



THE RAT AND THE DRAGON

You are a matchmaker for Chinese Astrological creatures, responsible for pairing compatible ones, while preventing incompatible ones from meeting. .

Players 1-6

Time 30 minutes

Ages 10+

Components

3 D6 (Two of One Color and One of Another)

1 Scoresheet/Player

1 Pencil/Player

12 Zodiac Cards

Set-Up

- A. Give each player a scoresheet and a pencil
- B. Shuffle the Zodiac Card Deck and place it face down, within reach of all players

Gameplay

The Rat and The Dragon is played over a number of rounds. In each round the following events will occur

1. Roll all three dice.
2. All players then simultaneously select either the sum of the matching colored dice or the value of the other die.

These values correspond to the following Zodiac creatures:

1	Rat (Yang)
2	Rabbit (Yang)
3	Rooster (Yang)
4	Dog (Yang)
5	Snake (Yang)
6	Pig (Yang)
7	Monkey (Ying)
8	Goat (Ying)
9	Tiger (Ying)
10	Horse (Ying)
11	Ox (Ying)
12	Dragon (Ying)

- a. Each player then draws a creature on their grid with the following guidelines:
- b. The number of squares the creature occupies must be equal to the creature's number.
- c. Each square must be adjacent (horizontally or vertically) to another square within that creature (except for the rat).
- d. Even numbered creatures may not be placed adjacent to other even numbered creatures.
- e. Odd numbered creatures may not be placed adjacent to other odd numbered creatures.
- f. If a player can not make a legal move, they are done and may not draw any creatures in subsequent rounds.

Game End

The game ends in 2 ways

(1) If at least one player has made 20 pairs (The number of scoring columns in the score), the game ends at the end of the round.

(2) If no player can make a legal placement

Scoring

Penalties

Add up the total value of unpaired creatures and divide by 2 (rounded up). Subtract these points from the previously calculated total.

Deciding a Winner

The player with the most points wins. If there is a tie, the player with the fewest empty spaces in their grid wins.

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Images are from Game-icons.net

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The solo version is played like the standard version with the following changes

Set up

Scoring

Total up the score as before and then subtract the number of empty squares

If your final total is positive, you win!

Otherwise, you lose!

Example

Jenny has 60 points from her pairs

She has 6 penalty points from unpaired creatures and 5 penalty points from an unplayable creature.

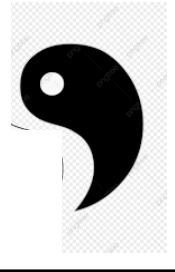
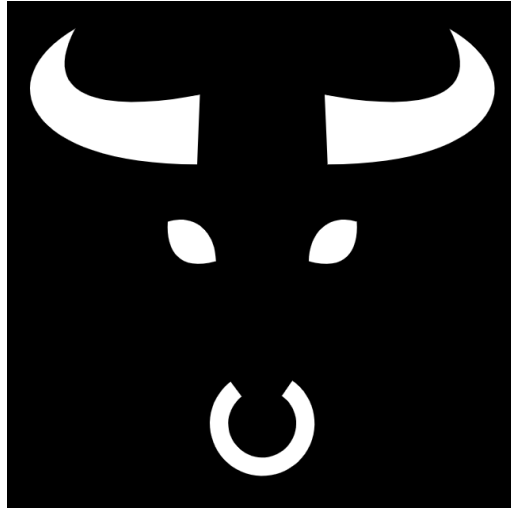
She had 35 empty squares

She has 14 points so she wins!

