Vatrakill

Test Rules

Contents

A board game	1 Tower Piece (Purple)
1 Dragon Piece	1 Tower Piece (blue)
5 Knight Piece (Purple)	1 Tower Piece (Green)
5 Knight Piece (Blue)	1 Tower Piece (yellow)
5 Knight Piece (Green)	2 Towers Pieces (Neutral)
5 Knight Piece (Yellow)	5 Broken Towers Pieces (Neutral)

The mechanics of the game

Abstract game of asymmetrical combinatorial strategy.

The Goal of the Game

The knights must capture the dragon.
The dragon must devour 5 canned knights.

Number of players

This game is played in two versions, a "duel" version and a version for two to five players, from 7-8 years old.

In a "duel" version

1 player for the knights (13 pieces) against 1 player for the dragon.

In two- to five-player versions

1 player for the dragon against a variable number of knight factions (1 faction = 5 knight coins + 1 tower coins)

With two, the player moving the knights will take 2 factions
From three to five, players moving knights will take 1 faction each.
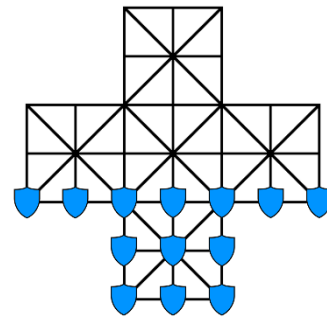
Vatrakill

DUEL

Set-up

Place the tray on.
Take 13 knights coins, 5 rooks coins,
5 Piece Broken Towers and the Dragon.
Arrange the knights as shown in the diagram.
/!\ The direction of the pieces is important,
it determines the possible movements.

The dragon starts from any free square.

How the game works

A game is played in 2 rounds. The knights begin in each of them.

Round 1

Objectives

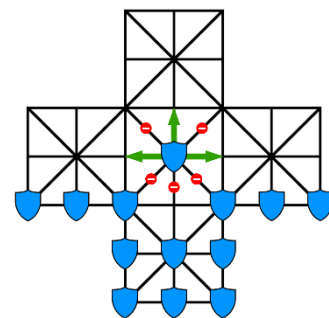The dragon's goal is to make a skewer of 5 knights.

Knights must have a maximum of 5 turns on the board.
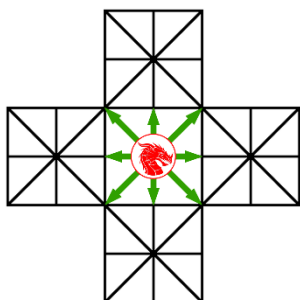
Travel

All moves are made to a free square.

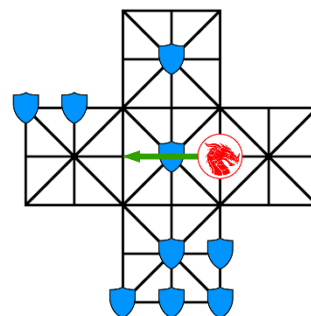Knights move one square, in a straight line,
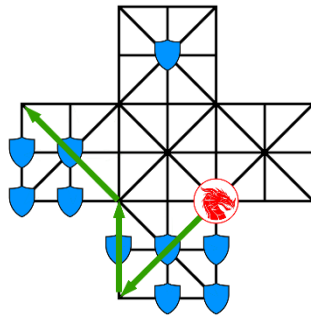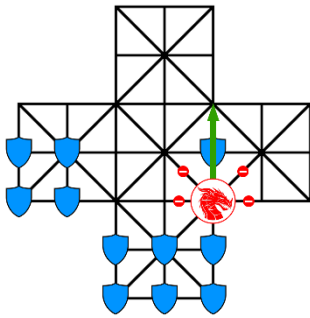forward or sideways.
They can't back down.

