action Space</p>

Example of an Action Tile

**SPENDING VASSALS**

Some Exchange Action Spaces allow players to spend some of their Vassals in exchange for resources and Power Points. A spent Vassal is returned to the general stock. A player is never allowed to spend their last Vassal (regardless of the Vassal type). Whenever a player spends a Vassal, they must first spend an unassigned miniature. If a player has no unassigned Vassals, they must spend a miniature occupying another Action Space.



Example: Exchange of Vassals Action Spaces

## ACTION SPACES IN THE CITY

The City section of the board offers players 12 Action Spaces which are available in every game of *Simurgh*. Each space offers a specific benefit to the player who places one of their Vassals in that Action Space:

4. Dragon Spires (multiple Dragonriders): player receives 1 Wisdom token. **4**



City Action Spaces: Great Market

5. Great Market (multiple Vassals): player receives 1 Vegetable or 1 Power Point. **5**

6. Barracks (multiple Vassals): player exchanges 3 Vegetables and 1 Meat for 1 Spearman. **6**



City Action Spaces: Barracks

7. Hunting Grounds (multiple Vassals): player exchanges 2 Vegetables and 3 Meat for 1 Dragonrider. **7**



City Action Spaces: Hunting Grounds

8. Training Grounds (multiple Vassals): player exchanges 3 Wood for 2 Ability markers, and immediately places them on Dragon Tiles. Any Ability markers not placed are immediately returned to the stock. Please note, that an Ability marker must always be first placed on the leftmost empty Ability on any Dragon Tile (see p. 11 for more details). **8**



City Action Spaces: Training Grounds

1. Armoury (single Vassal): player receives 1 Weapon. **1**

2. Library (single Vassal): player receives 2 Wisdom tokens. **2**



City Action Spaces: Armoury



City Action Spaces: Library

3. Forge (multiple Vassals): player exchanges 1 Wood and 1 Stone for 2 Weapons. **3**



City Action Spaces: Forge

4. Dragon Spires (multiple Dragonriders): player receives 1 Wisdom token. **4**

City Action Spaces: Dragon Spires



City Action Spaces: Dragon Spires



City Action Spaces: Builders' Square

9. Builders' Square (multiple Dragonriders): player exchanges 2 Stone for 2 Ability markers, and immediately places them on Dragon Tiles. Any Ability markers not placed are immediately returned to the stock. Please note, that an Ability marker must always be first placed on the leftmost empty Ability on any Dragon Tile (see p. 11 for more details).



City Action Spaces: Breeding Grounds

10. Breeding Grounds (multiple Dragonriders): player exchanges 1 Vegetable, 1 Meat, 1 Wood, 1 Stone and 1 Weapon for 3 Dragon Tiles drawn from the top of the Dragon Tile deck. The player may examine them and place 1 of those tiles in their playing area, and return the rest. The player places 3 Ability markers on the Dragon Tile just received.

11. Scout Quarters (multiple Vassals): player receives 1 Stone or 1 Wood, and then player must take one of the face-up tiles from the board, immediately paying the cost depicted under the chosen tile. Instead of picking a face-up tile, a player may spend 1 Weapon token to draw the top face down Action Tile. If a face-up Action Tile is taken, all tiles slide down (from a higher numbered space to a lower numbered space), and the number 4 Action Tile space is refilled with an Action Tile drawn from the deck and flipped face-up.

**EXAMPLE 3**

Ann places one of her Spearmen on the Scout Quarters Action Space. She elects to immediately receive 1 Wood (the Action Space allows her to receive 1 Wood or 1 Stone). Then she spends 1 Weapon and 1 Wisdom to take into her hand the face-up tile from space number 3. After paying the resource cost, she also immediately receives 2 Power Points. After finishing her turn, Ann slides the Action Tile from position 4 into the number 3 space, and draws a new Action Tile, placing it face-up in the newly vacated number 4 space.

