

The player may then choose to lay down a set or run of 3 or more cards (a meld), face up on the table in front of them and score the points for these cards. A 'set' is three or more cards of the same number, for example 2-2-2 or 5-5-5-5. These can be of any suits. A 'run' is three or more cards *in the same suit* of consecutive numbers in order, for example 2-3-4 of Unicorns or 5-6-7-8 of Kelpies. A Dragon (Wild) can be used to represent any other card, any suit or number; but only one Dragon can be laid in any one meld.

Once a player has at least one meld in front of them from a previous turn, they may, during the laying down part of their turn, add one meld in front of them OR add one or more cards to *any single* meld, either their own meld or a meld in front of someone else. Score for the *number of cards* you laid down in any turn (regardless of where they are placed). See 'Scoring' section for points of laid down cards.

If you do not have a meld in front of you, you may not add cards to another person's meld.

At the end of their turn, the player must discard one card face up in the discard pile.

If during play the deck runs out, the discard pile is *turned over* (not shuffled) to form the new deck.

ADDING TO MELTS

You may only lay down cards in/onto one meld in one round, whether that is in front of you or someone else.

You may not swap or remove a Wild from a set or run into your hand. If a Wild is on the end of a run it may be moved.

For a pre-existing run of 5-6-W you *may*.

- play a 7 or 4 of that suit onto the run in sequence, scoring one card. The Wild may be placed at either end of the run.
- play an 8 as 5-6-W-8, or move the Wild to the other end of the run

and play a 3 as 3-W-5-6. Once the Wild is not on the end of the run it cannot be replaced. In either case you would score 1 card that round.

- move the Wild from one end to the other and play a 3 as 3-W-5-6.
- You may add to both ends of a run at the same time; for example turning 5-6-W into 4-5-6-W-8. You would score 2 cards.

BUYING

At the end of their turn, the previous player discards a card face up. The new player has the choice of taking the top card of the discard pile or the deck. At this point (before the new player takes a card) if a player other than the new player wants the discard, they can ask to Buy it. The new player decides; if "Yes", then the buyer takes both the discard and a card off the top of the deck as a penalty; it is also possible to Buy the next card in the discard pile. It is possible to ask to Buy the next card as well, to a maximum of three times. Each time, the new

player again has the choice of taking the top card of either pile.

If the new player says “No” then the new player must take the face up discard themselves to begin their turn.

A player is not allowed to buy cards on their own turn; if they want the top discard after they have picked up their card, then all they can do is discard then ask to buy multiple cards after it is no longer their turn.

SCORING

In this game, you get more points for melding as quickly as possible:

Round	Points	Round	Points
1	8	5	4
2	7	6	3
3	6	7	2
4	5	8 +	1

Thus if you can lay cards down in the first round, you will get 8 points per card (so a run of 3 scores 24); in the second round, 7 points per card, and so on, with a minimum of 1 point

per card from 8th round onwards. Adding one or more cards to another player’s laid down cards will give you points as if you had laid them in front of yourself.

ENDGAME

A player ends the hand by laying down all of their remaining cards, with one left over for the discard pile (There MUST be one left over for the discard). That player then as usual scores the cards laid down.

All other players subtract the number of cards remaining in their hand from their scores (with no regard to the value of the cards), with 3 points subtracted for a Dragon (Wild) remaining.

The game may be played for one hand per player, or until a player reaches 200 points, or until the next game is called. Dealer passes to the left at the end of a hand.



DRAGONS WILD

This is a fast-paced game without overthinking it. You may consider the use of a sand timer if turns start taking too long.

SET UP

Choose a dealer, and a scorer. The dealer should also be responsible for tracking the round number (after the dealer has their turn, move the round counter). Dealer takes the pack and shuffles the cards. Each player is dealt seven cards, one card at a time to each player, face down, beginning with the player on their left. The rest of the cards are placed face down in the centre of the table, forming the deck. The top card is turned face up next to the deck, and becomes the discard pile.

PLAY

Beginning with the player to the left of the dealer, the player takes either the face up top card of the discard pile, or the hidden top card of the deck.

