



Knights and Dragons

How many noble knights will you make?
Match and collect as many as you can, but watch out for the dragon as he might scare your knights away!

Contents

- 20 knight top cards • 20 knight bottom cards • 6 awake dragon cards
- 4 sleeping dragon cards • 6 castle scene cards

Setting up the game

Each player picks two knight bottom cards of any colour and places them in front of them.

N.B. Players may choose the same coloured bottom as another player.



The remaining cards are shuffled and placed in a face down pile in the middle of the table.



1 To play

The youngest player starts by taking a card from the top of the face down pile.



If the card is...

1a a knight top card

If you pick up a knight top card and it matches the colour of one of your knight bottom cards, keep the card and place the top and bottom together to make a complete knight.



Play passes to the next player.

If the card is a knight top card and it **does not** match any of your bottom cards, place the card, face up, on the discard pile next to the main draw pile.

Play passes to the next player.



1b a knight bottom card

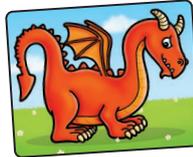
If you pick up a knight bottom card, place the card next to your other cards.



Play passes to the next player.

1d an awake dragon card

Middle of the table!



If you pick up an awake dragon card the dragon **scares one of your knights away!**

If you have at least one complete knight in front of you, place the knight in the middle of the table and the awake dragon card on the discard pile. If you have no complete knights place the awake dragon card on the discard pile.

Play passes to the next player.



N.B. If you have more than one complete knight only one is scared away!



1c a castle scene card

If you pick up a card which is part of the six-part castle scene, place it face up on the table. Play passes to the next player.



Other castle scene cards drawn during the game are added to the scene until the picture is complete, signifying the end of the game.

1e a sleeping dragon card

If you pick up a sleeping dragon card the **scared knights bravely creep back past the dragon!**



If there are any complete knights in the middle of the table, you can add them **all** to your own collection of cards in front of you. Place the sleeping dragon card on the discard pile.

If there are no complete knights to take, place the sleeping dragon card on the discard pile.

Play passes to the next player.



Please Note

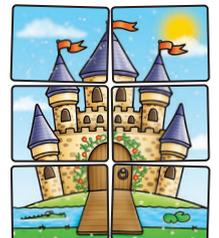
On your turn, you may choose to pick up a card from the face down pile or, if the top card of the discard pile is a knight top card that matches one of the knight bottom cards in front of you, you may take that card and place it with the matching card to create a complete knight.



N.B. Players cannot pick up sleeping or awake dragon cards from the discard pile.

2 The winner!

The winner is the player with the most complete knights when the six-piece castle scene is completed and the game ends.



N.B. If two or more players have the same number of complete knights, the game is a draw.