



WYVERN

Wyvern™

The Game of Dragons, Dragon Slayers, and Treasure

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Rules Version 1.7b (September 2017) Based on Rules Version 1.7a (April 1997)

U.S. Games Systems, Inc. - Publisher

Stamford, CT 06902 USA

WYVERN: RULES OF PLAY

THE GAME OF DRAGONS, DRAGON SLAYERS AND TREASURE

NUMBER OF PLAYERS: Two

OBJECT: You win by clearing the six Battle Positions in your opponent's Battlefield. As soon as one player has lost his or her last Battle Position, the game ends.

SCORING: The winner of the game scores 25 points for the win, plus one point for each Gold Piece remaining in his or her Gold Pile, plus one point for each Battle Position still occupied by a Dragon or face down Terrain card. The loser scores points equal to one half of his or her remaining Gold (rounded down). Often, players play a match to 50 or 100 points.

I. THE CARDS



PARTS OF A CARD

1. Card Type

There are four basic types of cards in the game, recognizable by the background color of each card:

Dragon (red), Terrain (green), Treasure (gold), and Action (purple). All purple cards are generally referred to as "Action" cards; however, each Action card belongs to one of the following specific types: Action, Battle Action, Dragon Slayer Action, Reaction, and Battle Reaction.

2. Card Name

3. Artwork

4. Gold Symbols (if any)

On Treasure and Action cards: the number of gold pieces that must be paid order to play the card from your hand.

On Dragon cards: the number of extra gold pieces that must be paid (beyond Base Strength) when turning a Dragon face up for the first time.

On Terrain cards: the number of gold pieces the owner of the Terrain collects when attacked by a Dragon to which it applies.

Note: If a card does not have any Gold Symbols, it does not have a cost unless the Game Text says otherwise.

5. Game Text

Text/Ability of the card.

Dragon Notes: All Dragons have the word "STRENGTH" followed by a number; this number is the Dragon's Base Strength. The text below the Base Strength defines a Dragon's "special abilities." Some special abilities are Actions, some are Battle Actions, and some automatically take effect when their conditions are met.

The words FLYING, SCOUT, SUBTERRANEAN, and SUPER FLYER do not count as special abilities.

6. Mythology (if any)

Italic text on a card has no effect on game play; it is included only for mythological interest.

7. Expansion Symbol (This has no effect on play.)

8. Collector's Number (This has no effect on play.)



II. PREPARE TO PLAY

DECK CONSTRUCTION

A deck consists of all the cards used by one player; each player must have their own deck. Most players build a deck to their liking from their entire collection of cards.

However, Wyvern plays well even with each player using only a Starter deck or 5 or more Booster Packs.

Prior to play separate your deck into two piles: red and green cards in one, purple and gold cards in the other. The red/green pile is your Dragon Lair, containing only Dragons and Terrain. The purple/gold pile is your Treasure Horde, containing only Treasures and all the various types of Action cards.

Dragon Lair and Treasure Horde Minimum Size:

Starter/Sealed Deck games: Your Dragon Lair must contain a minimum of 15 cards, and your Treasure Horde a minimum of 35 cards. Within these minimums, your Dragon Lair and Treasure Horde may contain any of the cards from your Starter deck/Sealed product.

Custom Deck games: Your Dragon Lair must contain a minimum of 20 cards, your Treasure Horde a minimum of 50 cards. Also, two restrictions apply to individual card use:

- a) your Dragon Lair may have only one of each Dragon; four of any specific Terrain.
- b) your Treasure Horde may have no more than four of any specific Treasure or Action card.

Note: In tournament play there may be additional deck building restrictions, available in the Tournament Rules document.

GAME SETUP

Each player does the following:



1. Shuffle your Dragon Lair deck (red/green cards) and place it face down on your left (“DL” on the *Playing Area diagram, page 4*).
2. Shuffle your Treasure Horde deck (purple/gold cards) and place it face down on your right (“TH” on the *Playing Area diagram, page 4*).
3. You may cut your opponent’s decks, and your opponent may cut yours.
4. Draw six cards from your Dragon Lair deck and examine them, without showing them to your opponent.

Arrange them as you wish, face down, in the six Battle Positions of your Battlefield (“B” on the *Playing Area diagram, page 4*).

5. Draw seven cards from your Treasure Horde to make up your starting hand.

After both players have completed their setup, determine who will go first. In the first game of a match, this is determined randomly; in subsequent games, the player who lost the previous game starts.

Each player starts the game with 25 Gold Pieces. Use counters to represent Gold, or keep track of each player’s Gold on a playmat or sheet of paper.