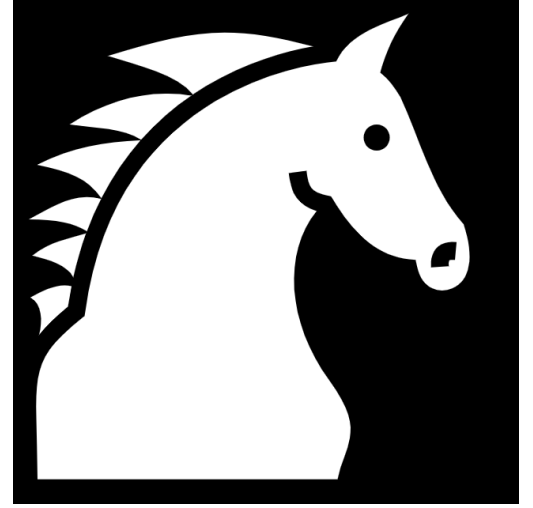
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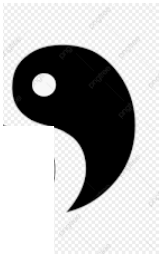
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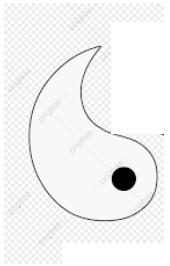
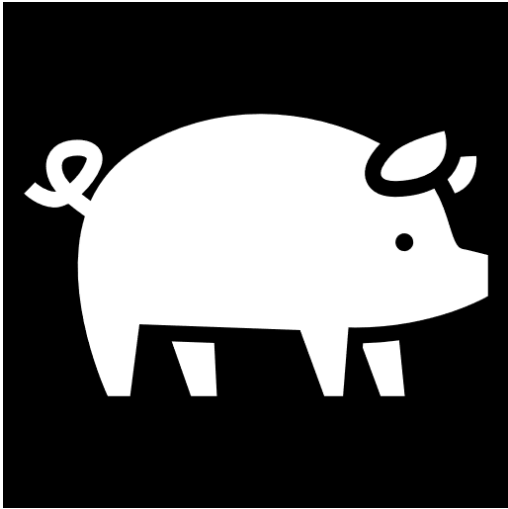
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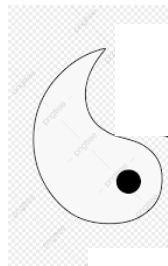
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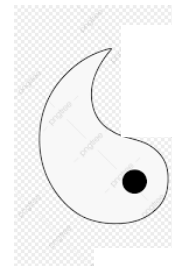
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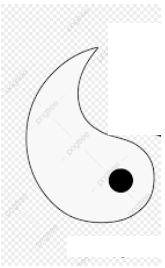
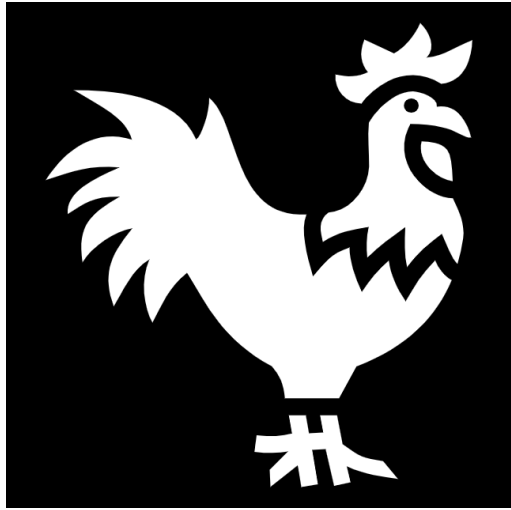
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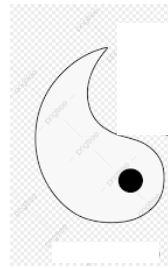
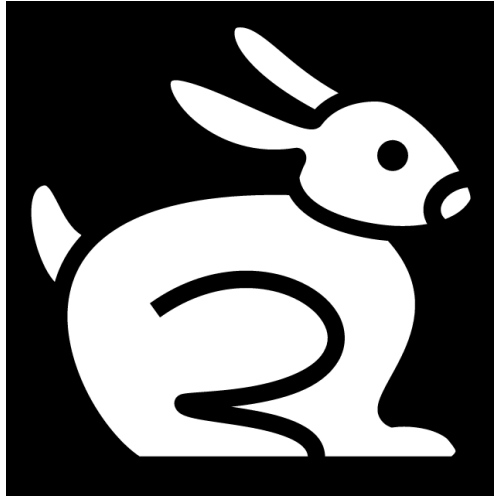
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