



Learn to play in
minutes!

WONDROUS

15-20 MINS

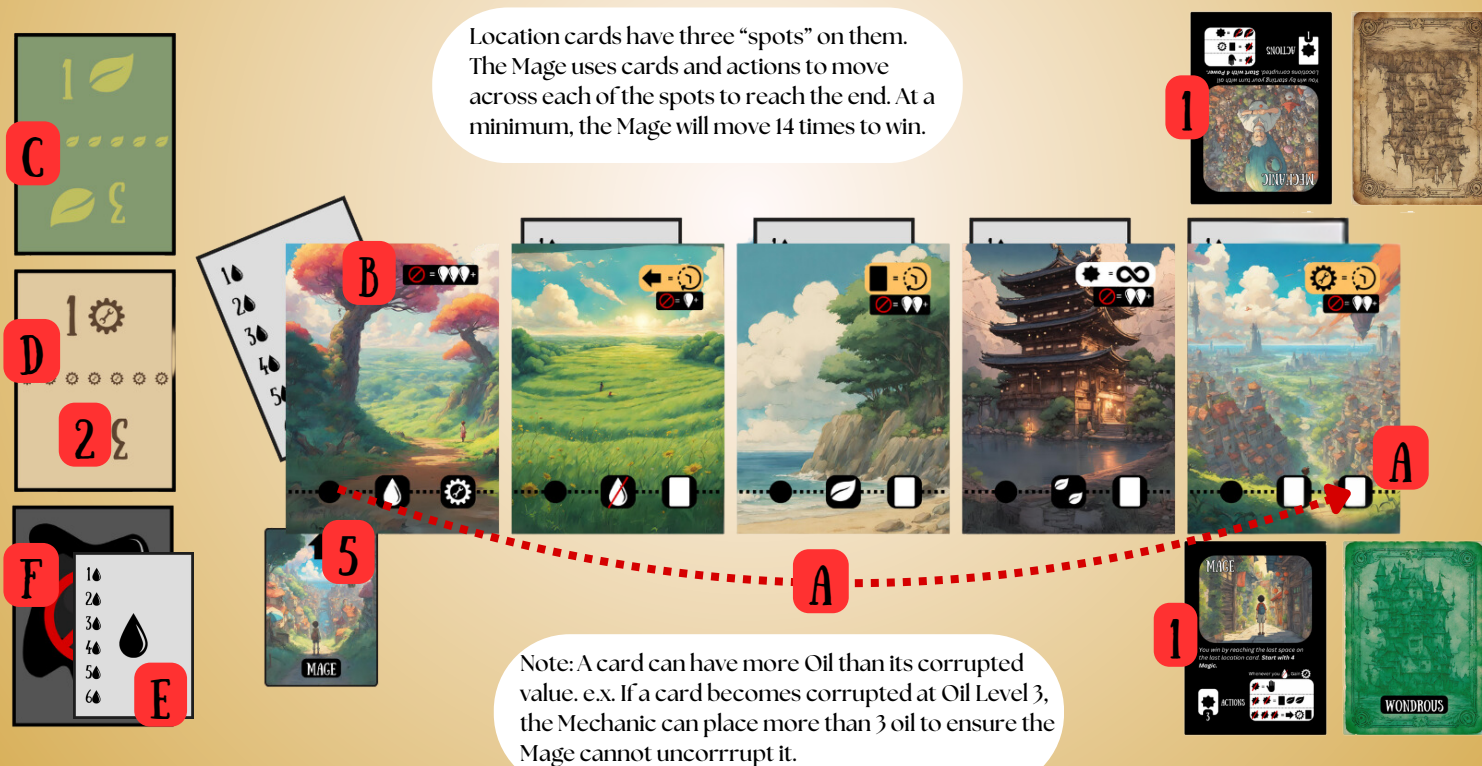
2 PLAYERS

OVERVIEW/HOW TO WIN:

In Wondrous, players play as opposing forces trying to achieve unique goals. Players will take turns back and forth spending action points to draw, play, and activate cards resulting in one player reaching a winning condition before the other. The Mage wins by moving onto the last location pip (A) of the last location card. The Mechanic wins by *starting their turn* with all location cards “Corrupted”. Each location card specifies how much Oil it takes to become corrupted (B).