PLAYING AREA

When cards are set up to begin play, and as they are brought into play during the game, each player arranges them as follows:

B = Battle Positions - All Battle Positions contain one face down at the start of the game; cards in these positions may get turned face up during play and may revert to face down.

T = Treasure Positions - All Treasure Positions are empty at the start of the game. When Treasures come into play they are always placed face up (and are never turned face down).

DL = Dragon Lair - Your deck of Dragon and Terrain cards. Whenever you replace a card in your Battlefield the replacement card comes from your Dragon Lair.

DD = Dragon Discard Pile - Dragons and Terrain cards that are no longer in play are placed here face up.

TH = Treasure Horde - Your deck of Treasure and Action cards; always face down. Cards that make up your hand always come from your Treasure Horde.

Td = Treasure Discard Pile - Treasure and Action cards are placed here when they are removed from play face up. Discards from your hand are also placed here.

Gold Mine - Located in the center of the table; used by both players when paying or gaining Gold. Place several gold pieces in the Gold Mine at the start of the game. (A half a dozen will do.)

Gold Pile - Each player's own Gold supply (25 at the start of the game). Players can use coins, beads, etc. Playmats are also available to keep track of this information.

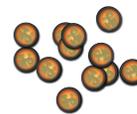
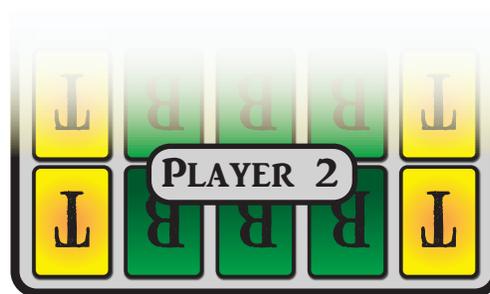
The Battlefield is defined as all Battle (**B**) and Treasure (**T**) positions. A card's position may determine what you are able to do with it during a turn, so it is important to maintain card positioning even as vacancies occur in your Battlefield.

You may look at your own face down Battlefield cards, and at any Discard Pile, whenever you wish. You may not rearrange the order of the cards in the Discard Piles.

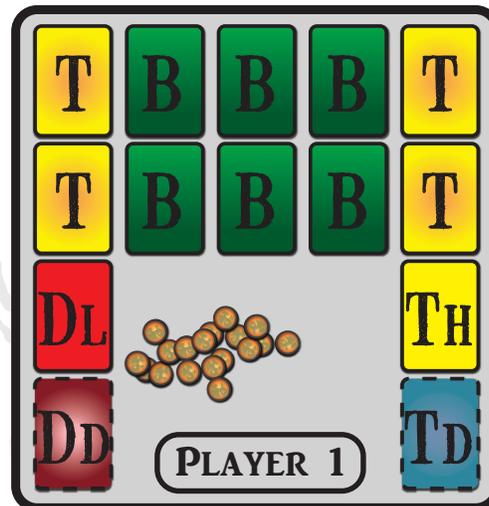
SEQUENCE OF PLAY

Wyvern is played in turn sequence, starting with the first player, and alternating going through the Sequence of Play. On your turn you go through all seven phases, in order. Your opponent may play cards/perform Actions during your Action Phases (4th and 6th). Also, during Phase 5, your opponent is allowed to play cards if a Battle occurs.

- 🌀 Phase 1 - Draw Phase
- 🌀 Phase 2 - Treasure Phase
- 🌀 Phase 3 - Movement Phase
- 🌀 Phase 4 - Action Phase
- 🌀 Phase 5 - Battle Phase
- 🌀 Phase 6 - Second Action Phase
- 🌀 Phase 7 - Discard Phase



GOLD MINE



Players repeat the Sequence of Play until one player has lost their last Battle Position, at which point the game immediately ends and the score is determined.

III. HOW TO PLAY EACH PHASE

PHASE 1 DRAW PHASE

Draw the top card from your Treasure Horde and add it to your hand.

Any card effect that happens during the Draw Phase is performed at this time. If there are multiple effects, you choose the order in which they occur. *e.g. Your opponent has [Black](#) (159) face up, a [Dragon](#) which requires you to lose a Gold Piece during each of your Draw Phases. You may choose to do this before or after any other effects that occur in the Draw Phase, including drawing a card.*

