STONESPINE ARCHITECTS

A ROLL PLAYER TALE

Rulebook

Introduction

Dungeon-crafting is an ancient Minotaur art, passed down from master to apprentice for eons. You've studied under Master Hortgully for a decade and now it's time to demonstrate your skill. One final project stands between you and greatness: You must carve your own perilous dungeon into the base of the Stonespine Mountains.

Kulbak will provide labor and Lord Duntum's menagerie will bring beasts to populate your constructions. The builder whose dungeon proves the most challenging to Queen Amalia's chosen heroes will achieve the title of Master Architect.

Overview

In **Stonespine Architects**, players compete to earn the most reputation by building the most dangerous dungeon over four years.

Each year, players draft cards and construct part of their dungeon, one chamber at a time.

At each year's end, players use their gold to buy additional elements for their dungeon and collect challenge cards. After four years, Hortgully will evaluate each player's creation.

Follow your blueprint, take advantage of challenges, and catch the attention of Hortgully to earn the most reputation and win the game!

Components

100 CHAMBER CARDS

8 BLUEPRINT CARDS

18 MARKET CARDS

1 TRACKING BOARD

30 CHALLENGE CARDS

8 GOAL CARDS

56 MARKET TOKENS
(25 Circle, 16 Oval, 15 Square)

5 DUNGEON FRAMES
(assembled from 2 tokens)

10 DOORWAY MARKERS
(2 per player)

10 TRACKING MARKERS
(2 per player)

1 SCOREPAD

10 REFERENCE CARDS
(5 of each type)

9 JAEL CARDS
(solo play)

Game Setup

1 Place the **tracking board** in the center of the table with the ⅱ – ⅲⅲⅲ (2-5) player side of the board face up.

2 Have each player choose a color and collect the two matching **tracking markers**. Return all unused tracking markers to the game box.

3 Randomly place one of each player's tracking markers on the **priority track** from left to right. The player in the leftmost space has the highest priority.

4 Place each player's other marker on the **gold track** according to their priority:

Priority Track	1	2-3	4-5
Gold	0	1	2

5 Shuffle the **goal cards**. Reveal one and place it on the tracking board. Return all unused goal cards to the game box.

6 Shuffle the **challenge cards.** Reveal challenge cards equal to the number of players plus one:

Players	1-2	3	4	5
Cards	3	4	5	6

7 Shuffle the **market cards**. Reveal cards based on the number of players:

Players	1-3	4	5
Cards	2	3	4

8 Sort the **market tokens** face down into piles by shape (● circle, ⬤ oval, and ■ square) and shuffle each pile separately. Place the three piles next to the tracking board.

9 Reveal **market tokens** for each space on the market cards and place them face up on the matching spaces.

10 Assemble the **dungeon frames** and place one in front of each player with either side face up. Return all unused dungeon frames to the game box.

11 Shuffle the **blueprint cards** and deal one face up to each player. Return all unused blueprint cards to the game box.

12 Give each player the two **doorway markers** matching their player color. Place one doorway marker on each player's dungeon entrance, as specified at the top of their blueprint card. The second marker will be used during final scoring.

13 Give each player two **reference cards** (one of each type).

14 Shuffle the **chamber cards**. Deal each player a hand of five cards.
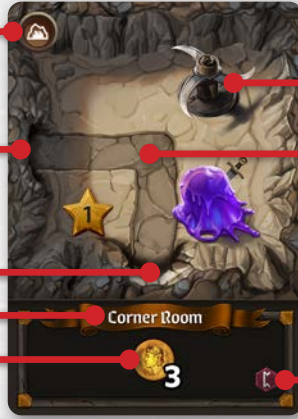
The game is ready to begin!

Chamber Card

Type (Cave/Stone)

Element (e.g. Blade Trap)

Door

Path

Chamber Name

Gold Value

Corner Room

3

Solo Play Icon (see page 12)

Blueprint Card

Chamber Type (e.g. Stone)

Entrance

Element (e.g. Treasure Chest)

Exit

Blueprint Scoring

4	5	6	7	8
5	7	10	14	20

Game Terms

Chamber: The top portion of a chamber card, depicting one room of a dungeon with space for up to four elements.

Cluster: A group of orthogonally adjacent chambers of the same type (cave or stone). Clusters can have any number of chambers (including a single chamber). A group of adjacent chambers of the same type **cannot** be divided into multiple clusters. A cluster does not consider paths or secret passages, only the chamber type.

Element: An icon depicted on a chamber card or market token (except secret passage tokens). There are four types of elements: monsters, traps, reputation stars, and treasure chests.