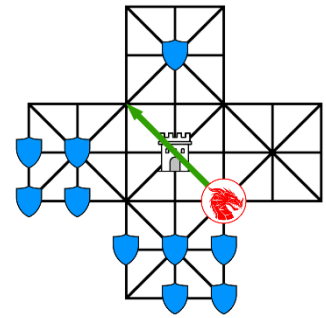The dragon can move one square in any
direction.

The dragon devours the knights by jumping
over them.

If the dragon can devour one or more knights, it is obliged to eat at least one, it can devour several in a single movement.
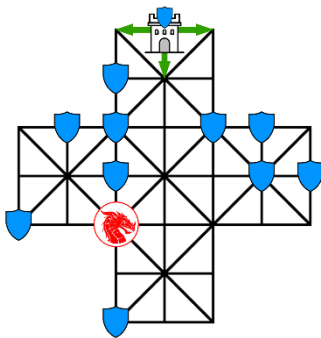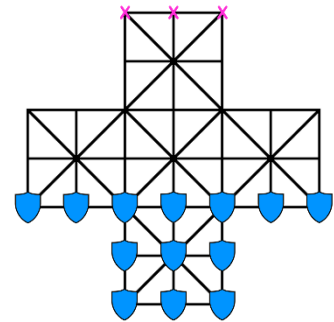
He can't land in a tower, he jumps over it.

The process

To complete their objective, the knights must cross the plateau, without being devoured by the dragon.

When a knight reaches a square **X** , he gets a rook,
The figurine is then placed in a tower.

The set moves in the opposite direction following the rules of the knights' movements to the place chosen by the player on the board.

A tower is placed when the knight emerges from it. It can no longer be moved, and the dragon can no longer destroy it.

The knight can exit the tower, in a straight line, in any direction, but he must return to his starting camp so that he can change direction of travel and return to another turn.
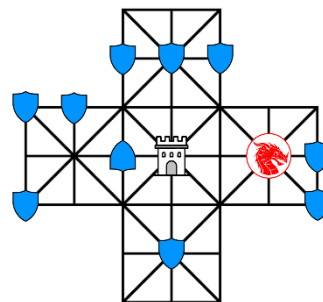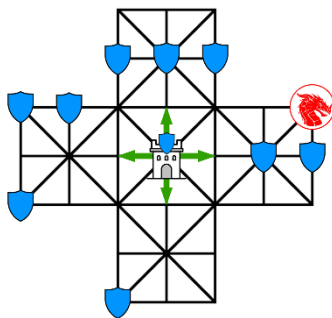
There can only be one turn per square.
Another knight can stop on a set tower without being affected.

The dragon jumps over towers that it considers pawns.

If it is occupied, it devours the knight; if it is moving, it is destroyed.
It is replaced by a broken rook token, the square is no longer accessible to knights.
The dragon can still jump over it.

The End of Round 1

Round 1 ends when the dragon has devoured 5 knights or the knights have attempted to land all 5 towers.
Towers that have not been installed are removed from the board.

Round 2

The knights return to their starting position, if there is a rook the knight stands in the tower.
If there is a broken tower on one of the locations the player loses a knight, the dragon must still devour 5 of them.
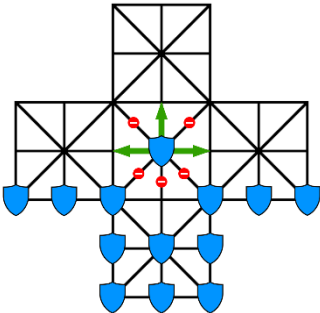
The dragon starts on the free square of its choice.
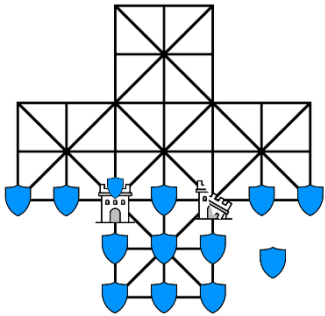
Objectives

The dragon must devour 5 knights without getting trapped.