PHASE 2 TREASURE PHASE

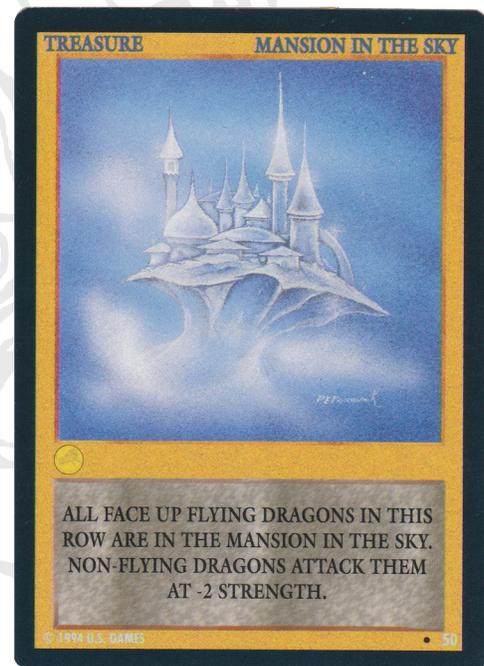
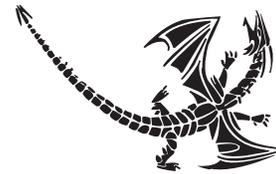
You may play a Treasure card from your hand to your vacant Treasure Position (“T” on the *Playing Area diagram, page 4*). Or, you may discard a Treasure from your Battlefield and replace it with one from your hand. In either case, only one Treasure may be played each turn.

Treasure Placement Restrictions:

1. If a Treasure card has Gold symbols on it, you **must** pay the indicated number of Gold Pieces when you play it.
2. There must be at least one occupied Battle Position in a row for any Treasures to occupy (or be placed in) the Treasure positions of that row. If all Battle Positions in a row become vacant any Treasures in that row are immediately discarded.

Notes on Treasure Use:

1. Some Treasure abilities are Actions, some are Battle Actions, some automatically take effect when their conditions are met.
2. The cost to use a Treasure’s ability has nothing to do with the cost to place it in your Battlefield.
3. Some Treasures will state that they apply only to the cards in the same row as the Treasure; otherwise, they apply to your entire Battlefield. Treasures that refer to “any” or “all” of some type of card apply universally to all players.
4. Treasures that apply only to the player whose battlefield they occupy are cumulative. Treasures that apply to both players are **not** cumulative. *e.g. If you have two copies of [Shipwreck](#) (117) in a row, all Terrain in that row would get a -2 modifier in addition to any on the card. You could use multiple [Treasure Room](#) (119) cards in the same row. Multiple copies of [Mansion in the Sky](#) (50) would not take effect, however. Only one modifier would be applied.*



PHASE 3 MOVEMENT PHASE

You may change the position of any two cards in your Battlefield. Any card in your Battlefield is eligible for movement, be it Dragon, Terrain or Treasure. However, no more than two cards total may be moved.

Movement Restrictions:

1. Dragon and Terrain cards must end the Movement Phase in a Battle Position; Treasures must end the Movement Phase in a Treasure Position.
2. If you move a Dragon that has cards attached to it, the Dragon and all attached cards move together, counting as one move.
3. Cards may move to any other legal position regardless of distance.
4. Cards may move to a vacant position or to an occupied position. If you move a card to a position occupied by another card, that other card must be moved to a vacant position. This would constitute the second of your two moves.
5. If, after movement, all Battle Positions in one of your rows are vacant, any Treasures in that row are discarded. If this happens to your first row, your back row automatically moves up to become your front row.
6. You may move a Dragon or Terrain into a vacant back row, allowing you to restore that row, so you can then use Treasure positions of that row again.

PHASE 4 ACTION PHASE

Starting with the player whose turn it is, and alternating between the players, both players may perform as many Actions as they wish.

Here are the possible Actions:

- 🌀 Play from your hand a card that says “ACTION” in the top left corner.
- 🌀 Use a Treasure ability that is an Action. *e.g. Secret Treasure (118)*
- 🌀 Use a Dragon ability that is an Action. *e.g. Hydra (93)*
- 🌀 Play from your hand a card that says “DRAGON SLAYER ACTION” in the top left corner. (once per turn, only during your own Action Phase)
- 🌀 Play from your hand a card that says “REACTION” in the top left corner.*



If you do not wish to perform an Action when you have the opportunity, say “No Action” or “Pass.” The Action Phase does not end until both players pass in succession.

Note: Battle Action cards are not played at this time; they are used only in Phase 5.

* Reactions may only be played in response to other Actions or Reactions. The Reaction card's Game Text will indicate when that Reaction may be played/performed.

General Restrictions on Actions:

1. If an action card has Gold symbols on it, you **must** pay the indicated number of Gold Pieces when you play it. You must also pay as directed when using a Dragon or Treasure Action.
2. Each Action is completed and takes effect before the next Action is played, unless an Action counters or prohibits a previously played Action. *e.g. You have a Magic Wand (115) in the same row as a face up Wyvern (1). Your opponent plays High Winds (65) which kills all face up flyers. You can't*

save Wyvern by making him a nonflyer with the Magic Wand, he is killed before the Wand can be used.