Path: A path exists between two or more adjacent chambers that each have doors printed on their shared edges or have a secret passage token placed across their shared edges. A path is not required to be connected to the dungeon entrance or exit.

Single Path: A path that does not consider branches or offshoots.

How to Play ☙

Stonespine Architects is played over four rounds — called years. Each year, players place a single row of four chamber cards. At the end of the game, players will have created a dungeon of 16 chambers in a 4x4 grid.

Each year is divided into three phases: ***Construction, Improvement, and Cleanup.***

I. CONSTRUCTION PHASE

The Construction Phase is divided into four turns. Each turn:

1. Players simultaneously select one chamber card from their hand and place it face up in their dungeon. (*See Placing Chamber Cards below for more detail.*)

🛈 *If playing with two players, each player also discards one chamber card from their hand.*

2. Players pass their hand of remaining chamber cards to the player next to them, as indicated below for the current year.

Year 1	Year 2	Year 3	Year 4
Clockwise ↻	Counterclockwise ↺	Clockwise ↻	Counterclockwise ↺

🛈 *If playing with two players, each player draws one chamber card from the deck and adds it to their hand.*

Repeat steps 1-2 until players have placed four cards in their dungeon, completing a single row. Finally, each player discards the remaining card from their hand.

Variant: In step 1, players may choose to place their chamber cards face down instead of face up. Once all players have placed their chamber card, simultaneously reveal them.

Placing Chamber Cards

- During a single year, chamber cards must be placed in a **single row**, but can be placed in **any order** within that row.

  ○ In year 1, place chamber cards in one of the spaces directly below the player's dungeon frame.

  ○ In years 2-4, place chamber cards so that they cover the bottom portion of the card in the row directly above it.

- Once a chamber card is placed, it **cannot be moved**.
- The doors on chamber cards are **not required** to match with doors of adjacent chambers or the dungeon frame.

II. IMPROVEMENT PHASE

The Improvement Phase is divided into two steps. *Count Gold* and *Visit the Market*.

STEP 1: COUNT GOLD

Players simultaneously total their gold for the current year.

- Add the gold values on all chamber cards placed in the current row of the player's dungeon.
- Add one gold for each treasure chest icon in any chamber of the player's dungeon.

(!) *In year 1, remember that players may have already received gold during setup.*

Example: The player receives 13 gold: ten (3 + 2 + 2 + 3) for their chamber cards and three for their treasure chest icons.

Move each player's tracking marker on the **gold track** to the space equal to their total. If a player has more than 30 gold, place their marker on the 30 space.

Then, move each player's tracking marker on the **priority track** to the space directly below the track, maintaining their order.

Breaking Ties

If two or more players are tied for the most gold or are tied for a scoring condition on a goal card, resolve ties in favor of the player who has the highest priority (their tracking marker is further to the left).

STEP 2: VISIT THE MARKET

Players take turns either buying market tokens or passing to collect a challenge card, always starting with the player w ho has the most gold.

(A) **Buy Tokens:** Choose one set of market tokens on a single market card (either the top or bottom set). Reduce the player's gold equal to the cost of the set by adjusting their tracking marker on the gold track. Immediately place the purchased token(s) on any combination of chambers in the player's dungeon. The player who then has the most gold takes the next turn visiting the market.

Example: The blue player buys the slime and ooze tokens, reduces their gold by 5 on the gold track, and adds the tokens to their dungeon. The red player then takes a turn, as they have the most gold now.

B **Pass:** If a player chooses not to buy tokens or cannot afford tokens, they must pass. When passing, they perform the following steps:

1. Return their tracking marker on the gold track to the 0 space. **Unspent gold is not carried over to the next year.**

2. Select one of the revealed challenge cards and place it near their dungeon.

3. Move their tracking marker from below the priority track to the leftmost unoccupied space on the priority track. This establishes priority for the next year.

Repeat the Visit the Market step, always starting with the player who has the most gold, until all players have passed. In this way, it's possible for a player to take **multiple turns** before another player has the opportunity to buy tokens or pass.

! *In year 4, players **do not** select challenge cards after passing.*

Placing Market Tokens

ELEMENTS

- Each chamber can hold up to four **elements** – monsters, traps, reputation stars, or treasure chests – including market tokens and elements printed on the card. More than one of the same element may be present in the same chamber.

- Market tokens that depict elements are placed in the four central areas of a chamber. Market Tokens may **not be placed** in a chamber already containing four elements and may not cover other elements.