12. Dragonlord Statue (multiple Dragonriders): player draws 3 Objective Tiles from the stack (for detailed information on Objective Tiles go to page 16). The player may examine the tiles and choose 1 or none of those tiles to place on any empty



City Action Spaces: Scout Quarters

Objective Space on the board. In order to place an Objective Tile, a player must return the resources depicted on the chosen Objective Space back to the stock. The player immediately receives the number of Power Points indicated by the space chosen. Any Objective Tiles not placed are returned to the top or to the bottom of the Objective Tile deck, in an order chosen by the player.



City Action Spaces: Dragonlord Statue



## PLACING ACTION TILES

As a Free Action, a player may place 1 Action Tile onto any empty space in the Wilds. If there are no empty spaces left (and the player is unwilling or unable to remove an Action Tile using a Weapon token), then the player may not place an Action Tile. When placing an Action Tile, a player should perform the following steps in order:

1. Pay a Weapon token to remove 1 Action Tile from the Wilds (optional, only when there are no free tile spaces in the Wilds).
2. Place the Action Tile onto a free tile space in the Wilds.
3. Receive resources depicted on the Tile Space just covered by the Action Tile.
4. Place one of their Vassals on the newly placed Action Tile. **If the player is unable to place a Vassal, the player is not allowed to place that Action Tile.**

**NOTE**  
Some of the Action Tile spaces in the Wilds are only available when playing with 3 or more, 4 or more, or 5 players.

### EXAMPLE 4

It's Michael's turn, and he decides to place one of his Action Tiles on the board. **1** He chooses one of the Production Tiles in his hand and places it in a space with a 1 Wood or 1 Stone symbol, deciding to take 1 Wood. **2**



Example 4: Placing the Action Tile in Wilds and receiving income.

Then he must place 1 Vassal on any 1 space of the Action Tile. **3** He chooses the space that allows him to take 3 Vegetables and 1 Meat from the stock. **4**



Example 4: Taking an Action

## EXPLORATION TILES



Exploration Tile example

Exploration Tiles are special Action Tiles that allow players to gain rewards over time. When placing an Exploration Tile a player must also place a Dragonrider on the topmost Action Space of the tile, paying the tile's Movement Cost (marked at the top of the tile) and gaining the depicted benefit. Once per turn, as a Free Action, a player may pay the tile's Movement Cost to move their Dragonrider down 1 level to an empty Action Space below the current position of the Dragonrider in order to receive the rewards associated with the new level. The following rules apply:

- A Dragonrider cannot be moved down more than once per turn, even if the player can afford to pay for multiple moves,
- If there is no free Action Space in the row below, a Dragonrider may not be moved down,
- An Exploration Tile cannot hold multiple Dragonriders belonging to the same player,
- An Exploration Tile may never be removed from the board by spending 1 Weapon token before placing an Action Tile,
- An Exploration Tile is removed from the board to the Chronicle when a Dragonrider reaches the bottom most level or when there are no Dragonriders on the tile.

## REMOVING ACTION TILES FROM THE WILDS

An Action Tile is removed from the Wilds immediately if:

- The tile becomes empty (there are no Vassals on any spaces of the Action Tile).
- 4 Vassals (3 in a two or three-player game) occupy the Action Spaces on the tile (does not apply to Exploration Tiles).
- A player discards 1 Weapon token to remove an Action Tile on their turn (remember that Exploration Tiles may **never** be removed this way).

All Vassals on the tile immediately return to their owning players (players may use them on any following turns). The removed tile is placed in the Chronicle area next to the board.

**NOTE**  
Remember that Objective Tiles are not Action Tiles and thus are never removed from the board!

## RETURNING ACTION TILES

Whenever a player must return a number of tiles (most often when a player chooses a single tile out of a selection of few), such tiles are returned to the pile they were drawn from and placed either on top, or on the bottom of that pile, subject to player discretion. Also, please note that tiles removed before the

game (during setup) go back to the game box and are not used during the game.

