


Rulebook

KHILOR

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 : 2 - 4

 : 30 min.

 : 10 +

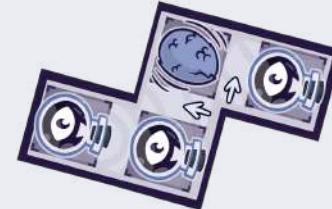
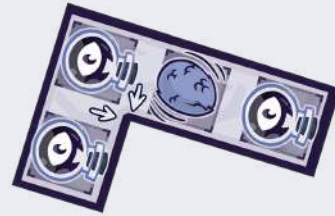


Material / Matériel

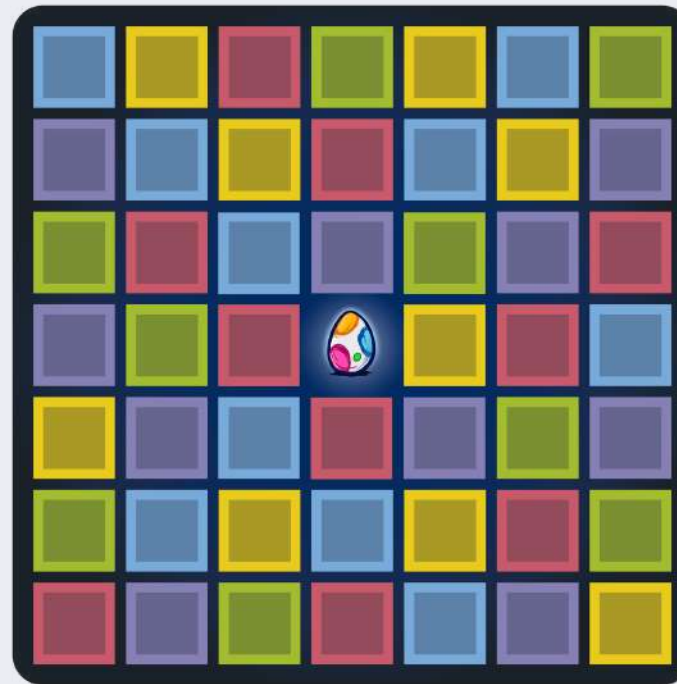
1 Start Player Tile



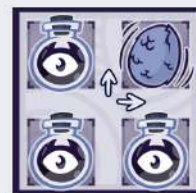
7 Polyominos



1 Board



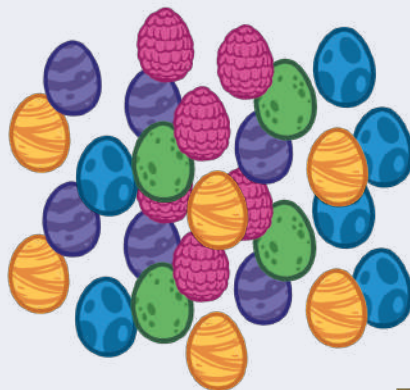
Aura Points



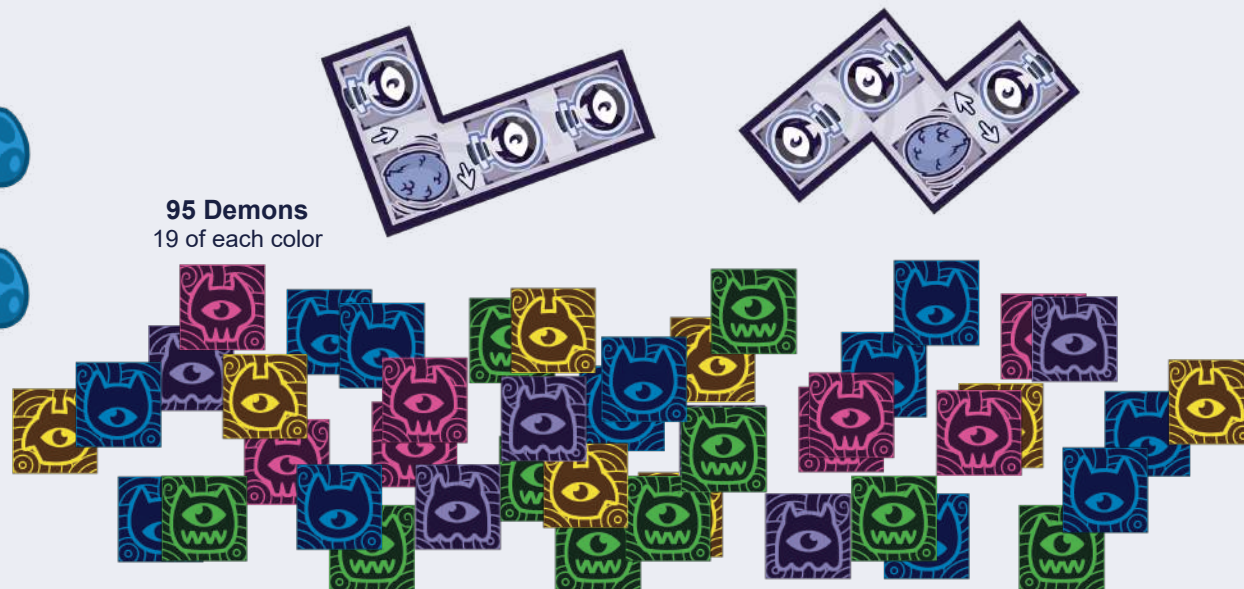
1 Dragon Token



50 Dragon Eggs
10 of each color



95 Demons
19 of each color



Game Objective

The legendary dragon needs help. Demons threaten her egg and you are the chosen ones to protect it. Fly through the valley catching demons and nesting in demon-free lands to restore the dragon empire. The best of you will become the next guardian of Khlor.

Win colors by catching more demons than the other players and act wisely to make those colors give you as many points as possible. To achieve this, lay Dragon Eggs on the board or dominate colors with a large majority.

Setup

1. Fill every square in the board with 2 Demons - picked randomly - one above the other.
2. Place the Polyominos and the dragon token in a circle around the board.
3. Place the Dragon Eggs next to the board,
4. Give the start player tile to the eldest player. **Let's play!**

Course of the Game

The game will progress in turns.

In your turns, you always catch 3 Demons using a Polyomino. You can also remove an egg from the board and/or lay new ones. Follow these steps:

