

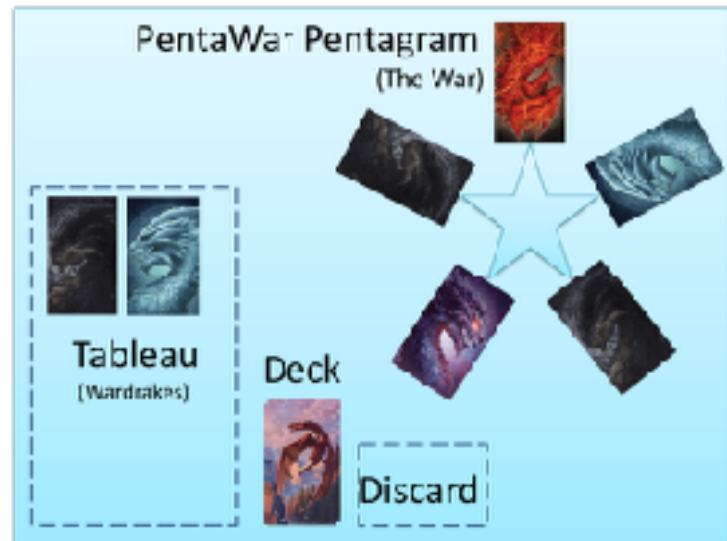
Pentawar by Kenny and Ken Shannon

Number of Players : 2-5 players

Summary: Players work to create a 5 card tableau (flight wing) before other players by taking one of 4 actions on their turn over a series of rounds. Actions include hand building, strategic actions that change the battlefield, tableau-building, and direct conflict.

Mechanics: Area control, hand management, take that, tableau building

Objective: Acquire the largest number of dragons in your flight wing, while preventing other players from doing so.



Terms:

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

PentaWar (The War): A pentagram of 5 face-up cards.

Deck: Shuffled pile of face down cards.

Flight Wing: 1-5 face up cards laid on top of each other in-front of each player.

Shared Tableau (Wardrakes): Face up cards anyone can use next to the deck.

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

Discard Pile: Place where killed/used dragons (cards) go to die.

Set-Up:

1. Shuffle the cards into a 40 card deck and deal 5 dragons face up in a pentagram as shown.
2. Deal each player 2 cards face down, then place 2 cards face up next to the deck (The Tableau), within easy reach of all players.
3. Randomly choose a starting player.

Gameplay:

Proceeding clockwise, each player takes 1 of 4 actions on their turn. Play continues until one of the game end conditions is met.

On a Turn each player must do one (and only one) of the following:

- **Gather Forces:** Draw a face down card from the deck to their hand. Then draw a second card from the deck and place it face up in the shared tableau. The shared tableau can grow or shrink to any size as cards are added, and used.
- **Strengthen Flight Wing:** Place one card from their hand or the tableau, into their flight wing.
 - Only dragons in the current pentawar can be placed into a flight wing.
 - Row 1 must be built before row 2, and row 2 completed before row 3 is started.