## THE CHRONICLE

Any tiles removed from the Wilds during the game (by reaching the maximum number of Vassals, by being left with no Vassals, or by expending a Weapon token) are moved to the side of the board, forming an area called the Chronicle. Filling the Chronicle area with a specific number of tiles is one of the ending conditions of the game. You will find more information on ending the game in the Game End and Scoring section below.

## DRAGON ABILITIES

A player may use Dragon Abilities anytime during their turn. Whenever a Dragon Ability is used, remove a corresponding Ability marker from the space above the Ability used. A player is not allowed to use a Dragon Ability without a marker. For detailed information on each Dragon Tile and each Dragon Ability, go to page 15.

### Placing Dragon Ability Markers

Some Actions allow players to place new Dragon Ability markers on their Dragon Tiles. When placing an Ability marker on a Dragon Tile:

- The Ability marker must always be placed on the leftmost Dragon Ability without a marker.
- A player may never place a marker over a Dragon Ability that already has a marker (no more than 1 marker on each Dragon Ability).

*Any Ability markers that cannot be placed on Dragon Tiles (due to all Dragon*



*Using Dragon Ability and placing Ability marker. Abilities being already full) are lost.*

### Single use Dragon Abilities

A Dragon Ability with this symbol  may be used only once per game. A player is allowed to place an Ability marker over this symbol only when they receive the Dragon Tile, following the normal rules of placing Ability markers (always place on leftmost Ability first). If the player is unable to place the Ability marker over the single use Dragon Ability symbol at this time, they are still not allowed to replenish it later.



*Single use Dragon Ability*



*Multiple use Dragon Ability*

## GAME END AND SCORING

The game end is triggered after one of the following conditions has been met:

- The number of face-up Objective Tiles on the board (at the Dragonlord Statue) equals 4 for a short or a medium game, or 5 for a long game.
- The number of Tiles in the Chronicle equals 8 for a short game, 11 for a medium game, or 14 for a long game.

Once the Game End is triggered, each player (with the exception of the triggering player) receives exactly one more turn. After these turns are completed, the game ends and points are scored. When totalling the number of Power Points, first score each of the Objective Tiles for each of the players. Each player also scores 1 Power Point  per any 3 resources in their possession.

 In Dragonlord Mode, instead of receiving 1 Power Point  for every 3 Resources, each player scores:

- 5 Power Points  if they have no resources left (waste not – we treasure high efficiency).
- 3 Power Points  if they have between 1 – 3 resources left, in any combination.
- 1 Power Point  if they have between 4 – 6 resources left, in any combination.
- 0 Power Points for resources if they have 7 or more resource left (dragons and a tendency to hoard are a misfortune waiting to happen).

The player with the highest score is the winner. In case of a tie, all tied players share a victory. If the tied players don't want to share a victory, the player with the higher number of Dragon Ability markers is the winner. If these are also tied, the tied players should really learn to get along, and form a diarchy.

