

DUNGEONS & DRAGONS The Yawning Portal

RULEBOOK

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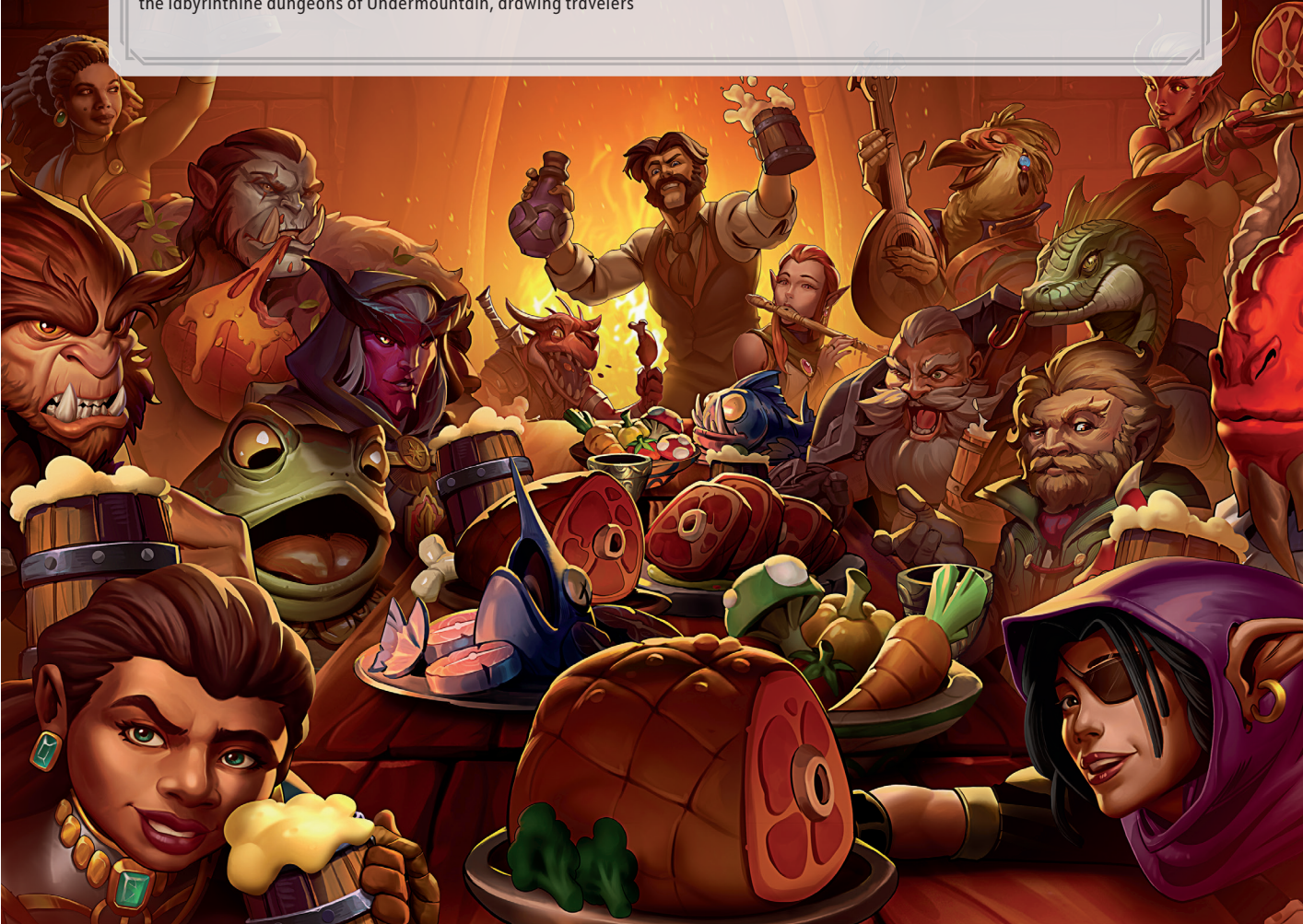
ADVENTUROUS EATERS WELCOME!

The glittering city of Waterdeep lies along the Sword Coast in the legendary land of the Forgotten Realms. Ancient and full of history, this sprawling metropolis is home to many world-famous landmarks, but none of them holds a candle to the Yawning Portal. If you've ever played Dungeons & Dragons, you may have visited this tavern and inn yourself. If you haven't, then welcome! Pull up a chair, order yourself some food and drink, and meet a few of the inn's fascinating patrons.