The goal of the knights is to capture the dragon.

Travel

All moves are made to a free square.

Knights move only one square, in a straight line, forwards or sideways.
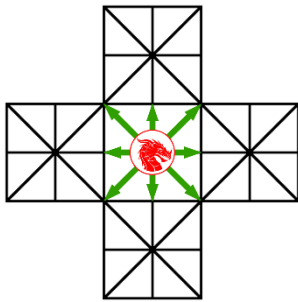They can't back down.

The towers are connected to each other by secret underground passages, allowing a knight in one tower to move to any other unoccupied tower.
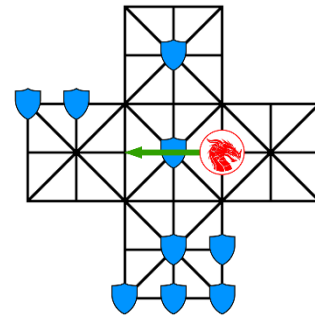Broken towers are lost squares for knights who can't stop there.
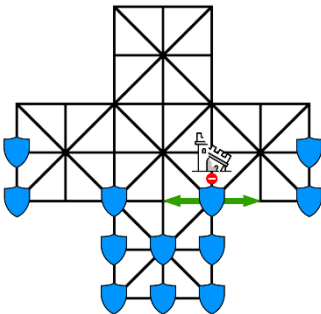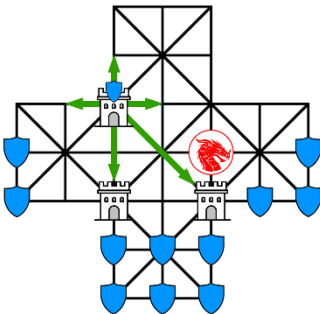
The knight can exit a tower in any direction in a straight line.
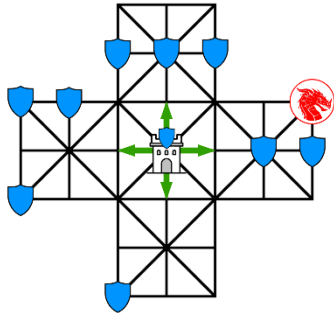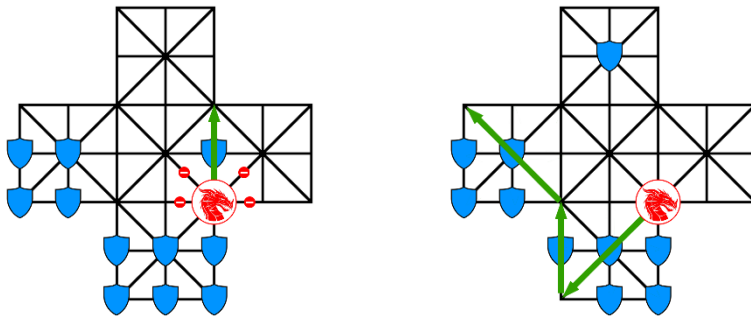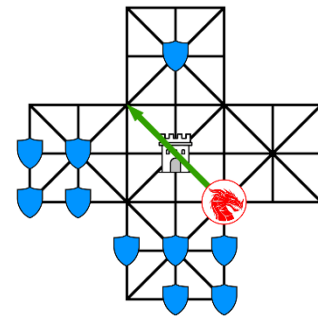
The dragon can move one square in any direction.

The dragon devours the knights by jumping over them.

If the dragon can devour one or more knights, he is obliged to eat at least one, he can devour several in a single movement.

