

# Basic Rules

## How to Play

The players need to find enough food for their Den before Winter sets in. The amount of food points the players need collectively is equal to their Den size. Players should always play creatures of the same kind.



The circled box is a creature's Den size number

Food is found by acquiring Favorable Food cards through matching them. Matches occur when three matching cards are found. The cards will be described more in the Creature Card section.

To start, players lay out a certain number of cards equal to:

- 1 Player = 18 Cards (6 sets of 3)
- 2+ Players = 18 Cards + the number of players

## Turns and Rounds

The eldest Bixi player begins the game. Following this player, the second oldest player should go, then the third, and so on until the youngest child plays. Then, the player cycle restarts. Player organization should always follow the players' ages, even in the case of twins.

Guardians can choose when they wish to take their turns, but this should be done at the beginning of the game and should not change from round to round.

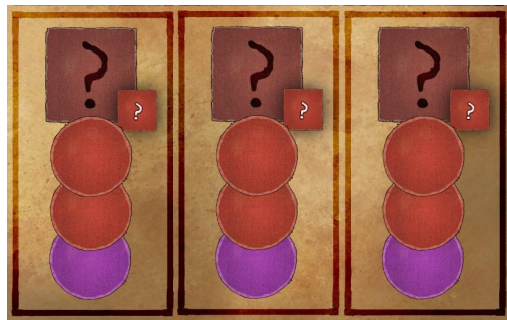
A Round is complete when all players have taken their turns.

A Turn is each player's opportunity to play. On each player's turn, a player can:

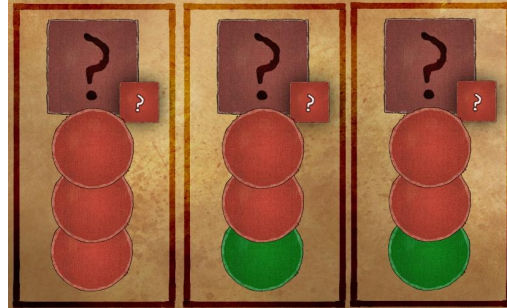
- Flip over three cards.
- At the end of a player's turn, they either flip the cards they revealed back over, if a match wasn't made, or they remove a match from play.

## Scent Patterns

Scent Patterns are the three overlapping dot patterns on each Creature Card. Cards are matched according to the Scent Patterns.



Match



Not a Match

## Seasons

The game always starts in Fall.

- The players have 10 rounds to have a Den Food Point total greater than 0 before Winter sets in.
- If the Den Food Point total is 0 or lower by the end of the 10 rounds, the player's Den is disbanded.
- If the Den Food Point total is between 1 and the player creature's Den size number when Winter sets in, the game continues through Winter which is 8 rounds.
- Before starting round 1 of Winter, the remaining cards in play are reshuffled. **Do not put discovered Mystery or Known Creature Cards back into play.**

# Den

Everything players do is for their Den. Even when players are playing separately (which will occur until all the players have gained certain unlockables together through other Grey Tavern games), they all bring food back to the same Den.

## Den Food Points

Food Points are necessary for a Hunt objective. Food Points determine when a Hunt has succeeded and when it hasn't. Food Points increase or decrease according to what Creature Cards are revealed. Refer to the Creature Card descriptions below to see how each one affects Food Points.



Point Box

A Den's Food Point total can go below 0 and the deficit must be made up to reach the Food Point total needed to win the game.

# Stun

When a player is stunned, they do not take their turn in the next round.

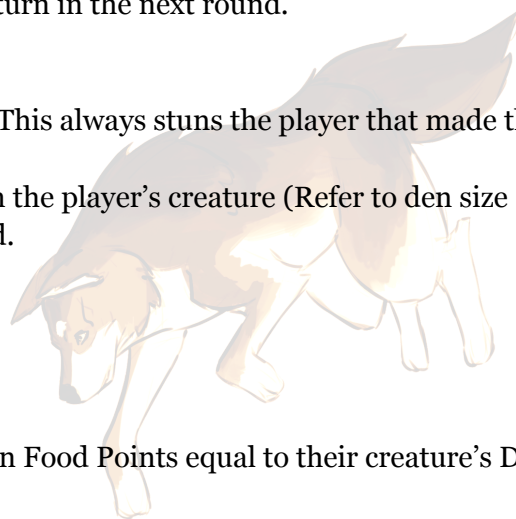
Stuns occur when:

- Competitor Creature Cards are matched. This always stuns the player that made the match.
- If a creature is matched that is larger than the player's creature (Refer to den size number), that player's creature is stunned.

# Win

Players win:

- When they have acquired a number of Den Food Points equal to their creature's Den size



## **Lose**

Players lose:

- When their Food Point total is below 0 at the end of Fall's tenth round
- When they have not reached their Food Point objective by the end of Winter

## **Global Grey Tavern Rule**

Due to the structure of Grey Tavern games, Guardians and/or Bixis should NEVER change game rules to make things easier or harder for players unless areas of adjustment are specifically mentioned in a game's rules.

Grey Tavern games not only provide educational material through their games that would be dampened if rules are changed, but would also be unfair to other players. Many, if not all, Grey Tavern games, provide opportunities for unlockable items, creatures, abilities, etc to be shared and be cross-compatible. If rules are made easier or harder, this robs ultimately from each player's achievements and ability to achieve in comparison to other players in the local area.