The Yawning Portal is built around a massive well that leads to the labyrinthine dungeons of Undermountain, drawing travelers

from across the Forgotten Realms. Veteran explorers convene here seeking secrets in the dangerous depths, while novices come looking for an adventuring party of their own.

As a barkeep at the Yawning Portal, it's your job to find your customers a seat, fill their orders, and collect payment, all while staying one step ahead of the competition. Feeding these hungry heroes is no small feat, but they tip like this meal is their last—and in this line of work, it might just be.



GOALS OF THE GAME

- Earn Gems by matching Heroes to their favorite foods.
- Use Actions to set yourself up for success.
- Complete Objectives to earn extra points.
- Collect more Victory Points than your opponents to win!

HOW TO USE THIS RULEBOOK

We know it's exciting to play a new game for the first time, so we made this rulebook as easy to use as possible. We'll start by showing you the game's components. Then we will present some important terms and teach you how to set up the gameboard. After that, we'll explain the rules of the game, including what to do on your turn and how to calculate your final score. Finally, in case you don't have a full party, you can find special rules for solo play at the very end. And that's it! Trust us, you'll be playing in no time.

But...if you want to get started now and check the rules as you go, here are simple steps for set-up. Read more in **Setting Up the Game** on page 5. And keep the Player Reference cards handy for quick help with what to do on your turn, and reminders of what the icons on the Action tiles mean.

QUICK SETUP

1. Set up the gameboard, based on the number of players.
2. Place the starting Food tokens in the Food Row, based on the number of players.
3. Position remaining Food tokens, and all Gems and Enchant Food Potions, so they can be reached by all players.
4. Give each player four Action tiles and four Hero cards (one of each color). Also give out the Player Reference cards.
5. Draw five Objective cards and place them face up next to the gameboard. Place the remaining Objective cards back in the box.
6. The player who last ate something goes first.

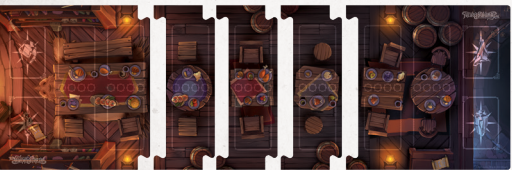
Look Out for Examples

Throughout this rulebook, you'll find helpful information in boxes that look just like this one. Each of them contains an illustrated walkthrough to explain a rule you might find tricky. If you ever feel lost, these boxes are the best place to start!

WHAT'S IN THE BOX?

GAMEBOARD

Two end pieces and three inserts



FOOD TOKENS



ENCHANT FOOD POTION TOKENS



GEMS



HERO CARDS



ACTION TILES



OBJECTIVE CARDS



PLAYER REFERENCE CARDS



TERMS YOU SHOULD KNOW

Everything in this section will be fully explained in the following pages, but it helps to have a baseline understanding before you continue.

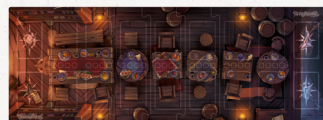
VICTORY POINTS

At the end of the day, Victory Points (sometimes shortened to VP) are the most important thing in the game. Every decision you make should be in service of collecting them.



THE TABLE

Also known as the gameboard. This is where Heroes sit and Food tokens are served! The table is assembled with end pieces and inserts.



FOOD TOKENS

Items on the Yawning Portal's magical menu:



These are placed in the Food Token Row in the middle of the table.

ACTIONS AND ACTION TILES

From placing Food tokens to drawing and seating new Heroes, everything you do in the game is made possible by Action tiles.



HEROES AND HERO CARDS

Hungry patrons of the Yawning Portal! Each one has a different dietary preference, and they all bring special effects to the table.



GEMS

The only currency accepted here at the Yawning Portal. Standard Gems come in four varieties, and you may notice that the colors look familiar:



There are also rare Gems called **White Diamonds**, which take on the color of whatever Gem they're placed with.



PERFECT MATCH BONUSES

When you fill a Hero's entire order, they're liable to leave a big tip! The extra Gems and actions earned from Perfect Match Bonuses (sometimes shortened to PMB) could very well win you the game, so try your best to earn them.



ENCHANT FOOD POTIONS

Tricky concoctions used to earn Perfect Match Bonuses without actually completing a match.



