

DWYN -- TOURNAMENT RULES

DWYN: Mixed-up Welsh figures compete for the KROWN. From two to six may play. *Please read through the entire rules before playing.*

Object of the Game

Each player tries to form a BODY consisting of three cards – HEAD, TORSO and FEET – either of different suits (good) or the same suit (best). In order to win, a player must form a BODY and get rid of all the cards in their hand, going out of play with only body parts in front of them with at least one each of a HEAD, TORSO and FEET and the KROWN card, with no other cards in their hand.

The Deck

The deck consists of 60 cards divided into SIX SUITS plus three STEAL cards (double handed in red, black or green), six double-sided wild DWYN cards and the KROWN card. There are two "joker" cards that are NOT used in this game: the Kartoonekings.com two-headed joker which gives the web address where you can get more information on DWYN, plus a blank card that you can use in making up your own game, or as a replacement card.

RUGBY

Rugby Player: HEAD, TORSO, FEET, and the number cards X, 2, 3, 4 and 5

CASTLE

Princess Nest, AKA Helen of Wales: HEAD, TORSO, FEET, and the number cards X, 2, 3, 4 and 5

MINER'S TOOLS

The Coal Miner: HEAD, TORSO, FEET, and the number cards X, 2, 3, 4 and 5

LEAF

Ceridywn: HEAD, TORSO, FEET, and the number cards X, 2, 3, 4 and 5

SHIELD

Owain Glyndwr: HEAD, TORSO, FEET, and the number cards X, 2, 3, 4 and 5

SKULL

Henry Morgan: HEAD, TORSO, FEET, and the number cards X, 2, 3, 4 and 5

The Play

Cards are shuffled and the KROWN card is placed face-up on the bottom of the deck. Dealer deals out seven cards to each player. The remaining cards are placed face down in the center as stock, turning over the top card to start a discard pile. If that card is a STEAL or DWYN card, bury it in the deck and select the next card down. For this first hand, and this first hand only, it is mandatory that players MUST place face up in front of them all BODY cards that they are dealt. After play begins, it is not mandatory (or even wise) to lie out body parts as they are drawn from the stock. Play begins anti-clockwise starting with the player to the dealer's left.

Before the KROWN is drawn, a turn consists of the following:

1. Players **MUST** draw a card from the stock.

THEN

4. Discard one card --OR--

2. LAY OUT one body card --OR--

3. Play either a DWYN or STEAL card (*see rules below for how DWYN and steal cards are played*)

When the bottom of the deck is achieved and the KROWN card appears, the game play changes! The player who draws the KROWN card picks it up and places it in front of them. That constitutes their turn for this round. This player must then shuffle the discard pile and then mix those cards around on the table in the center of play. This pile of cards is now the place where players both pick up and discard. It is up to all players to make sure that this pile of cards is mixed, so that no player knows exactly where crucial cards have been returned to the pile.

After the KROWN card is drawn, drawing a card is no longer mandatory. Play now occurs in the following order:

1. Players **MAY** draw a card from the stock. Remember that players no longer have to draw a card.

THEN

2. LAY OUT one body card --OR--

3. Play either a DWYN or STEAL card (*see rules below for how DWYN and steal cards are played*) --OR--

4. Discard one card **face down**

Play continues until one player has in front of them at least one each of the following: HEAD, TORSO, FEET and the KROWN card and no cards in their hand.

BODY cards

Each suit of cards has a corresponding BODY split into three cards: a HEAD, TORSO and FEET. A BODY that is comprised of various suits is vulnerable to theft via a STEAL and DWYN cards. A BODY comprised of the same suit (for example the HEAD, TORSO and FEET of Skulls) cannot be the object of STEAL or DWYN cards. Players may have numerous BODY cards in front of them during game play. Players can win with a mismatched suit or a matched suit, although a matched suit is superior, as it provides safe haven from assault by DWYN or STEAL cards. Note that the KROWN card is always vulnerable to DWYN and STEAL.

DWYN cards

There are six DWYN cards in the game. The DWYN card is a challenge to another player. When playing a DWYN card, the player shows the other players both sides of their card, puts the DWYN card on the discard pile and selects the player whom they want to challenge. The player of the DWYN card then announces which of their opponent's cards they would like (either a BODY part card or the KROWN card), and then names one of the six suits that will be the basis of the challenge. The defending player must check the cards in their hand to see if they have a NUMBER card from the suit named by the challenging player. If the defending player has such a card, they MAY play it on the discard pile. It is then up to the challenger to play a higher NUMBER card of the same suit. This back-and-forth continues until one side or the other runs out of the appropriate cards. The BODY part becomes (or remains) the property of the player who plays the highest NUMBERED card of the suit named. A BODY part card achieved by a DWYN card must be placed in front of the player who achieves it.

STEAL cards

The STEAL card enables a player to take ONE card from any other player. This can be the KROWN card or a vulnerable BODY PART (an incomplete or mismatched BODY). It is the challenger's choice but they MUST take one or the other. A BODY part card achieved by a STEAL card must be placed in front of the player who achieves it.

KROWN

The KROWN card is the game prize. To win, a player must have in front of them a complete BODY, the KROWN card, and holding no cards in their hand.

NOTES:

These rules are subject to change or modification prior to the tournament. Any and all interpretation of the rules is subject to the TOURNAMENT JUDGES, whose decisions on questions of game play are final.