The dragon jumps over towers that it considers pawns.
**He doesn't have to, even if it's busy.**

The process

To defeat the dragon the knights have 2 options, either immobilize it (the player can no longer move his pawn), or capture it between a knight in a tower and another knight (or another knight in a tower)

In the second round, if the dragon jumps over an occupied tower, the knight is not devoured, he is ejected onto the square previously occupied by the dragon. The ejected knight cannot immediately occupy the same tower.
Since the dragon can move diagonally, the knight can be ejected diagonally.
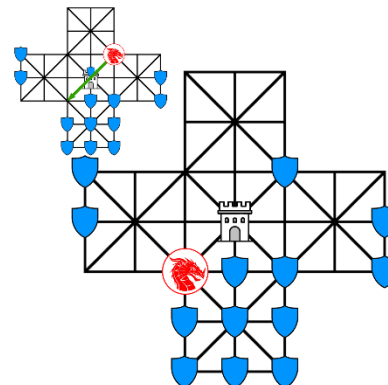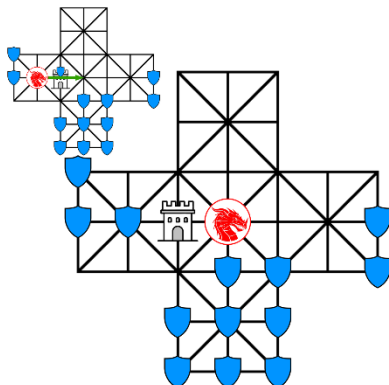
If the dragon puts itself between a knight in a tower and a knight (or another knight in a tower), it is not captured.
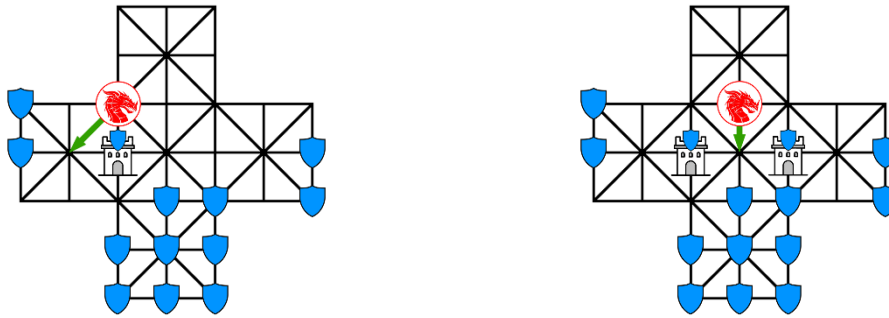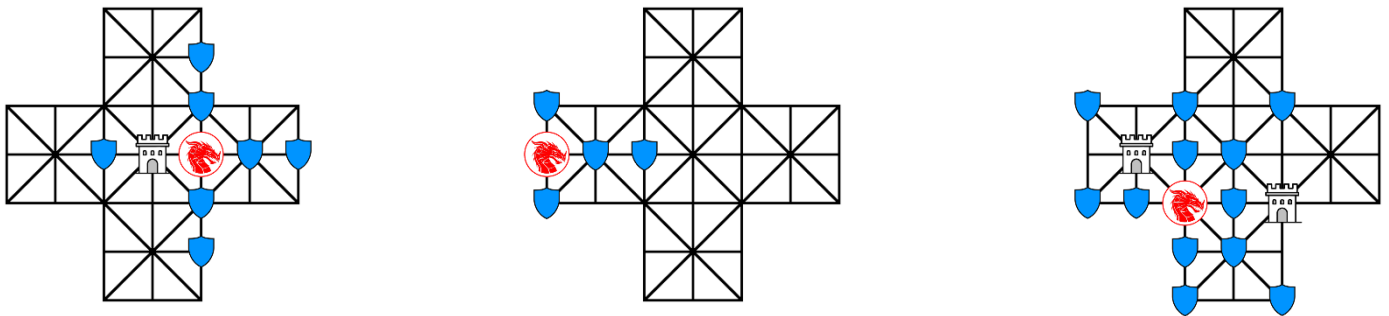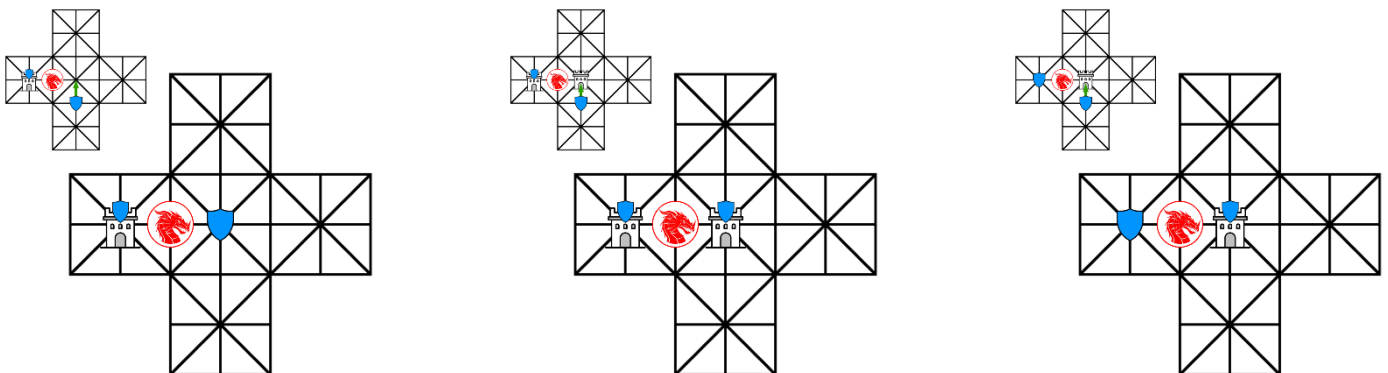