OBJECTIVES

Extra tasks you can complete to earn extra VP. They're randomized each game, so you never know quite what you're going to get.



SETTING UP THE GAME

This is how you set up for a multiplayer game. If you're playing solo, go to page 14 for information.

- 1 Assemble the table according to the number of players: start with the two end pieces, then add an insert for each player beyond one.
- 2 Position Food tokens, Gems, and Enchant Food Potions so that all players can easily reach them.
- 3 Sort the Hero cards into four decks based on color, shuffle them individually, then place each deck on the section of the gameboard with a matching symbol. Create a discard pile for Hero cards that are removed from play. Deal one Hero card of each color to each player.
- 4 Give each player one Action tile of each color. These should be placed in front of players so the actions with the food symbols face up.
- 5 Shuffle the Objective cards. Draw five and place them face up next to the table. Give out the Player Reference cards.
- 6 Finally, determine turn order. The player who last ate something goes first, then play proceeds clockwise. The player who comes last in the order places the starting Food tokens, and then the game can begin!

Read on to learn how to place the starting tokens.

HOW TO PLACE STARTING FOOD TOKENS

- 1 Food tokens may be placed in any order, so look at your cards and notice the combinations of foods on them before you place the starting Food tokens. You have an opportunity to set them up so they may align for you on your turn.
- 2 Starting Food tokens should be placed on the central insert, or on either of the two central inserts when playing with three players.
- 3 The number of players determines the number and type of Food tokens that you start with:

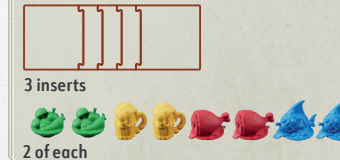
2 PLAYERS:



3 PLAYERS:



4 PLAYERS:



Here is what your four-player game should look like when it's set up and ready to go.



HOW TO PLAY

Your gameboard is set up, the starting Food tokens are in place in the Food Row, the Objective cards are at hand, and each player has been given four Action tiles and four Hero cards—one of each color of each. You are ready to play. Here is a quick overview of your turn. The following sections provide more detail on Actions, Food tokens, Hero cards, Gems, White Diamonds, Perfect Matches, Enchant Food Potions, and Objective cards.

ON YOUR TURN: QUICK REFERENCE

1. **Select** one of your Action tiles to activate. Keep it in front of you.
2. **Perform** all of the Actions shown on the tile, in order. Actions are represented by special icons, and will vary by food. You may have to place or swap a Food token; or play, draw, or remove a Hero card, for example.
3. **Flip** your activated Action tile when all actions are completed. Notice the additional Actions on the back of the tile.
4. **End** your turn.

Use **Actions** to place **Food tokens**, seat **Heroes**, and make changes to the table. Every Food token you match earns a **Gem**, and filling a Hero's entire order comes with a **Perfect Match Bonus!**

At the end of the game, the Victory Point (VP) value of each Gem is determined by the number of visible VP symbols of the same color. (You'll find these on the back of each Hero card.) Combine that number with the extra VP earned from objectives and endgame bonuses, and the player with the highest score wins!

ACTIONS

At the beginning of each turn, you must activate one of your four Action tiles to use it. Perform all Actions depicted on the active tile (from left to right). Once you have completed all actions on the tile and resolved any played cards, flip over the active Action tile to mark the end of your turn. When you flip the tile, you'll find another set of Actions that can be used on a subsequent turn. The Actions from the reverse side of the tile are printed along the bottom of each Action tile, so you'll never have to guess what's coming up next.

6

Actions must be performed in the exact order shown on the Action tile, and they cannot be skipped!

An Action tile cannot be used if any of its actions are not currently possible (e.g., there is no room to seat a Hero or the Food Token Row is full).



Front Side

Back Side

Using an Action Tile

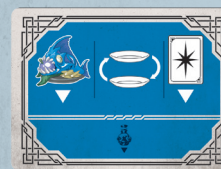
- 1 You decide to activate the red Action tile, performing all Actions in order (from left to right).
- 2 **Resolve** Place a Smoked Ham token at the end of the row. (Any new Food token added to the row must be placed adjacent to an existing Food token.)
- 3 **Resolve** Remove any Hero card from the table (faceup or facedown).
- 4 **Resolve** Play a Hero card from your hand to the table, resolve the card's Hero effect, and score Gems for all matching Food tokens.
- 5 Flip the Action tile, marking the end of your turn and indicating to the next player that their turn has started.