3. Normally, an Action only lasts as long as it takes to resolve its effect. If an Action has a longer duration, it will say so on the card. Once an Action card has expired, it is discarded to its owner's Treasure Horde Discard Pile.

Action Card Restrictions:

1. An Action card that affects a single Dragon is playable only against a face up Dragon and is played directly on the target Dragon. *e.g.* [Seaweed](#) (73)
2. Action cards that apply generally are simply laid on the table between the two Battlefields. *e.g.* [Heatwave](#) (125)

Treasure Action Restrictions:

1. The Action ability of a Treasure may be used only once per turn. *Exception: Treasure Actions that require Gold payment or discards from hand may be used more than once per turn.* *e.g.* [Secret Treasure](#) (118).
2. A Treasure must be in play in a Treasure position prior to using its Action ability.

Dragon Action Restrictions:

1. The Action ability of a Dragon may be used only once per turn.
2. A Dragon must be face up in order to use its Action ability, unless the card gives specific instructions for its face down use.



Dragon Slayer Action Card Restrictions:

1. A Dragon Slayer is playable only by the player whose turn it is; and it must be played during the First Action Phase. You **cannot** play Dragon Slayers during the Second Action Phase.
2. A Dragon Slayer is playable only against a face up Dragon it can affect. (Players are permitted to play Dragon Slayers against their own Dragons).
3. When a Dragon Slayer card refers to the Strength of a target Dragon, this means current Strength, i.e. Base Strength plus (or minus) any modifiers currently affecting the target Dragon. This includes Strength-modifying Treasures such as [Jewels](#) (54), [Feast](#) (219) and [Growth Spurt](#) (220).
4. The play of a Dragon Slayer does not constitute a battle, so no Battle Actions are playable in response to a Dragon Slayer.
5. Each player may only play one Dragon Slayer on each of their turns.
6. If you play a Dragon Slayer, you must skip your Battle Phase.



Reaction Card Restrictions:

1. A Reaction card is played only in response to your opponent's play of a specific Action. Each Reaction states which Action card(s) or abilities it is playable against.
2. A Reaction must immediately follow the play of the card (or effect) you wish to counter.
3. A card that is countered (canceled) by a Reaction card must still be paid for normally; the card is still considered to be have been played, but has no effect.

PHASE 5 BATTLE PHASE

During your Battle Phase you must choose one of the following options (you may not *voluntarily* skip your Battle Phase):

Either:

Declare and resolve an attack, *or*: Exchange one of your Battle Positions.

*Note: If you played a Dragon Slayer in Phase 4, you **must** skip your Battle Phase (even if the Dragon Slayer was countered).*

DECLARING AN ATTACK

Step 1: Select one Dragon in your Battlefield to make the attack.

If the attacking Dragon is face down and has not yet been paid for, turn it face up and pay Gold equal to the Dragon's Base Strength plus any Gold symbols on its card.

If the attacking Dragon is face down, but has already been paid for, turn it face up no Gold is paid.

Likewise, if the attacking Dragon is already face up no Gold is paid.

Terrain cards never attack; they remain face down in your Battlefield until attacked or exchanged.

Step 2: Select one card in your opponent's Battlefield as the target of your attack.

You may attack any card in your opponent's Battlefield that the attacking Dragon is able to reach.

Any Dragon can attack from your own front row and reach any card in your opponent's front row. Flying Dragons may "fly" over one row to reach their target. Thus a flyer in your front row could reach any card in your opponent's Battlefield; a flyer in your back row could reach any card in your opponent's front row. Super Flyer Dragons can attack from any position and reach any opposing position. Subterranean Dragons can only attack one row away unless there is some other card in play that allows them to attack at greater range, e.g. *Subterranean Tunnels* (211).

If the attacked card is a face down Dragon that has not yet been paid for, your opponent turns it face up and must pay for it, if able (Base Strength plus Gold symbols). If the defending Dragon has already been paid for, it is turned face up no Gold is paid. Likewise, if the defending Dragon is already face up no Gold is paid.

If the attacked card is Terrain, it is turned face up.

At this point there is one attacking and one defending card, both face up. It is possible to involve more than one Dragon during a battle, but not when the attack is first declared. See the section on Multi-Dragon Battles (page 11).

Step 3: Resolve the attack:

If the attacked card is Terrain, follow the procedure under "Dragon vs. Terrain (below)"

If the attacked card is a Dragon, follow the procedure under "Dragon vs. Dragon (page 9)"

DRAGON vs. TERRAIN

If the attacking Dragon is a Scout:

The Terrain is eliminated; it is immediately discarded to its owner's Dragon Lair Discard pile and has no effect on the Scout. The Terrain card is not replaced. A Scout **always** eliminates a Terrain card regardless of what the Terrain card says. The Scout returns to its Battle Position, face up. No Battle Action cards may be played. This ends the attack; the Battle Phase is over.