## CREDITS

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GAMES

# APPENDIX 01: TABLE OF REFERENCE FOR ACTION TILES

TABLE OF REFERENCE 1: PRODUCTION TILES #01-12

#01	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 1 Wood or 1 Stone or 2 Vegetables.	Receive 4 Meat.	Receive 1 Wisdom, 2 Vegetables and 1 Meat.	Receive a total of 3 Wood and/or 3 Stone.
#02	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 1 Weapon.	Receive 3 Weapons.	Receive 2 Weapons and 2 Wood.	Receive 2 Weapons and 1 Stone.
#03	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 1 Wood or 1 Stone.	Receive 1 Vegetable, 2 Wood and 1 Stone.	Receive 3 Wood and 1 Stone.	Receive 1 Vegetable and 2 Stone.
#04	<b>MULTIPLE DRAGONRIDERS</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>
	Receive a total of 2 Vegetables and/or Meat.	Receive 3 Vegetables and 2 Meat.	Receive 5 Vegetables.	Receive 2 Vegetables and 2 Wood.
#05	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 1 Wood or 1 Stone.	Receive 1 Vegetable, 2 Wood and 1 Stone.	Receive 4 Wood.	Receive 3 Stone.
#06	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Exchange 1 Stone for 2 Weapons.	Receive 2 Weapons.	Receive 4 Wood.	Receive 4 Stone.
#07	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 1 Vegetable or 1 Meat.	Receive 3 Vegetables and 1 Meat.	Receive 4 Vegetables.	Receive 1 Vegetable and 2 Wood.
#08	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 2 Vegetables.	Receive 4 Meat.	Receive 3 Vegetables and 1 Meat.	Receive a total of 3 wood and/or Stone.
#09	<b>MULTIPLE DRAGONRIDERS</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>
	Receive a total of 2 Wood and/or Stone, or receive 3 Vegetables.	Receive 5 Vegetables.	Receive 4 Wood.	Receive 4 Stone.
#10	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 1 Wood or 1 Stone or 2 Vegetables.	Receive 3 Vegetables and 1 Wood.	Receive 3 Wood and 1 Stone.	Receive 1 Wood and 2 Stone.
#11	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 2 Meat.	Receive 2 Vegetables, 1 Wood and 1 Stone.	Receive 4 Stone.	Receive 3 Wood.
#12	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 1 Meat.	Receive 3 Vegetables and 1 Meat.	Receive 4 Vegetables.	Receive 2 Vegetables and 1 Wood.

TABLE OF REFERENCE 2: RESEARCH TILES



#13-20

#13	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 1 Wisdom.	Receive 3 Wisdom and 1 Ability marker.	Receive 1 Wisdom. Draw 2 Dragon Tiles, place 1 in your play area with no Ability markers.	Receive 4 Wisdom.
#14	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Exchange 1 Vegetable and 1 Meat for 3 Wisdom.	Receive 2 Wisdom and 1 Ability marker.	Receive 4 Wisdom.	Exchange 1 Wisdom for 2 Power Points and 1 Ability marker.
#15	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Exchange a total of 2 Vegetables and/or Meat for 3 Wisdom.	Exchange 1 Spearman for 6 Wisdom.	Exchange 2 Stone for 4 Wisdom.	Exchange 3 Stone for 5 Wisdom.
#16	<b>MULTIPLE DRAGONRIDERS</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>
	Give up 1 Power Point to draw 2 Dragon Tiles and place 1 in your play area with no Ability markers.	Exchange 2 Wisdom for 5 Wisdom.	Exchange 2 Wisdom for 2 Ability markers.	Give up 3 Wisdom to draw 4 Dragon tiles and place 1 in your play area with no Ability markers, and to receive 3 Power Points.
#17	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 1 Vegetable or 1 Meat, and 1 Wisdom.	Receive 3 Wisdom.	Exchange 1 Wisdom for 2 Ability markers.	Exchange 4 Stone for 5 Wisdom and 2 Power Points.
#18	<b>MULTIPLE DRAGONRIDERS</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>
	Receive 2 Wisdom and 1 Power Point.	Receive 5 Wisdom.	Receive 3 Wisdom and 3 Power Points.	Receive 1 Wisdom and 2 Ability markers.
#19	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Exchange 1 Spearman for 6 Wisdom.	Receive 3 Wisdom and 1 Power Point.	Receive 2 Wisdom and 2 Power Points.	Receive 4 Wisdom.
#20	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	
	Exchange 2 Power Points for 4 Wisdom.	Give up 2 Wisdom to draw 3 Dragon Tiles and place 1 in your play area with 1 Ability marker.	Give up 4 Wisdom to draw 4 Dragon Tiles and place 1 in your play area with 1 Ability marker, and receive 3 Power Points.	