ACTION TILE OVERVIEW

These are the actions you'll find on each Action tile. Some of them might not make sense yet, and that's okay—you'll learn everything you need to know in the coming pages. Feel free to reference this section as you play.

QUIPPERS AND CHIPS ACTIONS



Front Side



Back Side



Place a Blue Food Token

Place a blue Quippers and Chips token on an unoccupied space in the row. Any new Food token added to the row must be placed adjacent to an existing token.



Swap Food Tokens

Swap the positions of two tokens in the row. If this Action triggers a Perfect Match, gain the PMB and flip the matched Hero card.



Play a Card

Play a Hero card from your hand to an unoccupied space on either side of the table, resolve the card's Hero effect, and take one Gem for each matching token. Each space can hold only one card.



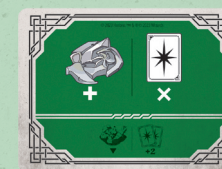
Play an Enchant Food Potion

Play an Enchant Food Potion on any faceup Hero card that does not already have one. Gain the Perfect Match Bonus but do not flip the card.

VEGETABLE PLATTER ACTIONS



Front Side



Back Side



Place a Green Food Token

Place a green Vegetable Platter token on an unoccupied space in the row. Any new Food token added to the row must be placed adjacent to an existing token.



Draw Two Cards

Draw two cards from any of the four Hero card decks. You may draw from different decks.



Take a White Diamond Token

Take a White Diamond and place it in your play area, assigning it to one of the four other Gem colors.



Remove a Card

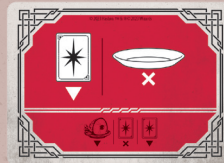
Remove any Hero card from the table (faceup or facedown).

7

SMOKED HAM ACTIONS



Front Side



Back Side



Place a Red Food Token

Place a red Smoked Ham token on an unoccupied space in the row. Any new Food token added to the row must be placed adjacent to an existing token.



Remove a Card

Remove any Hero card from the table (faceup or facedown).



Play a Card

Play a Hero card from your hand to an unoccupied space on either side of the table, resolve the card's Hero effect, and take one Gem for each matching token. Each space can hold only one card.



Play a Card

Play a Hero card from your hand to an unoccupied space on either side of the table, resolve the card's Hero effect, and take one Gem for each matching token. Each space can hold only one card.



Remove a Food Token

Remove a Food token from the row and leave the space empty. You may not remove the last token of any color.

TANKARD OF ALE ACTIONS



Front Side



Back Side



Place a Yellow Food Token

Place a yellow Tankard of Ale token on an unoccupied space in the row. Any new Food token added to the row must be placed adjacent to an existing token.



Take an Enchant Food Potion

Take an Enchant Food Potion and place it in front of you.



Play a Card

Play a Hero card from your hand to an unoccupied space on either side of the table, resolve the card's Hero effect, and take one Gem for each matching token. Each space can hold only one card.



Exchange Gems

Remove one of your Gems and gain two Gems of any color. (This cannot be done with a White Diamond.)

FOOD TOKENS

An inn like the Yawning Portal is sure to have an interesting menu! When you're playing the game, these delectable dishes are represented by colored Food tokens:

Quippers and Chips



Many have been chomped by these nasty carnivorous fish in the wild. Here at the Yawning Portal, diners have the opportunity to chomp right back.

Tankard of Ale



A little something to wash dinner down! From fine dwarven ale to goblin gut-rot, there's a bottle for every taste (and every budget).

Smoked Ham



Much like in our reality, the world of Dungeons & Dragons is just chock-full of ham. The smoked variety is especially popular with adventurers for its strong flavor and portability.

Vegetable Platter



Thanks to some very talented magic users, the inn is able to source fruits and vegetables from all across Faerûn.

Each of the four **Action tiles** has an Action that allows you to place a Food token of the same color. Food tokens must always be placed on an empty space adjacent to at least one other token. Usually that means you'll put it at either end of the Food Row, but you might also fill gaps in the row created by the **Remove a Token** action or a **Hero effect**.

As soon as both end slots in the Food Token Row are full, the endgame begins!

HERO CARDS

Here at the Yawning Portal, all Heroes—from halflings to hill giants—dine together in relative harmony.