If the attacking Dragon is not a Scout:

Read the Terrain card to make sure it applies to the attacking Dragon. Some Terrain is conditional, applying only to Dragons within a certain Strength range, or to those that are Flying or Subterranean. e.g. **Frozen Lake** (35) only applies to Dragons whose current Strength is 4 or more.

If the Terrain does not apply:

The Terrain is eliminated (just as if it was attacked by a Scout) and discarded to its owner's Dragon Lair Discard Pile. The Terrain card is not replaced. The Dragon returns to its Battle Position, face up. No Battle Actions may be played. This ends the attack; the Battle Phase is over.

If the Terrain does apply, follow these three steps (unless the Terrain card specifies otherwise) :

1. Read the Terrain card to see how the Dragon is affected. If the Dragon is killed by the Terrain, both the Dragon and the Terrain card are discarded. Otherwise, the Terrain card attaches to the Dragon as it returns to its Battle position, face up.
2. The owner of the Terrain card gains Gold Pieces equal to the Gold symbols on the Terrain card,
3. The owner of the Terrain card replaces the Terrain card with the top card from his or her Dragon Lair. The new card is placed face down. This occurs even if the Terrain was the last card in the Terrain owner's Battlefield the temporary vacancy does not constitute a lost Battle Position.

This ends the attack; the Battle Phase is over.

Note: Dragon vs. Terrain does not constitute a battle, and no Battle Actions may be played.

DRAGON vs. DRAGON

A Battle occurs when both the attacking and the attacked cards are Dragons. Battles are resolved as follows:



Step 1: Determine each Dragon's initial Strength:

In most cases, you will start with the Dragon's Base Strength and apply any Strength modifiers from Treasure, Terrain and Action cards currently affecting the Dragon.

However, some Dragons are assigned a specific Strength to use in battle when the conditions stated on the Dragon's card are met. In this case, the Dragon uses its Assigned Strength instead of its Base Strength during that battle. e.g. **Scylla** (23) says: "Strength: 4, Defends at 5 Strength from face down and attacks at 3 Strength from face up." If Scylla was face down just before she attacked, she would use the Assigned Strength of 5 (instead of her Base Strength of 4) as her initial Strength for the battle; if face up when attacking, she would use an Assigned Strength of 3. If neither of these situations apply to the current battle, Scylla uses her Base Strength (4).

Dragons must be turned face up in order to resolve an attack, however, they are considered to be attacking or defending "from face down" if they were face down at the beginning of the current Battle Phase (just before the attack was declared).

Compare the two Dragons' initial Strengths; the Dragon with the higher current Strength is ahead in the battle; if tied, the attacker is ahead.

Step 2: Battle Actions

Each player may now play as many Battle Actions as they desire. Start with the player who is behind (lower Strength, or tied if defending) at the beginning of the battle, and alternate between the players. Recalculate Strengths after each Battle Action is played.

Note: In practice, the player who is currently behind in the battle normally plays the next Battle Action. Strictly speaking, however, your opponent must be allowed the opportunity to play a Battle Action each time you play one, even if you are still behind in the battle.

Battle Actions are performed by one of the following methods:

- 🌀 Play from your hand a card that says “BATTLE ACTION” in the top left corner.
- 🌀 Play from your hand a card that says “BATTLE REACTION” in the top left corner. *(This may only be done in response to an opponent’s Battle Action.)*
- 🌀 Use a Treasure ability that is a Battle Action. e.g. *Silver Chalice* (113)
- 🌀 Use a Dragon ability that is a Battle Action. e.g. *Ea* (150), *Cynoprosopi* (28)



If you do not wish to perform a Battle Action when you have the opportunity, say “No Action” or “Pass.” The battle does not end until both players pass in succession.

General Battle Action Restrictions:

1. If a Battle Action card has Gold symbols on it, you **must** pay the indicated number of Gold Pieces when you play it. You must also pay as directed when using a Dragon or Treasure Battle Action.
2. Every Battle Action is completed and takes effect before the next Battle Action is played, unless a Battle Action counters or prohibits a previously played Battle Action. e.g. *Frost Breathing* (67) does not allow the use of *Firebreathing* (61): it cancels any *Firebreathing* played so far and prevents any more from being played.
3. Normally, Battle Actions only last until the end of the current battle. If a Battle Action has a longer duration, it will say so on the card. Battle Actions with permanent effects remain with the affected Dragon.