1. Choose a polyomino.

You can choose from the two polyominos in front of the dragon token

2. Move the Dragon Token

Place the dragon token in front of the chosen polyomino

3. Catch three demons

Match the 3 demons on the chosen polyomino with 3 Demons on the board.

You must always take the demons from the highest heights first.

Place them in front of you, in full view of everyone. They are very important for the final score.

4. Return the polyomino to its place, behind the dragon token.

5. Remove a Dragon Egg - *Optional*

If you manage to match the egg on the polyomino with a Dragon Egg on the board, return it to its pile.

6. Lay Dragon Eggs - *Optional*

Fill - some or all - the **empty squares** under the polyomino **with Dragon Eggs of only ONE of the colors of the Demons you have caught** that turn. You can lay eggs to fill some or all the empty squares.

Turn Example

Let's analyze the 4 scenarios on this example:

A. The placement of the polyomino is valid.

1. You catch a green Demon, a blue Demon and a yellow Demon.
You do not catch the pink Demon as it does not match a Demon on the polyomino.
2. You cannot remove an egg because the egg symbol do not match an egg on the board.
3. You can lay green, blue or yellow Dragon Eggs in the empty squares in that zone.

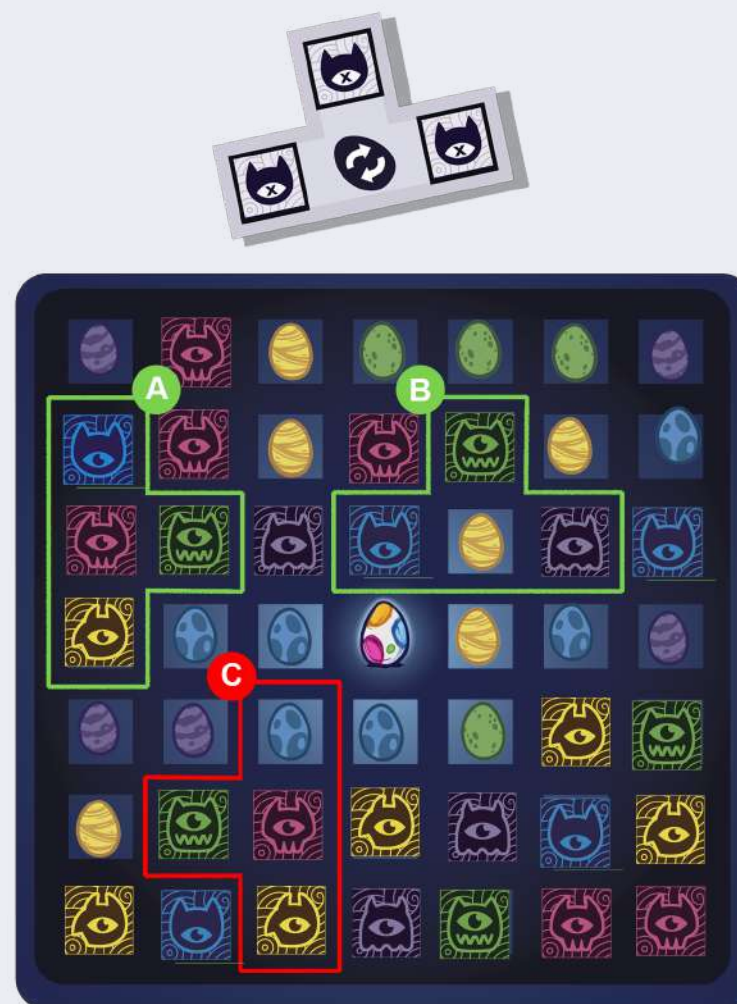
If the pink Demon's square would have been empty: the placement would be still valid and you could place eggs in it too.