SECRET PASSAGE TOKENS

- Secret passage tokens **do not depict elements** and are not placed in the four central areas of a chamber. Instead, they are placed on the edge of a chamber (even without an adjacent chamber).

- Secret passage tokens create a connected **path** between two chambers. A chamber with a secret passage on its bottom edge will be connected to a chamber placed directly below it in the following year.

III. CLEANUP

In year 4, skip the Cleanup Phase and proceed to final scoring (see page 10).

The Cleanup Phase prepares for the next year. Perform the following steps:

1. Discard any remaining market tokens on market cards.

2. Discard all revealed market cards and replace them with cards from the market deck.

3. Reveal market tokens for each space on the market cards and place them face up on the matching spaces.

4. Discard the unclaimed challenge card. In years 1 and 2, reveal new challenge cards equal to the number of players plus one. In year 3, **do not** reveal new challenge cards as players will not select challenge cards in year 4.

5. Deal each player a hand of five chamber cards from the chamber deck.

Begin a new year, starting with the Construction Phase.

Final Scoring ∽

At the end of year 4, each player places their remaining doorway marker at their dungeon exit, as specified at the bottom of their blueprint card.

Then, using the scorepad, evaluate each player's dungeon by totaling their reputation in the six categories below.

> ⓘ *If playing with two players, no reputation is awarded for third position for final priority, or when scoring a goal card.*

FINAL PRIORITY

Final priority represents how much gold each player had when they passed in year 4.

The player in first position on the priority track gains 9 reputation, the player in second position gains 6 reputation, and the player in third position gains 3 reputation.

GOAL CARD

Compare the players' dungeons to determine first, second, and third place for the scoring condition on the goal card. The player in first place gains 15 reputation, the player in second place gains 9 reputation, and the player in third place gains 5 reputation.
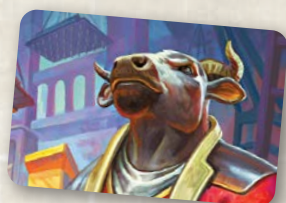
If the goal card compares "the most" of something, a player **may not** gain reputation unless they have at least one of the specified element. If the goal card compares "the least" of something, a player **may** gain reputation if they have none of the specified element. If players are tied, resolve the tie in favor of the player who has the highest priority.

CHALLENGE CARDS

Each player evaluates their three challenge cards and gains reputation based on the scoring condition of each card.

CHAMBER REPUTATION

Each player totals the values on the reputation stars in their dungeon and gains (or loses) that amount of reputation.

BLUEPRINT

Each player evaluates their dungeon and gains reputation according to the eight demands on their blueprint card. To meet a demand, players must have the specific chamber type or element in the space that matches their blueprint. Players gain reputation as indicated on the bottom of their blueprint card, based on how many of the demands they meet.

Example: Chloe meets five of the eight demands on her blueprint card for her dungeon on page 11. She meets three of the four cave chamber type demands, as well as the trap demand in the second row (any type of trap would meet this demand), and the treasure chest demand in the bottom row. For meeting five demands, she receives 7 reputation.

DUNGEON PATHS

Each player examines the paths in their dungeon and gains reputation for paths that connect to **either** their dungeon entrance or exit. To connect to an entrance or exit, there must be a door on the chamber card (or secret passage token) adjacent to the doorway marker.

- Gain 1 reputation for each chamber with a path connected to the **entrance**.
- Gain 1 reputation for each chamber with a path connected to the **exit**.

Therefore, gain 2 reputation for each chamber connected to both the entrance and exit of a player's dungeon, as they are counted twice.