Battle Action Card Restrictions:

1. A Battle Action that applies to a single Dragon is played directly on the target Dragon. e.g. *Fireball* (76), *Firebolt* (77), *Golden Apple* (82)
2. If a Battle Action affects (or could affect) more than one Dragon it is played between the Battlefields. e.g. *Hailstorm* (63)

Treasure Battle Action Restrictions:

1. The Battle Action ability of a Treasure may be used only once per battle. Exception: Treasure Battle Actions that require Gold payment or discards from the hand may be used more than once per battle. e.g. *Magic Shield* (120), *Aaron’s Rod* (171), *Silver Chalice* (113)
2. A Treasure must occupy a Treasure position prior to using its Battle Action ability.

Dragon Battle Action Restrictions:

1. The Battle Action ability of a Dragon may be used once per battle. Exception: Dragon Battle Actions that require Gold payment or discards from the hand may be used more than once per battle. e.g. *Ea* (150)
2. A Dragon must be face up in order to use its Battle Action ability, unless the card gives specific instructions for its face down use. Exception: Dragons that give Help may do so from face down. e.g. *Indra* (154)



Battle Reaction Card Restrictions:

1. A Battle Reaction card is played only in response to your opponent's play of a specific Battle Action. Each Battle Reaction states which card(s) or abilities it is playable against.
2. A Battle Reaction must immediately follow the play of the card you wish to counter.
3. A card that is countered by a Battle Reaction card must be paid for normally; it is considered to have been played, but has no effect.

Step 3: Ending the Battle

After all Battle Actions have been played the side with the lower current Strength loses the battle. Attacker wins all ties, unless otherwise noted. A Dragon that loses a battle is killed (discarded to its owner's Dragon Lair Discard Pile), and not replaced. The winning Dragon survives and returns to its Battle Position, face up.

All Battle Actions used in the battle are discarded to their owner's Treasure Horde Discard Pile.

Exception: Battle Actions with permanent effects remain with the affected Dragon, e.g. [Poison Breathing](#) (69)

Step 4: After Battle Effects

All card effects that depend on winning or losing a battle occur at this time. If there is more than one such effect, they are resolved in the following order:

- 1) attacker's Battle Actions, 2) defender's Battle Actions, 3) attacker's Treasure effects, 4) defender's Treasure effects, 5) attacker's Dragon abilities, 6) defender's Dragon abilities.

If a player has more than one effect to resolve in the same category, he or she may choose the order in which they occur.



Kill vs. Lose:

Some cards refer to "losing a battle" and others say "killed in a battle." A Dragon is killed in battle if it is removed from play and placed in a discard pile after losing a battle. Normally losing a battle kills a dragon, but it is possible to lose a battle and not be killed. e.g. [Fountain of Youth](#) (112), [Golden Apple](#) (82), [Lindwurm](#) (3).



Row Changes:

If the last Dragon or Terrain in a row is eliminated any Treasure cards in that row are discarded. If this happens to your front row, your back row automatically becomes your front row. This ends the Battle Phase. Only one attack may be made each turn unless the play of card or a Dragon's ability, allows more than one attack. e.g. [Hero](#) (68), [Draco](#) (29)

MULTI-DRAGON BATTLES (HELP)

When a battle begins, there is one Dragon attacking and one Dragon defending. To have more than one Dragon fight for you in a battle, use one of the following Battle Actions:

1. Play a Battle Action card that allows you to get Help. e.g. [Help](#) (66), [Battle Chaos](#) (133)
2. Use a Treasure Battle Action that allows you to get Help. e.g. [Magic Potion](#) (114)
3. Use a Dragon Battle Action to get or give Help. e.g. [Cynoprosopi](#) (28), [Indra](#) (154)

Note: Help from "one card away" may come from any direction, even diagonally.



Multi-Dragon Battle Restrictions:

1. Each Helping Dragon adds its current Strength to its side of the battle.
2. A Dragon may be used to Help in an attack even if it would have been out of range to make the initial attack.
3. All Dragons fighting on the losing side of a battle are killed.
4. When a face down Dragon Helps in a battle, it is turned face up and must be paid for if turned face up for the first time.
5. Any Dragon or Treasure ability that refers to attacking, defending, winning or losing applies to Dragons that Help, as well as the Dragons that started the battle.
6. If you have more than one Dragon in a battle, and you play a Battle Action that applies to only one Dragon, you decide which one it affects. *e.g. If you lose a battle in which three of your Dragons fought, and you play a [Golden Apple](#) (82), you decide which of your Dragons receives the Golden Apple.*



EXCHANGING INSTEAD OF ATTACKING

If you do not attack in your Battle Phase, either because you are unable (i.e. you have only Terrain in your Battlefield, or Dragons you can't afford) or you simply do not wish to attack, then you must discard one Dragon or face down Terrain card in your Battlefield and replace it with the top card of your Dragon Lair (the new card is placed face down). This is called "Exchanging" a position.