TABLE OF REFERENCE 3: TRANSFORMATION TILES



#21-28

#21	<b>MULTIPLE DRAGONRIDERS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE VASSAL</b>
	Exchange 1 Dragonrider for 6 Meat.	Exchange 2 Vegetables for 5 Meat.	Exchange 1 Wood and 1 Stone for 5 Weapons.	Exchange 2 Vegetables for 5 Wood.
#22	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Exchange 1 Vegetable for 2 Meat.	Exchange 2 Wood for a total of 5 Vegetables and/or Meat.	Exchange 3 Stone for 5 Weapons.	Exchange 2 Vegetables for 5 Meat.
#23	<b>MULTIPLE DRAGONRIDERS</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>
	Exchange 1 Dragonrider for 5 Meat and 1 Vegetable.	Exchange 1 Vegetable for 5 Meat.	Exchange 1 Wood and 1 Stone for 5 Weapons.	Exchange 1 Vegetable for 5 Wood.

#24	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Exchange 1 Vegetable for 2 Meat.	Exchange 1 Wood for a total of 3 Vegetables and/or Meat.	Exchange 1 Stone for 2 Weapons.	Exchange 1 Vegetable for 3 Meat.
#25	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Exchange 1 Wood for 2 Stone.	Exchange 2 Wood for 5 Stone.	Exchange 4 Wood for 5 Weapons.	Exchange 2 Meat for a total of 5 Wood and/or Stone.
#26	<b>MULTIPLE VASSALS</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Exchange 2 Power Points for 1 Ability marker.	Give up 2 Power Points to draw 3 Dragon Tiles and place 1 in your play area with 1 Ability marker.	Exchange 1 Power Point for a total of 3 Wood and/or Stone.	Exchange 2 Power Points for a total of 4 Vegetables and/or Meat.
#27	<b>MULTIPLE DRAGONRIDERS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE DRAGONRIDER</b>
	Exchange 1 Wood and 1 Ability marker for a total of 6 Vegetables and/or Meat.	Exchange 1 Ability marker for 3 Wisdom.	Exchange 1 Weapon for a total of 4 Wood and/or Stone.	Exchange 2 Power Points for 6 Wisdom.
#28	<b>MULTIPLE DRAGONRIDERS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	
	Exchange 1 Power Point for 1 Ability marker.	Exchange 2 Power Points for 4 Weapons.	Exchange a total of 2 Wood and/or Stone for 2 Ability markers.	

TABLE OF REFERENCE 4: POWER TILES



#29-36

#29	<b>MULTIPLE VASSALS</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE VASSAL</b>
	Exchange 2 Wisdom for 3 Power Points.	Exchange 3 Wisdom for 1 Ability marker and 6 Power Points.	Exchange 3 Wood and 3 Stone for 11 Power Points.	Exchange 3 Weapons for 6 Power Points.
#30	<b>MULTIPLE VASSALS</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>
	Receive 2 Power Points.	Exchange 3 Weapons for 9 Power Points.	Exchange 1 Wisdom for 5 Power Points.	Exchange 1 Spearman and 1 Weapon for 8 Power Points.
#31	<b>MULTIPLE DRAGONRIDERS</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE DRAGONRIDER</b>
	Receive 3 Power Points.	Receive 4 Power Points.	Exchange 2 Wisdom for 6 Power Points.	Exchange 1 Spearman and 1 Dragonrider for 16 Power Points.
#32	<b>MULTIPLE VASSALS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 2 Power Points.	Exchange 1 Wisdom and 5 Stone for 8 Power Points.	Exchange 5 Stone for 5 Power Points.	Exchange 1 Spearman and 6 Wisdom for 10 Power Points.
#33	<b>MULTIPLE DRAGONRIDERS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 1 Ability marker.	Exchange 1 Wisdom for 4 Power Points.	Exchange 6 Wisdom for 8 Power Points.	Exchange 1 Spearman and 2 Wisdom for 7 Power Points.
#34	<b>MULTIPLE DRAGONRIDERS</b>	<b>SINGLE VASSAL</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE VASSAL</b>
	Receive 2 Vegetables and 1 Power Point.	Exchange 3 Weapons and 1 Dragonrider for 10 Power Points.	Exchange 2 Weapons for 5 Power Points.	Exchange 1 Spearman and 2 Weapons for 7 Power Points.
#35	<b>MULTIPLE DRAGONRIDERS</b>	<b>SINGLE DRAGONRIDER</b>	<b>SINGLE VASSAL</b>	<b>SINGLE VASSAL</b>
	Receive 3 Power Points.	Exchange 4 Vegetables for 9 Power Points.	Exchange 2 Weapons for 4 Power Points.	Receive 2 Power Points.