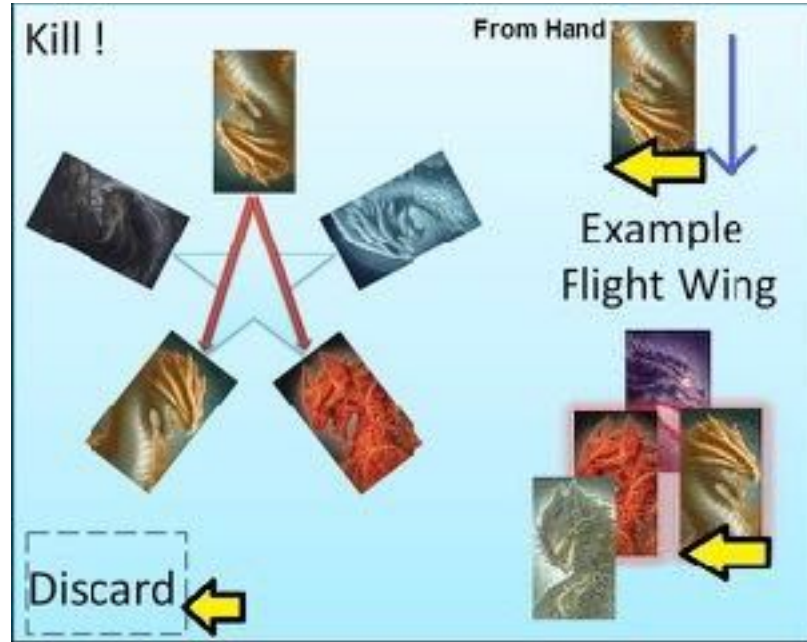


- **Kill:** Play a card from their hand, or the shared tableau to kill a dragon in another player's flight wing, placing both in the discard pile.

- The dragon played must be in the current pentawar, and can only kill dragons across the field of battle.
- Dragons in flight wing covered by 1 or more other dragons are protected and cannot be killed.

For Example: In the diagram to the right, a player plays a Citrine dragon from their hand, and targets the example flight wing. Normally the

Citrine or Sun dragons could be killed. However, the Sun dragon is covered by a Forest dragon and is protected. The player only has one legal choice, the Citrine dragon in the flight wing. Then both Citrine dragons are discarded.

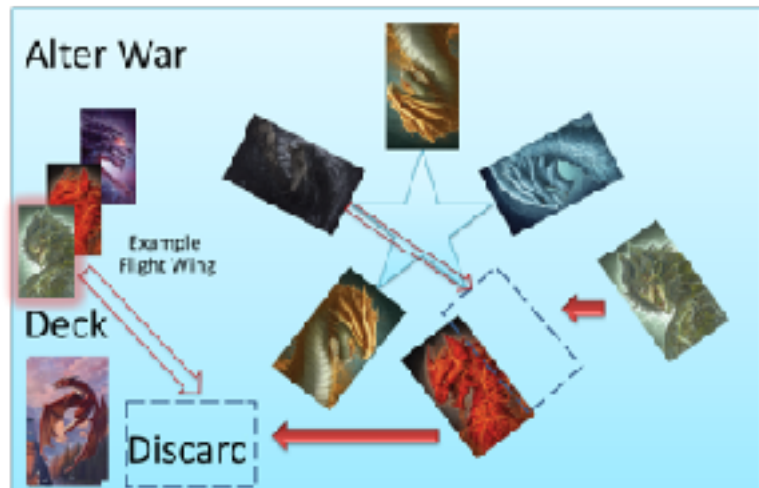


- **Alter War:** Play a card from the shared tableau, or their hand to replace any card in the pentawar. The replaced card is discarded.
 - Then, they may immediately play a second card from either their hand or the shared tableau to do a **Kill** action. **Note:** This is the only time a player can play two cards on the same turn.

For Example: The next player uses the alter war action; replacing the Sun dragon in the pentawar with a Forest dragon from the tableau (the Sun dragon is discarded). They then play a Shadow dragon from their hand to kill the Forest dragon in the example flight wing (the Shadow dragon from their hand and the Forest dragon from the flight wing are discarded).

Game End: The game ends when;

- At the start of a player's turn they have 5 dragons in their flight wing
- **OR** at the end of a player's turn the deck is out of cards.
 - **2-3 Player Game:** The deck does not reshuffle
 - **4-5 Player Game:** The first time the deck is out of cards, reshuffle the discard pile to form a new deck. The second time the deck is out of cards, the game ends.



Winning: The player with the most dragons in

their flight wing wins. 1st Tie Breaker: Flight wing with the most dragons in the final pentawar wins
2nd Tie Breaker: Player with most cards in hand wins. 3rd Tie Breaker: Shared victory