

Dragon Scat by Robert Burke

Number of Players: 2 to 5

Summary: A light, family-style bluffing game. Try to keep a straight face as you lie through your teeth in this game inspired by traditional playing card bluffing games.

Mechanics: Bluffing

Objective: Be the first player to get rid of all your cards.

Setup: Place 3 cards face up, in a row, in the middle of the table. If you have any duplicates, discard the second (and third if one exists) duplicate, and place new cards. Do this until you have 3 completely different dragon cards face up in the middle of the table. Shuffle any discards back into the deck.

Place 2 dragon cards, face down under each of the face up dragon cards.

Deal out the rest of the deck evenly to all players. Put any remaining cards aside, they will not be used in the game.

Gameplay: You must perform one of these two actions on your turn.

1. **Play Face Down:** Play any card, or any number of cards face down on a face down pile under any face up dragon in the center of the table created during set up.
2. **Play Face Up:** Play one card from your hand, and place it as a new face up card in the center of the table. All other players may then immediately play ANY one card from their hand as a face down card under the face up card you just placed.

Play Face Down: When you play a card or cards face down under a face up dragon, the cards you play must match the face up card. However, you may bluff, and play any card(s). If you are not called on your bluff, you have successfully removed the cards from your hand. *Tip: Don't let go of your cards and place them in the face down pile until all other players have granted your placement.*

After you choose your cards and placement, every other player must either say "Granted" or "Scat." "Granted" means the player is NOT challenging the placement. "Scat" means the player IS challenging. The first player to call "Scat" is the challenger. In the case of simultaneous "Scats" the player who said "Scat", and is the closest to the current player in clockwise order is the challenger.

If you are challenged you must reveal your card(s). If the card(s) you were attempting to place do not ALL match the face up card where you were trying to place them, you must take ALL of the face down cards under that face up dragon, and the challenger may then place any one dragon card from their hand face down in their place.

If you are challenged, and the card(s) you played DO match the face up dragon card where you were trying to place, the challenger must pick up the whole face down stack including the cards

you were trying to place. You may then place any one card from your hand face down in their place.

Play Face Up: Instead of playing cards from your hand face down under a face up dragon, you may instead choose to place one new dragon face up in the center that does not match a dragon already in the center. When you do this, all other players may immediately place any one card from their hand face down under the dragon you placed, in clockwise order from the current player.

End of Game: The first player to get rid of all their cards is the winner of the game.