Win Condition

The winner is the one who wins the second round.

→To defeat the dragon, knights must capture it, for this they have the choice:

-Immobilize it (the player can no longer move his pawn)

-Capture it (it must be between a knight in a tower and another knight (or another knight in a tower))

→The dragon must devour a skewer of 5 knights to rout the army.
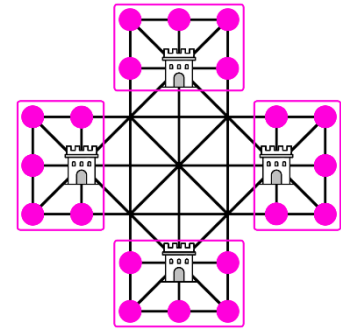
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from 2 to 5 players

Set-up

Place the tray on.

Arrange the knight pawns in the different areas according to the number of players as shown in the diagrams.
**One faction per zone with a tower in the center of the front line.**
A neutral tower is added in unoccupied areas.

/!\ The direction of the pawns is important because it determines the possible moves. When setting up, the front of the pawns is facing the center of the board.

2 to 3 Players
With two or three players, you choose two factions from the blue, green, yellow and purple factions. They are arranged facing each other or side by side. A neutral tower is placed in each of the two unoccupied areas.
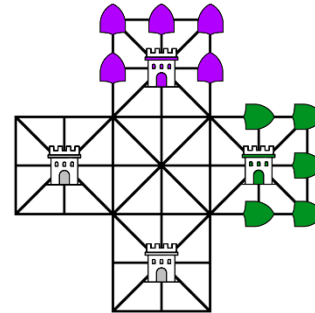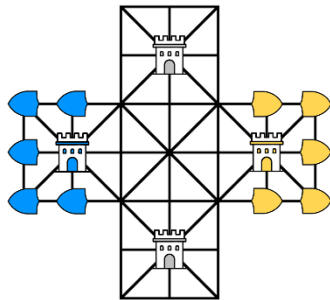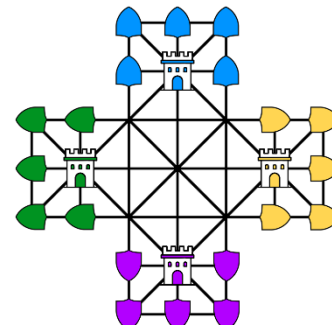
4 Players
The four of you choose three factions from the blue, green, yellow and purple factions, each of which is placed in an area. A neutral tower is placed in the last unoccupied area.
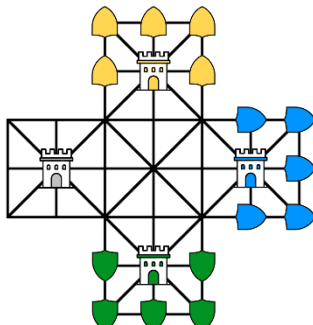
5 Players
Five use the four factions (blue, green, yellow and purple). All four areas are occupied, there is no neutral tower.