SET UP:

1. Choose Sides: The players decide who will play as the Mage and who will play as the Mechanic. Then, each player places his character card face up in his play area and takes the corresponding deck (Mage has a green-back deck, Mechanic has a brown-back deck). Mechanic will always play first.
2. Create General Supply: Gather the Magic (C), Power (D), Oil (E), and Corruption (F) cards into separate piles. Keep these piles within reach of both players.
3. Collect Starting Resources: Mage takes 4 Magic from the general supply. Mechanic takes 4 Power from the general supply.
4. Shuffle And Draw: Each player shuffles his deck, places it facedown next to his character card, then draws five cards.
5. Set Locations: Shuffle and Lay out five location cards in the middle of each player. Return the other five to the box, they will not be used this game. Place one Oil card underneath each location card, you will slide these cards up or down depending on the Oil placed on the location. Place the Mage progress card (5) with the arrow pointed to the first location “spot” on the leftmost location card.



PLAY AREA:

In Wondrous, the play areas for the Mechanic and the Mage differ significantly from one another. However, each player has a resource pool where he keeps the resource cards he has available to spend. Spent resources are returned to the general supply. Each player has a Character card that is placed face up in his play area. The Mechanic’s play area includes his workshop where he will build machines from his hand. Machines, once played, stay in front of the Mechanic and often have ongoing abilities or end-of-turn effects. The Mage’s play area includes the spirit realm where he can summon spirits from his hand. Spirits, once played, stay in front of the Mage and often have ongoing abilities and the ability to absorb oil. All other cards played by the Mage, after having resolved, are placed in his discard pile.

MECHANIC ACTIONS

 =  1 Action = Play 1 Card

 =   1 Action = Draw 1 Card, gain 1 Power

  =  Spend 2 magic = Gain 1 Action

MAGE ACTIONS

 =  1 Action = Play 1 Card

  =    2 Actions = Draw 1 Card, gain 2 Magic

   =    3 Actions = Move 1, gain 1 power, draw 1.

TURNS:

On their turn, a player gets a specified amount of action points located on his character card. Each character card has actions the player can take. If a player does not use all of his action points in a turn, they do not roll over to the next turn. Once the active player has taken all actions they would like/can take (including any abilities on cards in play), they must take all end-of-turn abilities (in any order they choose) and pass the turn to the other player- even abilities gained during this step.

As the Mage progresses along the map landing at each location pip on a card, the Mage may gain resources or other effects when landing on a space with a specific icon. This will happen even if the Mage continues moving with the same ability/card but will never happen if the Mage moves backward onto the space. Some location cards have abilities the Mechanic gains once a card becomes corrupted. When a card has oil counters equal to or greater than their limit (5), it is considered to be corrupted and a corruption card (7) is placed on it. If oil counters are removed, reducing the counters below the limit, remove the corruption card and revoke location abilities and reimplement spirit abilities.

MACHINES

The Mechanic pays resources equal to the play cost of a machine to play it (1). When played, a machine's abilities as listed in its ability box (2) are either resolved or will be resolved starting at the end of the turn. Ability boxes that are yellow and have a clock icon resolve at the end of a turn. Ability boxes that are white have a new ability, a perpetual bonus for the Mechanic, and/or a one time ability to resolve immediately after playing.

MAGE CARDS

The Mage pays resources equal to the play cost of a card to play it (3). When played, a spirit's abilities listed in its ability box (4) are now activatable. If, at any point in time after an ability resolves, a spirit has become corrupted, the spirit's activatable abilities can no longer be activated until it becomes uncorrupted. When played, a nature card's abilities as listed in its ability box (6) are resolved. Then the nature card is immediately placed in the Mage's discard pile (a separate pile off to the side, cards should be face up).



 Spirit card

 Shuffle discard pile back into deck.

 Play one card from your hand. Pay cost.

 Increase oil level by one on a specific card.

 Decrease oil level by one on a specific card.

 Move 1 for each Spirit in play.

 Action

 Ability resolved at end of turn.

 Discard a machine with this icon.

 Discard one card from hand.

 Corrupted

 Always have moving forward.

Generally, if an icon has a red slash through it, it means the player will have to lose one of the depicted icon's value (8).