!) *All dungeon path scoring includes offshoots and branches.*
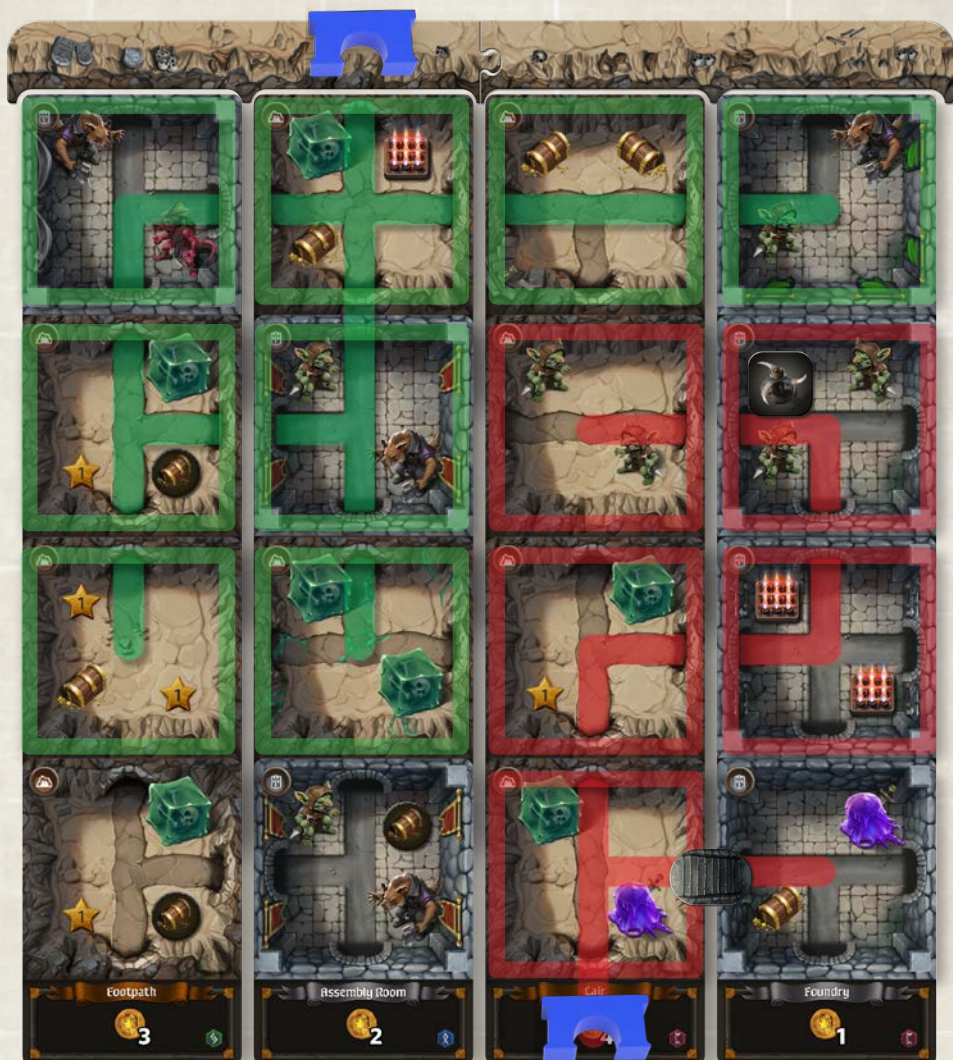
Example: Chloe scores 8 reputation for chambers connected to the entrance (highlighted in green), and 6 reputation for chambers connected to the exit (highlighted in red), for a total of 14 reputation.

The player with the most reputation is the winner! In the case of a tie, the tied player with the highest priority wins the game.

Solo Play ✂

Queen Amalia has sent her most trusted advisor, Jael, to test Hortgully's students, as she is looking for talent to help design reinforcements for the defense of Sabek, the capital city. In solo play, you compete against Jael to prove your talent to the queen's advisor!

✂ Jael Card ✂

Jael Icon(s) ——→

←—— Legendary Icon

←—— Gold Value

WHEN JAEL HAS ≥🪙:

Token Collection Icons ——→

DISCARD LOWEST # CHALLENGE

SET OF

Base Reputation Icon ——→

10 | 5 :

←—— Reputation Condition

> ℹ️ *Jael collects chamber cards and market tokens during the game. He does not gain a blueprint card or challenge cards, nor does he build a dungeon. The priority track is not used in solo play.*

The solo game plays in the same way as a 2-player game with the following changes:

SOLO - SETUP CHANGES

1. Use the 1-player side (🧍) of the tracking board instead of the 2-5 player side (👥 – 👥👥👥👥👥).

2. There is no priority track in solo mode. Return the second tracking marker to the game box.

3. There are nine Jael cards in *Stonespine Architects*. Find the three legendary Jael cards with the 👑 icon in the upper right corner and return them to the game box.

4. Shuffle the remaining six basic **Jael cards** and place them face down on the table to form the Jael deck.

Legendary Mode: For an additional challenge, replace the three cards marked with the ◆ icon in the Jael deck with the three legendary Jael cards marked with the 👑 icon.

SOLO - GAMEPLAY CHANGES

I. Construction

1. Reveal the top card of the Jael deck and place it on top of any previously revealed Jael cards on the designated space on the tracking board.

2. Place a chamber card from your hand into your dungeon.

3. Choose one card in your hand to keep for the next turn.

4. Of the remaining chamber cards, if any have a ⚔, 🛡, or ☥ Jael icon (in the lower right hand corner) matching the icon on the currently revealed Jael card, place them in a score pile next to the Jael deck. Jael will score them at the end of the game. Discard any remaining cards.