The dragon pawn starts from any free square.

How the game works

The game is played in a single round. The first to play is the youngest, then the player to his left...

With two players, each player plays alternately. On their turn, the player playing the knights moves a pawn of **the faction of their choice**, so they can play as many turns as they want on the same faction without moving the other faction's pawns.
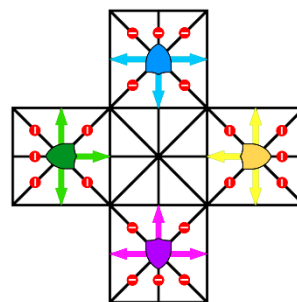
Objectives

The dragon must devour 5 knights without getting trapped.

The goal of the knights is to capture the dragon.

Travel

All moves are made to a free square.

Knights move only one square,
in a straight line, forward or sideways.
They can't back down.

The towers are connected to each other by secret underground passages, allowing a knight in one tower to move to any other unoccupied tower, even that of the other factions.
Knights can exit a tower in any direction in a straight line.
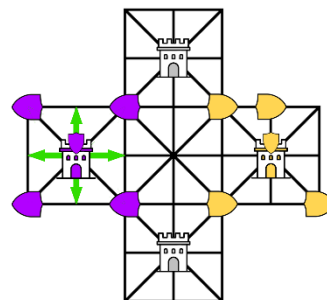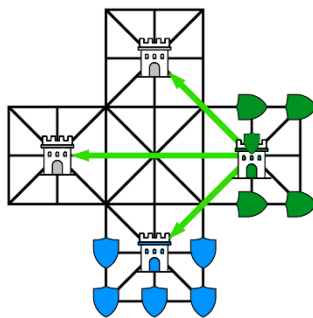
The dragon can move one square in any direction. The dragon jumps over towers that it considers pawns. He doesn't have to do it even if it's busy.
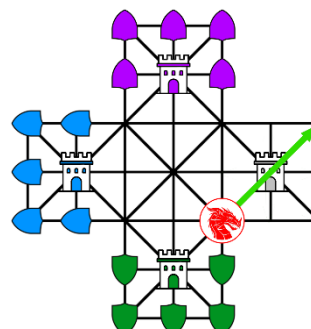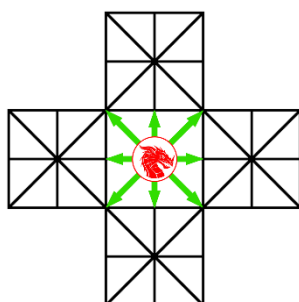
The dragon devours knights by jumping over them, it can devour several of them in a single movement. If the dragon can devour a knight, it is obliged to do so.
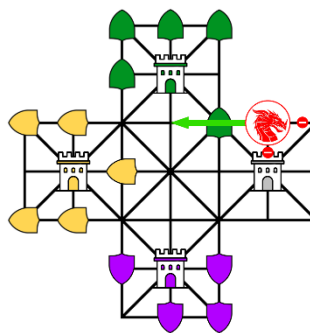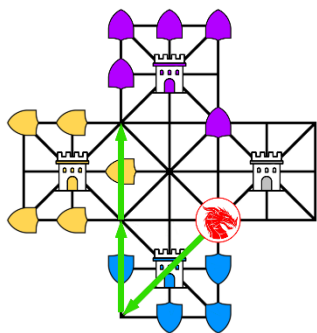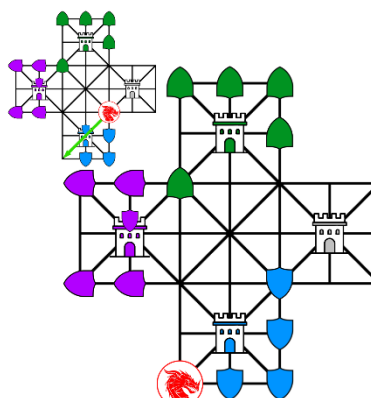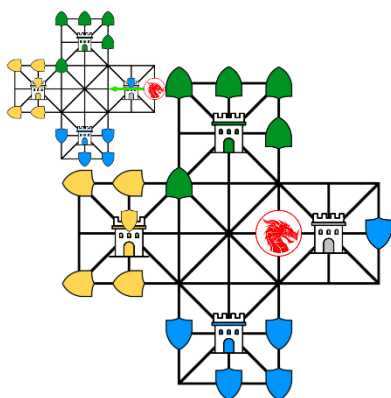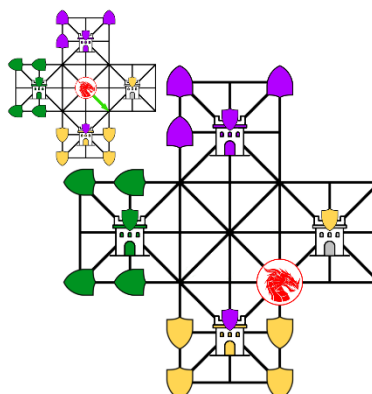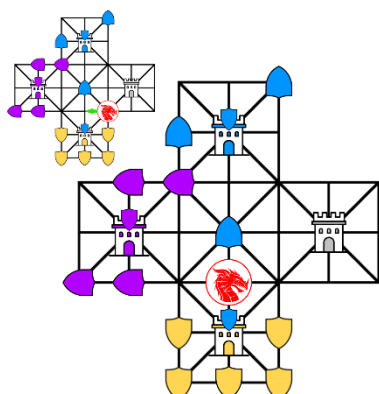
The process