#36	MULTIPLE VASSALS	SINGLE DRAGONRIDER	SINGLE DRAGONRIDER	SINGLE VASSAL
	Exchange 1 Weapon and 1 Wisdom for 3 Power Points.	Exchange 4 Wisdom for 10 Power Points.	Exchange 2 Wood and 2 Stone for 8 Power Points.	Exchange 4 Weapons for 10 Power Points.

TABLE OF REFERENCE 5: EXPLORATION TILES



#37-48

TILE #	RESOURCES REQUIRED TO MOVE DOWN	LEVEL 1 GAINS	LEVEL 2 GAINS	LEVEL 3 GAINS	LEVEL 4 GAINS
#37	2 Wisdom.	2 Power Points.	2 Ability markers.	6 Power Points.	8 Power Points.
#38	2 Vegetables, 1 Meat and 1 Wood.	3 Power Points.	5 Power Points.	5 Power Points and 1 Ability marker.	8 Power Points. Draw 4 Dragon Tiles, place 1 in your play area with 2 Ability markers.
#39	A total of 2 Wood and/or Stone, and 1 Stone.	3 Power Points.	4 Power Points.	5 Power Points.	7 Power Points and 1 Ability marker.
#40	1 Wisdom and 1 Weapon.	2 Power Points.	4 Power Points.	5 Power Points.	8 Power Points.
#41	1 Weapon, and 1 Vegetable or Meat.	2 Power Points.	4 Power Points.	4 Power Points.	6 Power Points and 2 Wisdom.
#42	3 Wisdom or 3 Weapons.	3 Power Points.	5 Power Points.	7 Power Points.	9 Power Points.
#43	1 Wisdom, 1 Weapon, 1 Wood or Stone, and 1 Vegetable or Meat.	3 Power Points and 1 Ability marker.	5 Power Points.	7 Power Points and 1 Ability marker.	12 Power Points.
#44	1 Weapon.	2 Vegetables.	A total of 3 Vegetables and/or Meat.	A total of 2 Wood and/or Stone.	5 Power Points.
#45	1 Wisdom, 1 Stone, and 1 Wood.	3 Power Points.	3 Power Points.	5 Power Points.	7 Power Points and a total of 5 Vegetables and/or Meat.
#46	1 Weapon, 1 Vegetable, and 1 Meat.	2 Power Points and 1 Ability marker.	4 Power Points and 1 Ability marker.	6 Power Points.	10 Power Points.
#47	1 Wisdom, and 2 Stone.	1 Power Point and 1 Ability marker.	2 Power Points and 1 Ability marker.	5 Power Points.	10 Power Points.
#48	A total of 2 Wood and/or Stone.	2 Power Points.	2 Power Points and 2 Weapons.	4 Power Points.	6 Power Points and 2 Weapons.

APPENDIX 02: TABLE OF REFERENCE FOR DRAGON TILES

DRAGON TILES  #49-72

TILE #	ABILITY 1	ABILITY 2	ABILITY 3
#49-50	Receive 1 Vegetable or 1 Meat.	Exchange 2 Meat and 2 Wood for a new Dragonrider.	Remove 1 extra Ability marker from any Dragon Tile to receive 4 Power Points.
#51-52	Exchange 2 Meat for 3 Power Points.	Exchange 2 Power Points for a total of 3 Vegetables and/or Meat.	Exchange 1 Stone for 2 Power Points.
#53-54	Receive 2 Meat.	Exchange 2 Meat for 3 Weapons.	Exchange 2 Meat, and a total of 2 Vegetables and/or Meat for a new Dragonrider.