B. The placement of the polyomino is valid.

1. You catch one blue, one green and one purple Demon.
2. You can remove the yellow Egg.
3. You can lay blue, green or purple Dragon Eggs on the empty squares in that zone.

C. The placement of the polyomino is NOT valid.

The Demon symbols on the polyomino do not match 3 Demons on the board. One of them matches a Blue Egg.



End of the Game

The end of the game begins when it is completely impossible to catch 3 Demons with an available polyomino. When this happens in the start player's turn, the game ends.

Otherwise, the remaining players - up to the start player - play an **Additional Turn**.

Additional Turn

In the additional turn you cannot remove or lay eggs. Follow these steps:

1. **Choose any polyomino in the circle.**
2. **Catch 3 Demons** as if it were a standard turn.

In case it is not possible:

- 2b. Flip the polyominos **and choose one to catch three demons.**

In the very unlikely event that this is also not possible:

- 2c. Receive 3 points.

Scoring

You get points if you are the first or the second player with more caught Demons of a color.

There are 2 ways of getting points:

1- By Dragon Eggs placed on the board:

- 1a. If you are the first player on a color: you get 1 point for each Dragon Egg of that color and 1 point for each Dragon egg placed in a square of its color.
- 1b. If you are the second player on a color: you get half of the first player's points, rounding up.
In case of a tie, tied players win all points.

2- Additionally, first players on each color get points by the difference on caught Demons:

In 2-player games:

You get 3 points for every 3 Demons difference with the other player.

In 3-player and 4-player games:











You get 1 point for each Demon of difference with the second player in that color.

The player with the most points wins the game. In case of a tie, the player with more caught demons of a same color wins. If there is still a tie, the winner is the player who scores from more colors.

Scoring Example

//Example without colored-squares-board!!!

Let's see an example of scoring for a 3-player game with the final game situation of the back cover of this manual.

 Green Demons caught Sara:1; Axel:5; Dani:8	1a. Dani gets 3 points for the 3 Green Eggs on the board. 1b. Axel gets 2 points. Half of the 3 Green Eggs, rounding up 2. Dani gets 3 points for having caught three more Green Demons than Axel.	
 Yellow Demons caught Sara:6 ; Axel:3; Dani:6	1a. Sara and Dani tie and get 8 points each for the 8 Yellow Eggs on the board. 1b. It doesn't apply because there is a tie at the first place 2. They don't get any points for the difference of Demons since they have tied.	
 Blue Demons caught Sara:1; Axel:7 ; Dani:2	1a. Axel gets 6 points for the 6 Blue Eggs on the board. 1b. Dani gets 3 points. Half of the 6 Eggs. 2. Axel gets 5 points for having caught 5 more Blue Demons than Dani.	
 Purple Demons caught Sara:8 ; Axel:2; Dani:2	1a. Sara gets 4 points for the 4 Eggs that are placed. 1b. Axel and Dani tie and gets 2 points each. Half of the 4 Purple Eggs. 2. Sara gets 6 points because she has 6 more Demons than Axel.	
 Pink Demons caught Sara:5 ; Axel:5 ; Dani:3	1a. Sara and Axel get 10 points because there are 10 Pink Eggs placed. 1b. It doesn't apply because there is a tie at the first place. 2. They don't get any points for Demon difference as they have tied.	