5. Draw chamber cards for each open position in the current row of your dungeon.

6. Repeat steps 2-5 above until you have placed four cards in your dungeon.

Example: On the first turn of the year, Calvin begins with a hand of five cards. He adds one card face up to his dungeon, keeping one in his hand for the next turn, and examines the other three. The current Jael card shows the 🛡 icon. Two of the examined cards show this symbol, so Calvin adds them to Jael's score pile. The remaining card shows a ☥ icon and is discarded.

Calvin's hand contains the single card reserved earlier in the turn. Calvin then draws three cards from the chamber deck, as there are three open positions in the current row. As a result, Calvin has four cards in his hand for the second turn.

II. Improvement

After calculating how much gold you have, compare your gold value to the gold value on the revealed Jael card.

If you have **more gold than Jael**, you may visit the market to buy tokens or pass as in the multiplayer game.

- If you buy tokens, adjust your marker on the gold track and place the tokens in your dungeon. Then reevaluate who has the most gold.
- If you pass, move your gold marker to the 0 space on the gold track and select a revealed challenge card.
  Then Jael collects **all remaining market tokens** on the revealed market cards.

In year 4, as in the multiplayer game, do not select a challenge card. In addition, **do not move your marker to the 0 space on the gold track when passing**. Instead, flip the marker over to indicate that you have passed. Once you have passed, continue to the cleanup step.

If you have gold **equal to or less than Jael**, examine the Jael card.

1. Jael collects any market tokens on the revealed market cards corresponding to the ☝ icons on the current Jael card.
2. Discard the revealed challenge card with the lowest value.
3. Continue to buy tokens or pass.

If Jael collects market tokens and discards a challenge card before you have passed, you may continue to buy market tokens until you pass. Once you have passed, Jael collects **all remaining market tokens** on the revealed market cards. Continue to the cleanup step.

ⓘ *Jael may gain treasure chest market tokens as well as chamber cards with treasure chest icons throughout the game. These are not considered when determining his gold value.*

ⓘ *Jael's gold value does not change as he collects market tokens. His gold value is only used to determine when he collects tokens and how much reputation he gains for final priority during scoring.*

III. Cleanup

The Cleanup Phase is completed in the same way as in the multiplayer game.

SOLO - FINAL SCORING

Scoring in solo play is the same as in a multiplayer game, with the exception of final priority. Use the solo side of the scorepad to tally your score and determine the winner of the game.

To find Jael's score, examine the chamber cards in his score pile and his collected market tokens.

- **Final Gold:** Compare the position of your marker on the gold track to the gold value on the Jael card for year 4. If Jael has equal to or more gold than you, he gains 9 reputation and you gain 6 reputation. If you have more gold than Jael, he gains 6 reputation and you gain 9 reputation.
- **Goal Card:** Compare Jael's collected market tokens and chamber cards to your dungeon. If Jael meets the condition equal to or better than you, he gains 15 reputation and you gain 9 reputation. If you meet the condition better than Jael, he gains 9 reputation and you gain 15 reputation.
- **Jael Cards:** Examine each of the four Jael cards revealed over the course of the game. Jael gains reputation equal to the **base reputation** plus reputation based on the **reputation condition** on each card.
- **Chamber Reputation:** Jael gains or loses reputation for each reputation icon on his market tokens and chamber cards in his score pile.

If you have more reputation than Jael, you've impressed the queen's advisor and are declared the new master architect of Sabek!

JAEL'S ICON COLLECTION

Example: Jael scores...
1. *9 reputation for having more gold than the player (12 vs 3),*
2. *0 for the goal card (Jael has 0 goblins)*
3. *56 for base reputation (15 + 13 + 10 + 18),*
4. *47 for reputation conditions on the Jael cards, (12 for gnolls, 4 for kobolds, 10 for treasure chests, and 21 for sets of slimes and oozes)*
5. *5 reputation for reputation icons (6 - 1). For a total of 117 reputation.*

Icons

Monster (Generic)
Includes Gnoll, Goblin, Kobold, Ooze, and Slime.

Gnoll

Goblin

Kobold

Ooze

Slime

Trap (Generic)
Includes Bear, Blade, Fire, Pit, and Spike traps.

Bear

Blade

Fire

Pit

Spike

Treasure Chest

Reputation Star (Positive)

Cave (Chamber Type)

Secret Passage

Reputation Star (Negative)

Stone (Chamber Type)

Credits