Wyvern's Knot by John Burns and Jonathan Gilmour

Number of Players: 3 to 5

Summary: Players are mages charged with protecting a dragon hatchery from rival dragons. Working together, they must identify the proper enhancements required to protect, and save the eggs before strike dragons consume them.

Mechanic: Cooperative

Objective: Save at least 12 dragons from the raid. (For an easier game, play to save 10, or 8 if playing with young children, for a harder or extreme challenge, try for 14 or 16 respectively).

Setup:
1) Divide the deck into two decks of 20 cards each. Each stack should have 2 copies of each dragon.
2) Shuffle one deck, and randomly place 16 cards, face down in a 4x4 grid (4 columns and 4 rows). Place the remaining 4 dragon cards face down, in a column on the left side (Column 0) in landscape orientation (Sideways), these are the "Strike Cards".

[INSERT ILLUSTRATION]

	0	1	2	3	4	5
A	Strike dragon 1	Face Down Dragon	Face Down Dragon	Face Down Dragon	Face Down Dragon	
B	Strike dragon 2	Face Down Dragon	Face Down Dragon	Face Down Dragon	Face Down Dragon	
C	Strike dragon 3	Face Down Dragon	Face Down Dragon	Face Down Dragon	Face Down Dragon	
D	Strike dragon 4	Face Down Dragon	Face Down Dragon	Face Down Dragon	Face Down Dragon	

3) Shuffle the other deck, and deal out the cards face down as evenly as possible in front of the players. The distribution does not have to be equal. Each player may not look at these cards, and must place them in a straight row to create a tableau. The first player to state they are the first player, is the first player, otherwise the youngest player goes first.

Gameplay:

Players take turns in clockwise order, and perform one of the following actions on their turn, starting with the first player.

- **Research:** Look at a card in front of another player, and then turn it face up (if not already face up) <u>OR</u> look at a face down card in front of another player, and then point to a card in the grid, or a strike dragon, to indicate they match. Place the dragon back as it was, face down. <u>OR</u> point to a face up card in front of another player, and a card in the grid, or a strike dragon, to indicate they match. Then advance a strike dragon regardless of which action was taken.

  Advancing a strike dragon: When you advance a strike dragon, you should place it directly on top of the dragon in the grid immediately to its right. Each advance will move it one card, until it moves off the dragon in column 4, and into column 5, which contains no dragons. Once a strike dragon moves off the last dragon in the row, flip the strike dragon over, indicating it has made it all the way through the row. Once face up, the strike dragon will move back to where it started from <u>right to left</u> one column at a time. If there is a face down dragon card in a column where a revealed strike dragon lands, remove that dragon from the game permanently. (This is bad, try to avoid this!) When advancing a strike dragon, the player has the choice to move any of the strike dragons

they wish. When all 4 strike dragons make it to the end of their row, and all the way back to column 0, the game ends.

- **Scout:** Look at a card in the grid, and place it back, face down as you found it. You may not say anything about it. Then advance a strike dragon.
- **Attempt Enchantment:** Choose a dragon in front of you (face up or face down), and a dragon in the grid, and turn them face up (if not already). If they match, place your dragon on top of the dragon in the grid. It is saved! A strike dragon will not harm it if it passes over.
    - If they do not match, discard both from the game, then choose a strike dragon from the game and remove it, reducing your total number of moves.
- *Distraction:* If you have a face up strike dragon in front of you, you may discard it, and move the matching face up Strike Dragon back one space. If a strike dragon is lost (due to a mismatch), or makes it back to column 0, it is removed from the board (discarded) and can no long be moved.
- *Wild Enhancement:* You may attempt a wild enchantment by trying to match a face down dragon in front of you, and a face down dragon in the grid. If the dragon in front of you is revealed to be a strike dragon, you may place it on top of ANY dragon (egg) in that face up strike dragon's row. That dragon egg is now saved! If it is not a strike dragon, it must match the dragon you selected from the grid, place your dragon on top of the dragon in the grid. It is saved! If it does not match, you must discard them both, and discard a strike dragon from the game.

Special Rules:
1) Dragons in the grid under a strike dragon cannot be looked at or revealed.
2) When a strike Dragon gets to row 5, it is revealed. It now moves left instead of right when you have to move it.
3) You can't move a strike dragon in column 5 back with a *Distraction*.

Game End
The game ends when all Strike dragons cards are gone or the target number of dragon eggs have been saved.