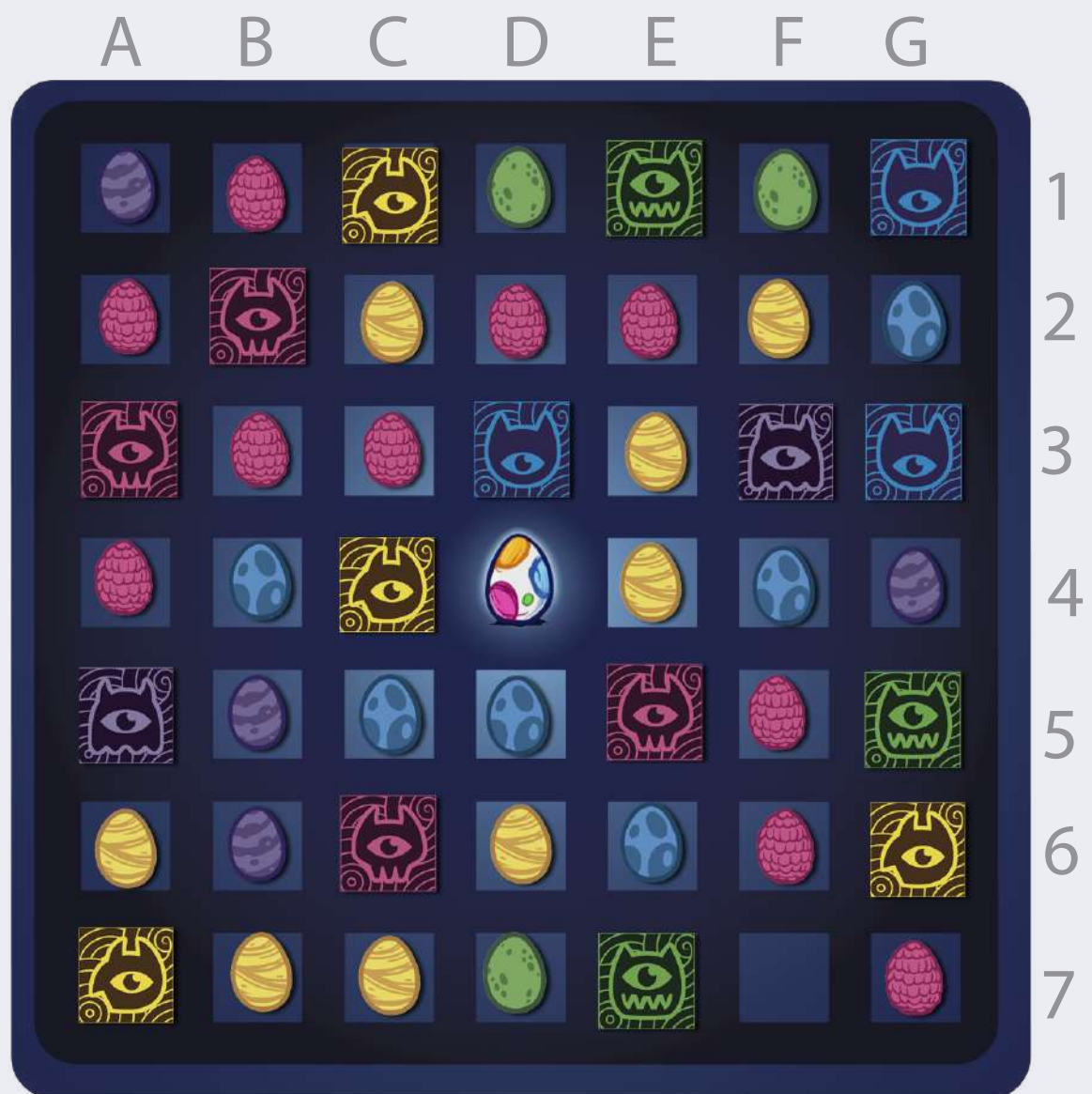
Scoring all points:

Sara: [8+0] + [4+6] + [10+0] = 27 points.

Axel: [6+5] + [10+0] + 2 + 2 = 25 points.

Dani: [3+3] + [8+0] + 3 + 2 = 19 points.

Sara wins the game.



SOLO MODE (work in progress)

Preparation

Same as Competitive mode and:

- Place a white demon over the demons of the following B2 and F6 squares.

Course of the game

Your turn is the same than in the competitive mode, the only difference is:

You can choose from the three polyominoes in front of the dragon token - instead of two

You cannot place a demon symbol in the polyomino above a white demon.

After every turn, the white demons move:

- Choose an arrow of the selected polyomino for each demon and move them one square on that direction.

When any of them ends the movement above a dragon egg: return that egg to its pile.

When they end the movement in the same square, place one over the other.

Scoring

The game ends when a white demon is over the white egg or when you cannot make a valid move.

You score 1 points per egg on the board, 1 extra point per each egg on its color -1 point per demon on the board.

Check your final score:

60+ points Master of Dragons

50-41 Rookie dragon rider

60-56 Eggceptional!

40-30 Emerging from shadows

55-51 What the Egg!?

30- Light in the shadows