#55-56	Exchange 1 Vegetable for 2 Meat.	Exchange 1 Vegetable for 2 Wood.	Exchange 1 Vegetable for 2 Stone.
#57-58	Receive 2 Vegetables.	When receiving Wisdom, receive +2 Wisdom.	When receiving Power Points, receive +2 Power Points.
#59-60	When receiving Vegetables, receive +2 Vegetables.	When receiving Meat, receive +2 Meat.	Receive a total of 2 Wood and/or Stone.
#61-62	Exchange a total of 2 Vegetables and/or Meat for 3 Weapons.	Exchange a total of 2 Wood and/or Stone for 3 Weapons.	Exchange 1 Weapon for any of the face up tiles in the Scout Quarters, paying no further costs and gaining no further benefits.
#63-64	When moving a Dragonrider on an Exploration tile, you may immediately move down again, paying all costs.	When moving a Dragonrider on an Exploration tile, receive 2 Meat when moving down.	Exchange 1 Spearman and 1 Power Point for 1 Dragonrider. You may not replace the Ability token on this Dragon Ability.
#65-66	When receiving Wisdom, receive +2 Wisdom.	When moving a Dragonrider on an Exploration Tile, receive 2 Power Points.	When receiving Weapons, receive +1 Weapon.
#67-68	When giving up a Spearman, receive a total of 2 Wood and/or Stone.	When giving up a Dragonrider, receive 2 Stone.	Exchange 1 Dragonrider for 3 Weapons and 2 Meat.
#69-70	When moving a Dragonrider on an Exploration Tile, you may immediately move down again, paying all costs.	Receive 1 Vegetable or 1 Meat.	Before placing a new Objective Tile at the Dragonlord Statue, you may remove one face up Objective Tile from that location. If you do, you must place the new Objective Tile in the same space. You may not replace the Ability marker on this Dragon Ability.
#71-72	When receiving Vegetables or Meat, receive +1 Vegetable or +1 Meat (respectively).	Give up 1 Wisdom to draw the top face down tile in the Scout Quarters, paying no further costs and gaining no further benefits.	Exchange 1 Weapon for any of the face up tiles in the Scout Quarters, paying no further costs and gaining no further benefits.

# A PPENDIX 03: TABLE OF REFFERENCE FOR OBJECTIVE TILES

## OBJECTIVE TILES #73-84

TILE #	CONDITION	1ST PLACE	2ND PLACE	3RD PLACE
#73	Most total Ability markers on Dragon types depicted.	8 Power Points.	4 Power Points.	3 Power Points.
#74	Most total Ability markers on Dragon types depicted.	9 Power Points.	5 Power Points.	1 Power Points.
#75	Most total Ability markers on Dragon types depicted.	8 Power Points.	5 Power Points.	2 Power Points.
#76	Most total Ability markers on Dragon types depicted.	10 Power Points.	4 Power Points.	1 Power Points.
#77	Most total Ability markers on Dragon types depicted.	10 Power Points.	6 Power Points.	2 Power Points.
#78	Most total Ability markers on Dragon types depicted.	9 Power Points.	6 Power Points.	3 Power Points.
#79	Most total Ability markers on Dragon types depicted.	12 Power Points.	7 Power Points.	4 Power Points.
#80	Most total Ability markers on Dragon types depicted.	13 Power Points.	8 Power Points.	5 Power Points.
#81	Most total Ability markers on Dragon types depicted.	11 Power Points.	5 Power Points.	2 Power Points.
#82	Most total Ability markers on Dragon types depicted.	10 Power Points.	5 Power Points.	1 Power Point.
#83	Most total Ability markers on all Dragon tiles.	14 Power Points.	7 Power Points.	3 Power Points.
#84	Most total Vegetables and Meat.	6 Power Points.	4 Power Points.	n/a