Each Hero card features a different adventurer, and each of these adventurers has a class. You can think of these classes as jobs, but instead of "bank teller" or "board game designer," Heroes have jobs like "fighter" and "wizard." A Hero's class helps determine their effect—a special move that can help you or hinder your opponents.

These effects are always triggered when the Hero card is placed onto the gameboard, but before you collect Gems and rewards for playing the card.

What Makes a Hero Card



Food Tokens

1 This is what the Hero wants to eat. Match these tokens with the row to earn Gems.

Effect

2 The Hero's special effect, determined by their class.

Perfect Match Bonus

3 Rewards for completing a Perfect Match.

Victory Point Symbol

4 The back of each Hero card shows a colored VP symbol. At the end of the game, you multiply your Gems by the number of visible VP symbols with the same color.

Note that to be considered **adjacent**, the Hero cards must be next to each other on the same side of the Food Token Row.

GEMS

For many adventurers, gathering treasure is what makes the dangers of dungeon-delving worth it. Nice of them to spend some of those riches at the inn, don't you think? A word of warning: sometimes a Gem will come spattered with blood or tainted by dark magic; it's best not to ask too many questions—it all spends the same, no matter where it comes from.

There are three ways to earn Gems:

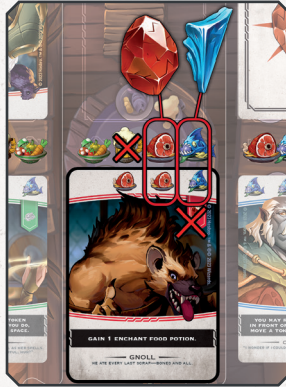
- Seating a Hero at the table.
- Resolving a Hero card effect.
- Triggering a Perfect Match Bonus.

For each symbol on a Hero card that matches a Food token in the row, you score a Gem of the same color. The symbols must match token locations exactly, otherwise they do not grant Gems. (Swapping tokens does not earn extra Gems unless they're included in the Perfect Match Bonus.) If the supply of gems of any color runs out, no more of those gems can be earned in that game.

How Many Gems?

You use the Play a Card Action and place a card on an open space.

You score one Gem for the matching red token and one Gem for the matching blue token. Since the Token Row does not have a second red token in the correct position, this is not a Perfect Match.



WHITE DIAMONDS

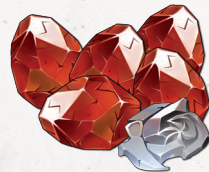
White Diamonds are special Gems that take on the color of whatever Gem you choose.

When you receive a White Diamond, it must immediately be allocated and added to a group of Gems. A White Diamond's color cannot be changed once assigned.

White Diamond Transmutation

You earn a White Diamond as part of a Perfect Match Bonus and assign it to your red Gems.

You are now considered to have six red Gems for the purposes of completing objectives and tallying your final score.



PERFECT MATCHES

When all symbols at the top of a Hero card match perfectly with any section of the Food Row, a Perfect Match Bonus is triggered. You only need to match what's printed above the Hero's portrait, so ignore any spaces in the row that appear blank on the card.

If a Hero's PMB isn't triggered when the card is played, it remains faceup, allowing you or another player to do it later. The player who triggers the PMB immediately receives all Gems and/or actions pictured in the card's Perfect Match Bonus section, but they do not earn the Gems from the top of the card. Once a Perfect Match is triggered, the card is flipped over so only the VP symbol is visible.



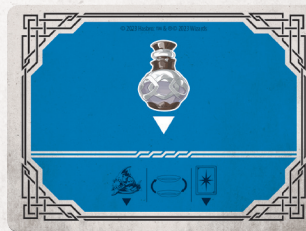
ENCHANT FOOD POTIONS



Enchant Food Potions let you magically claim a Perfect Match Bonus without doing any of the work.

If you have an Enchant Food Potion, you can play it onto any faceup Hero card at the table by using the Action on the back of the Quippers and Chips Action tile. You immediately claim the Perfect Match Bonus, but you do not flip the card over, meaning that it is still in play and the PMB can be claimed again by swapping tokens.

Each Hero card may only have one Enchant Food Potion on it.



Earning a Perfect Match by Swapping Tokens

When you use the Swap Tokens action found on the Quippers and Chips Action tile, it might result in a Perfect Match.



OBJECTIVE CARDS

You can earn extra VP by completing Objectives throughout the game. These Objectives are shown on the five Objective cards next to the table.