The card you discard may be face up or face down. If you discard a Dragon with attached cards, the attached cards are returned to their owner and discarded.

Gold is neither paid nor collected when you exchange a position.

PHASE 6 SECOND ACTION PHASE

The Second Action Phase is identical to Phase 4, except that no Dragon Slayer Action cards are playable during this phase.

PHASE 7 DISCARD PHASE

If you have more than seven cards in your hand at this time, select and discard enough cards to bring the number of cards in your hand down to seven.

Note: You are allowed to hold more than seven cards in your hand during your turn and during your opponent's turn; do not discard down to seven cards until the Discard Phase of your own turn.

IV. GENERAL RULES

GOLD

The unit of currency in *Wyvern* is the Gold Piece; each player starts the game with 25.

Payments of Gold are made for the following reasons:

1. When an Action card (of any type) is played, whoever played the card pays Gold Pieces equal to the Gold symbols on the card.
2. When a Treasure card is played during Phase 2, whoever played the Treasure pays Gold Pieces equal to the Gold symbols on the card
3. When a Dragon is turned face up for the first time, the Dragon's owner pays Gold Pieces equal to



the Dragon's Base Strength plus any Gold symbols.

4. When a card in play directs a payment (or loss). e.g. *Gold Shortage* (227), *Gold Thief* (225)

Gold payments (or losses) are performed by transferring the proper number of Gold Pieces from the Gold Pile of the paying player to the Gold Mine.

A player collects gold from the Gold Mine for the following reasons:

1. If a Terrain card applies to a Dragon that attacks it, its owner collects a number of Gold Pieces equal to the Gold symbols on the Terrain card (and replaces the Terrain card).
2. When a card in play directs that the player(s) collect (or gain) Gold. e.g. *Gold Find* (228), *Sito* (167), *Gold* (57)

Gold collections (or gains) are performed by transferring the proper number of Gold Pieces from the Gold Mine to the Gold Pile of the collecting (or gaining) player.



RUNNING OUT OF GOLD

If you deplete your Gold Pile, you cannot play any Action or Treasure cards that require Gold payment.

Also, you will not be able to pay for any Dragons that are turned face up for the first time. During your Battle Phase, if all you have are face down Dragons that you can't pay for, then you must exchange a card in your Battlefield (see rules on Exchanging, Phase 5).

If one of your face down Dragons is attacked and you do not have enough Gold to pay for it, the Dragon is immediately discarded and you have lost that Battle Position. You must pay as much Gold as you are able to before the Dragon is discarded. When this occurs:

- a) it counts as winning a battle for the attacking Dragon, however, no Battle Actions are playable.
- b) the discarded Dragon is not replaced.
- c) the attacking Dragon returns to its Position, face up. (This ends the attack, the Battle Phase is over.)

e.g. *You have three Gold Pieces remaining and your face down Wyvern (1) is attacked (Strength 4). Wyvern is discarded and you lose the rest of your Gold.*

When you are out of Gold, cards that require you to pay (or lose) Gold have no effect. e.g. *Gold Thief* (225), *Stream* (196), *Sacrifice* (70) -- *you can't lose Gold if you don't have any.*

RUNNING OUT OF CARDS

Treasure Horde: If you deplete your Treasure Horde there is no penalty you are just unable to draw any more cards to your hand.

Dragon Lair: If you deplete your Dragon Lair there is no penalty unless you need to replace a Battle Position for any reason (i.e. exchanging in lieu of attacking, or replacing Terrain that has attached to an opposing Dragon). Since you have no more cards in your Dragon Lair, you would be unable to replace the vacant position and you would lose a Battle Position. If this causes you to lose your last remaining Battle Position you lose the game.





FACE UP & FACE DOWN CARDS

A face down Dragon is turned face up only if:

- you declare an attack with it,
- it is the target of an attack,
- it enters a battle via Help,
- it is directed to (or permitted to) by the play of a card. *e.g. Tsunami (64)*



A face up Dragon is turned face down only if directed to by the play of a card or by a Dragon or Treasure ability. *e.g. Avalanche (80), Cauldron (111), Echidna (17)*

Terrain cards remain face down in your Battlefield until attacked or exchanged.

Dragons are paid for only the first time they are turned face up. When a Dragon gets turned face down, make a note that you have already paid for it (as a reminder not to pay again the next time it turns face up).

REMOVAL FROM THE GAME

Any cards that are “removed from the game” are taken out of play and put aside. They are not put into your discard piles and may not return to the game by any means.