To defeat the dragon the knights have 2 options, either immobilize it (the player can no longer move his pawn), or capture it between a knight in one tower and another knight (or another knight in another tower), the same faction must be represented on both sides of the dragon.

If the dragon jumps over an occupied tower, the knight is not devoured, he is ejected onto the square previously occupied by the dragon. The ejected knight cannot, in turn, immediately occupy the same tower.
**Since the dragon can move diagonally, the knight can be ejected diagonally.**

If the dragon puts itself between a knight in one tower and another knight (or another knight in another tower), it is not captured.
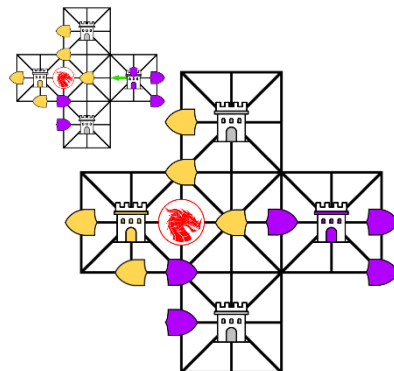
Win Condition

→To defeat the dragon, knights must capture it, for this they have the choice:

-Immobilize it (the player can no longer move his pawn), it is the faction that closes the trap that wins the game.
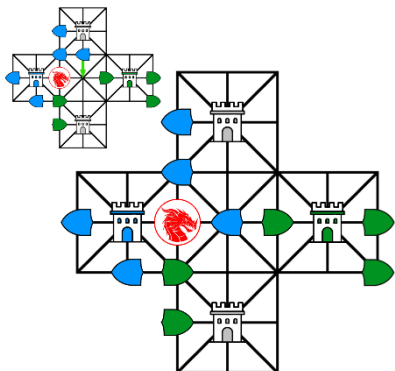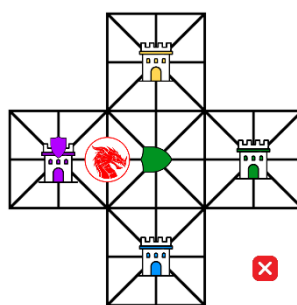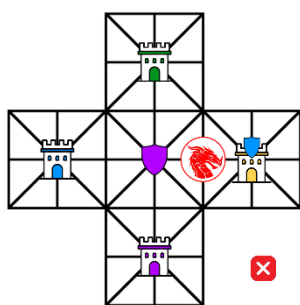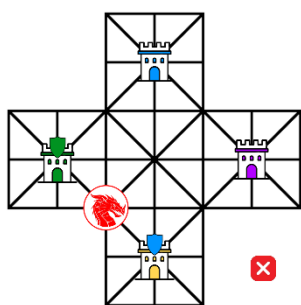

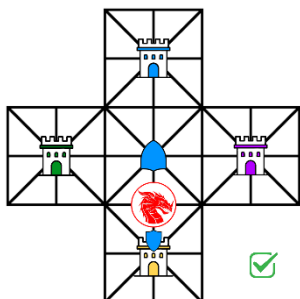Here, it's the blue faction that wins the game.
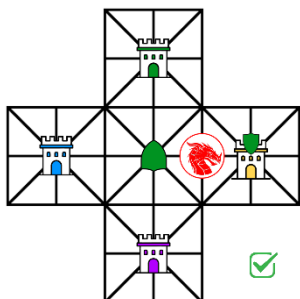

Here, the purple faction wins.

-Capture it (it must be between a knight in a tower and another knight (or another knight in another tower)), there must be a representation (tower or knight) of the same faction on either side of the dragon (a tower and a knight **or** both knights).
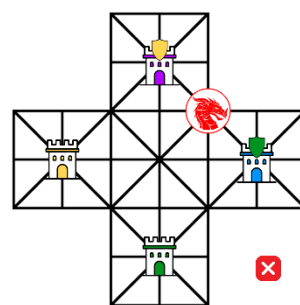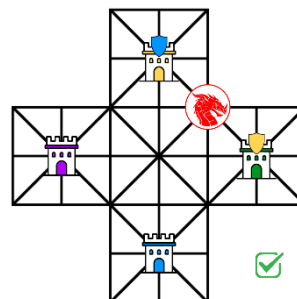

It is the faction represented on each side that wins the game, even if they are not the ones who closed the trap.
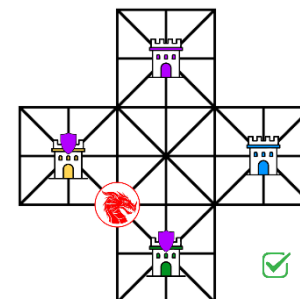

Here, the blue faction wins.
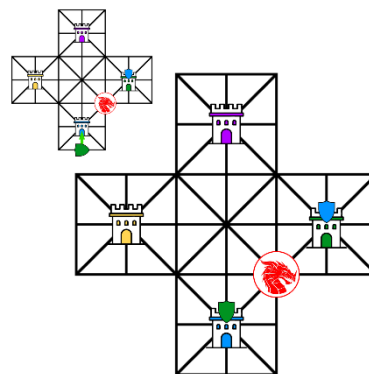
Here, the green faction wins.

Here, the yellow faction wins.

Here, the purple faction wins.

**In the event that two factions are represented
On either side of the dragon it is the faction that
has closed the trap that wins.**

Here, it's the green faction that wins

→**The dragon must devour a skewer of 5 knights from all factions to rout the armies.**