

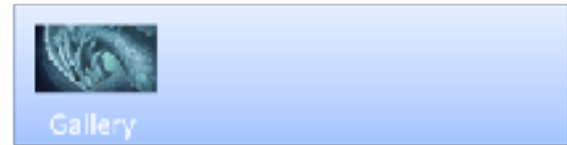
Dragon Kin by Ken Shannon

Number of Players: 2-4 Players

Summary: The last royal family line has died and the royal dragon houses now fight for influence. It's up to you to build the strongest alliance of royals, to gain control over all of the dragon kin.

Mechanics: Hidden knowledge, hand management, tableau building, set collection, deduction

Objective: Build the strongest Dragon Alliance!



Terms

Set: A set is the 4 cards with a given dragon picture.

Royal Line: The 7 most powerful dragons in the kingdom (face down).

Note: not all dragon types will be in the royal line

Gallery: The discarded dragons (face up).

Hand: The cards given to each player (kept hidden, but can be seen by the player).

Kin: The 0-4 cards each player places in front of themselves (face down).

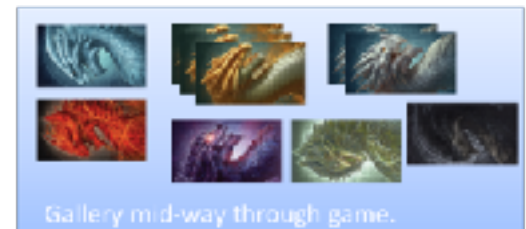
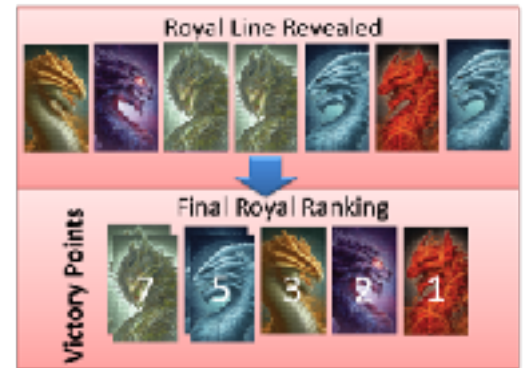
At the end of each round these cards will be compared to the royal line to score points.

Dealer: The player who shuffles & deals the cards during the round.

Starting Player: The player to the left of the dealer.

Set-Up:

- 1) 2 players: Remove 4 sets of dragons (16 cards). 3 players: Remove 2 sets of dragons (8 cards). Place these cards back in the box, they will not be used this game.
- 2) Randomly choose a dealer. The dealer shuffles the remaining cards and deals each player 8 cards.
- 3) Form the royal line, by dealing 7 cards face down in the center of the play area. Deal these cards side by side. From left to right, they will represent the most powerful to least powerful dragons in the kingdom.
- 4) The remaining card must be placed under the royal line, this area will be called the gallery. When new cards enter the gallery during play, dragons from the same set should be placed on top of each other. The contents of the gallery should never be hidden.
- 5) **Foresight:** The starting player looks at the most powerful dragon in the royal line without revealing. The 2nd Player at the 2nd Most Powerful and so on until everyone has viewed one hidden dragon. For 2 player games, the starting player looks at the most and least powerful dragons (cards 1 & 7) while the dealer looks at the 2nd most & 2nd least powerful dragons (cards 2 & 6).



Game Play: Proceeding clockwise, each player takes a turn (so the dealer will be last in a round). Players with no cards in hand are skipped. Play continues until all players are out of cards.

On a Turn

- 1) You must discard a dragon face up to the gallery.
- 2) Choose one (and only one) of the following actions:
 - a. **Gain Kin:** Play a card face down in front of you.
 - b. **Interfere:** Turn one of another player's kin face up.
 - c. **Scry:** Look at one card in the royal line without revealing. Note: Players may always re-look at cards in the royal line they have previously viewed.
 - d. **If and only if you have one card in hand:**
Open Alliance: Take a dragon from the gallery, and add it face up as one of your Kin.

Details:

Once all players have no cards in hand:

Reveal the royal line: Take the dragon with the most cards in the line, and move the set to the front of the line. Repeat for all other dragons. If there is a tie in quantity, the set with a dragon farthest to the left originally owns the tiebreaker.

Scoring: For each dragon a player has in front of them, compare it to the royal line. It scores points equal to the total number of matching dragon cards in the royal line +1 point for each dragon to the right in the royal line.



- 1) Thus in the "Final Royal Ranking" example, each Forest dragon held would score 7 points (2 Forest dragons, plus 5 dragon cards to the right), each Ice dragon would score 5 (2 Ice dragons plus 3 dragon cards to the right), 3 for 3rd, etc.
- 2) **Coup:** if you have 3 or 4 dragons of the same type in front of you, and none are in the line, they score 5 or 10 total points for the set respectively.
- 3) The round concludes and dealer passes to the left.

Game End:

Options: 1. Play a single round 2. Tally points over an agreed to number of multiple rounds 3. Play until someone reaches 50 points

Winning: The player with the most points wins, once game end is reached.