STRENGTH LESS THAN ZERO

Due to Strength Modifiers (from Terrain attached to a Dragon and from other cards in play), a Dragon's current Strength could fall below zero. Having a current Strength less than zero does not kill a Dragon.

STRENGTH MODIFIER COUNTERS

If a Dragon receives a Strength modifier that can't be shown by an attached card, use any sort of counter on the Dragon to indicate these Strength changes (or note them on a scrap of paper). *e.g. Hydra (93), Giant (148), Vampire (137), Quicksand (46)*

ATTACHED CARDS

If a Dragon's ability (such as Flying or Scout) is changed so that an attached card no longer applies to it, the Dragon may ignore the effects of the attached card as long as the ability change is in effect. The attached card is not removed, however.

Example: Wyvern (1) attacks the Terrain Vines (32), which affects only Flyers. Later, Wyvern is made a nonflyer with the Magic Wand (115); the Vines no longer apply to Wyvern, so Wyvern may ignore them as long as he is a nonflyer. Since the effect of the Wand only lasts until the end of the turn, Wyvern would again be affected by the Vines when he regains his flying ability.

If two cards attached to a Dragon directly contradict each other, the last card attached takes precedence. However, neither card is removed from the Dragon.

Examples:

1. *Cave (41) requires that a Dragon attack only face down cards, and Underwater Cave (110) requires it to attack only face up cards.*
2. *Martha of Bethany (185) makes a Dragon immune to Dragon Slayers, and Hercules (190) removes this immunity.*

In both examples, the last card attached to the Dragon takes precedence.

NATIVE TERRAIN

A Dragon with the special ability “Native Terrain: [type]” has the following abilities:

1. Eliminates [type] Terrain cards as if it were a Scout.
2. Gets a +1 strength modifier while in battle for each [type] Terrain card in your discard pile.
3. Gets a +1 strength modifier while in battle for each [type] Terrain card attached to opposing Dragons in that battle.

If the Dragon has “x 2” listed after Native Terrain then the strength modifiers described above are doubled. A Terrain is considered to be of a [type] if the name of the card contains that word. Example: *Forest Fire* and *Poison Forest* would both count as a Forest. Also, some Terrain cards specifically state that they count as a specific type of Terrain.

CHAMELEON REACTION



Any Terrain with the words “Chameleon Reaction” has the ability to change into a Dragon when it is attacked. This may only be done as the card is being turned face up for the first time; the owner declares and pays for the conversion at this time. A Scout does not eliminate Terrain that is changed to a Dragon, but will eliminate it normally if the change is not made. Once the Terrain has been changed to a Dragon it will remain a Dragon for the rest of the game, even if turned face down. If the card ends up in the discard pile it is considered Terrain. Note: You may not use a Chameleon Reaction in response to a Dragon Slayer Action.



CARD CONFLICTS

When two or more cards contradict each other it is important to fully read all cards involved. Often an apparent conflict can be resolved by careful interpretation of the cards. Look for key phrases such as “if possible.” If an action is not possible it would have no effect unless the card gives explicit instructions to the contrary. Also, any card whose effect prohibits the effect of another card takes precedence over the prohibited card.

Example: The Great [Library of Ninevah](#) (214) says: “You cannot be forced to discard from your hand” effectively preventing cards such as [Earthquake](#) (81) and [Strangle Hold](#) (79) from affecting the owner of the Library.

If you do encounter a combination of cards that result in a conflict which you are unable to resolve, try to decide on a temporary ruling based on common sense and the spirit of the game. Then, once your game is finished, check the forums on BoardGameGeek.com for an answer.



EXAMPLE OF A BATTLE

In a battle between [Wyvern](#) (1, Strength: 4), and [Celestial](#) (95, Strength: 5), there are no Treasure cards affecting their Strengths, so Wyvern is behind. Wyvern is the attacker, so if he can get to Strength 5 he could win this battle. His owner plays [Firebreathing](#) (61) to raise Wyvern’s Strength to 5.

Now Celestial is behind, so his owner plays [Frost Breathing](#) (67), which does not allow any Firebreathing in this battle. This returns Celestial to the lead, 5 to 4.

The Wyvern owner then pays one Gold Piece to play the [Magnetic Field](#) (128), which is a Reaction card that can be played during a battle. This cancels the Frost Breathing, and Wyvern now leads again 5 to 5, as the attacker.

Celestial’s owner now pays two Gold Pieces and plays [Medea’s Spell](#) (75), which changes Wyvern’s Base Strength to zero for the rest of the battle.

Celestial now leads 5 to 1, so Wyvern’s owner pays three Gold Pieces to play the [Poison Chalice](#) (78) which makes the side with the lower Current Strength win the battle.

No further Battle Action cards are played, so Wyvern has won and Celestial is discarded.