As soon as you complete an Objective, claim the card and put it in front of you. These cards will add to your overall score at the end of the game. Objective cards are not replaced once they've been claimed by players, so each game has a total of only five extra Objectives.

Each Objective card is worth 5 VP.



ENDGAME AND SCORING

TRIGGERING THE ENDGAME

When both end slots in the row are filled with a token, the endgame begins. The player who triggers the endgame is done playing after they finish that turn, but all other players take one last turn. All players **must** take their final turn if they have any possible Actions, even if those Actions will not benefit them.

Playing Out the Final Round

- 1 In a two-player game, you place the final Food token on the table. Since the two end slots are now full, the endgame begins!



- 2 The opposing player uses their final Action tile of the game.

Available Actions



Valid Actions



The blue and yellow Action tiles cannot be used since the Token Row is full, and the red Action tile cannot be used either since there is no available space to play a card. That only leaves the green Action tile, so your opponent has no choice but to use it, and then the game is over.

FINAL SCORING

Now that the game is over, all players sum up their Victory Point totals. This is done in three steps:

1. Multiply the number of Gems of each type that you have by the number of visible card backs of the same Gem that are on the table. (If the Hero card deck for a Gem color is depleted, use the symbol for that Gem that appears on the board when determining the Gem value multiplier.)
2. Determine endgame bonuses.
3. Add the VP earned from Objective cards.

1. MULTIPLY GEMS

Multiply your Gems by the total number of visible VP symbols of the same color. (This includes the top card of each Hero card deck, but none of the cards that have been removed from the table.)

How to Multiply Gems

Multiply your Yellow Topaz Gems by the total number of visible yellow VP symbols (excluding removed cards).

Let's say you have seven Yellow Topaz Gems at the end of the game. Here is how to score it:



$$\begin{array}{c} \text{Yellow Topaz Gem} \\ \text{Yellow Topaz Gem} \\ \text{Yellow Topaz Gem} \\ \text{Yellow Topaz Gem} \\ \text{Yellow Topaz Gem} \\ \text{Yellow Topaz Gem} \\ \text{Yellow Topaz Gem} \end{array} \times \begin{array}{c} \text{Yellow VP symbol} \\ \text{Yellow VP symbol} \\ \text{Yellow VP symbol} \\ \text{Yellow VP symbol} \\ \text{Yellow VP symbol} \\ \text{Yellow VP symbol} \\ \text{Yellow VP symbol} \end{array} = 28 \text{ VP}$$

4 VP symbols x 7 Gems = 28 VP

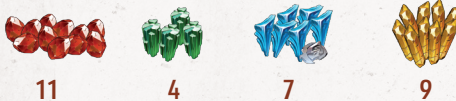
2. DETERMINE BONUSES

You can earn extra VP by meeting certain requirements at the end of the game:

- 10 VP are awarded to the player who has the most of any single Gem color.
- 15 VP are awarded to the player who has the most sets. A set is defined as having four gems, one from each of the four standard types (Ruby, Topaz, Emerald, Sapphire). Note that White Diamonds assigned to a color type will count in determining the number of sets each player has.
- If players have the same number of Gems of a single color, or the same number of sets, they all receive the bonus VP.

Who Gets the Bonus?

Most of One Kind
Player One



Player Two ★



Player Two earns 10 VP for having 12 Green Emeralds, beating Player One's 11 Red Rubies.

Most Sets

Player One: Four sets ★



Player Two: Three sets



Player One earns 15 VP for collecting four sets, beating Player Two's three sets.

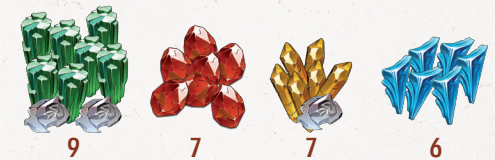
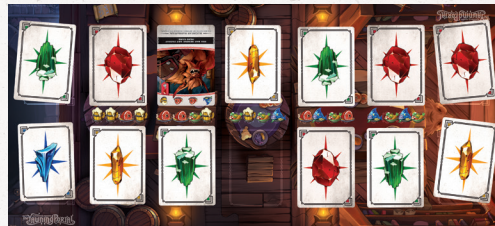
3. ADD VP EARNED FROM OBJECTIVES

Finally, all players add the VP earned from the Objective cards they've claimed throughout the game.

Put It All Together!

First tally Gems.

Count the visible card backs of each color, including the four Hero card decks.



Green Emerald: $4 \times 9 = 36$ Red Ruby: $4 \times 7 = 28$

Yellow Topaz: $3 \times 7 = 21$ Blue Sapphire: $1 \times 6 = 6$

Next, determine who earns each of the two endgame bonuses.

This player earned 15 VP for having the most sets. (Another player earned 10 VP for having the most of any single Gem color.)

Finally, add VP earned from Objective cards.

This player completed three objectives, at 5 points each, for a total of 15 VP.

$$36 + 28 + 21 + 6 + 15 + 15 = 121$$

PLAYING THE SOLO GAME

It's a busy night at the inn, and you're the only barkeep working! Can you complete your objectives before time runs out? Here are instructions for playing the game solo.

The first time you play, write down your score on a piece of paper. That's the number to beat! Every time you surpass that score, erase it and write in the new one.

SETTING UP SOLO PLAY

- 1 Assemble the table using only the two end pieces and no inserts.
- 2 Shuffle **all** Hero cards into a **single deck**, then draw four and place them in a row next to the deck.
- 3 Place Gems, Food tokens, and Enchant Food Potions next to the table.
- 4 Take one Action tile of each color, placing them so the food symbols face up.
- 5 Shuffle the Objective cards. Draw four and place them faceup at each end of the table, oriented so the VP symbol is on the left side.
- 6 Place one of each Food token in the center of the table, in a random order.



WHAT'S DIFFERENT?

When you're playing on your own, most of the game's components work the same as in the base game, so they won't be explained in this section. If this is your first time playing, we highly advise reading through the multiplayer rules first so that you understand how everything works. Below you'll find only the things that work differently for a solo game.

DRAWING CARDS

You don't have a hand of Hero cards in solo play. Instead, Heroes line up and wait for a seat. When an action or PMB allows you to draw cards, slide the line down and place the new cards closest to the deck.



SEATING HEROES

When you use the **Play a Card** action, move the Hero card from the front of the line (farthest from the deck) to any available spot at the table.



OBJECTIVES

Objectives can still earn extra points, but you'll have to be quick about it! Have you noticed the X printed on each Objective card? In solo play, your goal is to complete the Objective before the Food Token Row reaches that X. If you don't, the card is removed and those points can no longer be scored.

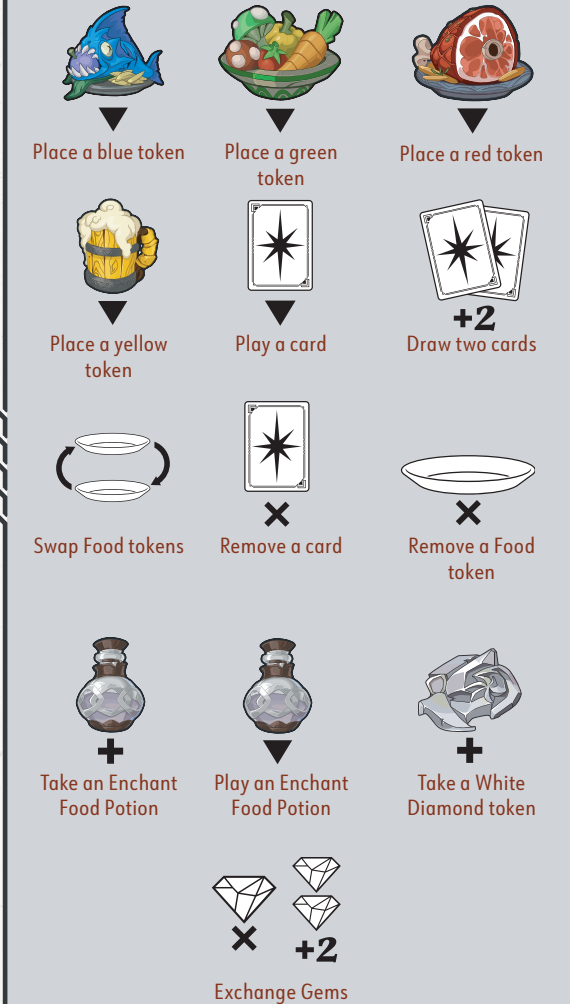
Complete Objectives Quickly!



SCORING

Gems are multiplied the same way, and each completed Objective is still worth 5 VP. But instead of determining the standard endgame bonuses, simply award yourself 3 VP for each set you collect.

ACTION ICONS REFERENCE





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