



Thanks to some drunken teleportation experiments, Pooky's evil doppelganger has invaded the tavern from some other nasty plane of existence. This new bunny is here to create mayhem and chaos-which, truth be told, makes him a lot like The Red Dragon Inn's other patrons...

**Setup:** Remove the 7 Boss Cards from your Character Deck unless you are playing the Boss Battle variant from RDI 6. (Boss cards have dragon heads in the upper corners.) Shuffle your 15-card Doppelganger Deck and leave it near your player mat. Note that Evil Pooky has two separate Doppelganger Decks - one for regular game play and one for when Evil Pooky is the boss in a Boss Battle. Be sure to use the correct one!



## Doppelgangers

Evil Pooky's summoned doppelgangers are evil projections of our own heroes that Evil Pooky pulls from his otherworldly plane to cause chaos and troll the patrons of the tavern.



Some cards in Evil Pooky's deck have a portal in the bottom left. When you play one of these cards, reveal a Doppelganger *after all other effects on the card have been carried out.*

Doppelganger Cards come in two varieties: Immediate and Split.



**Immediate:** If the Doppelganger card has a single text box and an exclamation point icon, it is an Immediate Doppelganger. When you reveal an Immediate Doppelganger, resolve its effect, then put the card in the Doppelganger discard pile.



**Split:** If the Doppelganger card has a dual text box, it is a Split Doppelganger. When you reveal a Split Doppelganger, you must choose whether to keep it and put it in front of yourself or give it to another player (who must put it in front of themselves).

Each Split Doppelganger has two different effects. The effect on the left is the effect that you may use if you keep the Doppelganger. It has a subtype and may be played as though it were a card in your hand. (It is not actually part of your hand, however - so, for example, you may not discard it to an effect that instructs you to discard a card from your hand.)

The effect on the right is the one that happens when you give the card to another player. This is a triggered ability that looks for a certain game state. When that game state happens, the Doppelganger does what it says to the player who has it, then is discarded. (This works very similarly to Prize Cards, described below under "The Prize Variant".)



## Other Rules

**Responding to Doppelgangers:** If Evil Pooky plays a Split Doppelganger from in front of him, it counts as though it were a card of the listed type played from his hand. If a Doppelganger causes an Immediate or triggered effect to happen, that effect may be responded to as though it were an Action Card played from Evil Pooky's hand. So, for example, you could Ignore Fortitude loss as though it were an Action Card, or you could take that Fortitude loss and hit Evil Pooky back!



**Doppelgangers and Hand Size:** There is no limit to the number of Doppelgangers that a player may have in front of them (this includes Evil Pooky himself). If Evil Pooky has 0 or 1 Doppelgangers in front of him, his hand size is 7, as normal. Each Doppelganger beyond the first reduces his hand size by 1. So, for example, if Evil Pooky has 3 Doppelgangers, his hand size is 5. Remember, your hand size only matters during your Discard and Draw Phase. If your hand size changes, you do not need to discard down to your new hand size.

Longtime players will note that this rule is similar to the rule for Lizwick's Items. However, there is one crucial difference - Evil Pooky may *not* choose to discard Doppelgangers in front of him during his Discard and Draw Phase!

Players other than Evil Pooky do not have their hand size affected by the number of Doppelgangers in front of them. So, for example, if Evil Pooky gives Fiona 3 Doppelgangers, her hand size is still 7 unless a card effect specifically changes that hand size.

**Reshuffling:** If you reveal the last card in the Doppelganger Deck, shuffle the Doppelganger discard pile and use that as the new Doppelganger Deck. If the last card revealed was an Immediate Doppelganger, leave that card out of the reshuffle.



**Losing the Game:** If Evil Pooky loses the game, any Doppelgangers in front of other players stay where they are. They will still take effect when appropriate.

**Players "Out of the Game":** Evil Pooky may give a Split Doppelganger to a player who is Ignoring all effects from a card like Aledritch Portale or Kaylin's "Private Pixie Time". However, if that Doppelganger's effect happens while the player is still Ignoring all effects, they will

Ignore it. The Doppelganger will still go to the Doppelganger discard pile if this happens.

**Gizmos and Minions:** Evil Pooky may *not* choose to give a Split Doppelganger to any of Wrench's Gizmos or Torglesnarf's Minions.

**Pooky's Moods:** Original Pooky's Mood gets worse whenever a card played by a player causes him to lose Fortitude. If Evil Pooky has a Doppelganger in front of him and uses it to hit Pooky, Pooky's Mood gets worse. Similarly, if Evil Pooky reveals a Doppelganger like Negadonis and gives it to Pooky, Pooky loses 1 Fortitude and his Mood gets worse.

**Boss Battle:** When playing Evil Pooky as the boss in a Boss Battle, he shuffles his 7 Boss Cards (with the dragons in the corners) into his Character Deck. He also uses the Boss Battle Doppelganger deck *instead of* the regular one. All other rules are the same.

## Epic Pooky

Evil Pooky isn't the only bossy bunny! This product also contains 15 Boss Battle cards which allow Original Pooky to play as the Boss in a Boss Battle! All rules for Pooky and all rules for a Boss Battle (described in the RDI 6 rules) apply normally to Epic Pooky. A few extra rules also apply, described below.

**Setup:** Shuffle the 15 Boss Battle cards into Pooky's Character Deck, for a total of 55 cards. (Boss Battle cards are the ones with the dragon heads in the corners.) Shuffle the 5-card Epic Deck and place it near your player mat. Pooky's Mood starts off Calm, as normal.



**Epic Cards:** Pooky has a 5-card side deck of Epic Cards. These are particularly powerful effects that Pooky can get if his Mood gets bad enough.

Normally, if Pooky's Mood would get worse, but he is already Psychotic, nothing happens. However, if you are playing as Epic Pooky in a Boss Battle, you have a choice. If you are Psychotic and your Mood would get worse, you may *either* leave your Mood at Psychotic, *or* you may move your Mood back to Calm and draw a card from your Epic Deck.

An Epic Card in your hand counts toward your hand size. You may play an Epic Card from your hand as normal according to its type - Action, Sometimes or Anytime. When you play an Epic Card, it goes to your Character Deck discard pile and remains part of your deck for the rest of the game. (This is similar to Vlazlo's form cards or Roxana's recipes.)

**Still a Hero:** Epic Pooky counts as a Hero, not a Villain. This only matters if you are using the Dungeon Event Deck from RDI 6.



## Card-Specific Notes

**Aledritch Portale:** A few effects in the game, including the “First Rule” Boss Battle cards, say that they can’t be Negated or Ignored. Such effects get through the protection given by Aledritch Portale! If a player in a team game gets this card, only that player is protected by it - not that player’s teammates. If you drink this Drink during a Drinking Contest, you will Ignore any Drinks from later tiebreaking rounds of the contest, but you still must pay the winner 1 Gold.

**Bad Bryn (Boss Deck):** If a triggered effect says “the next time you Ignore a Drink”, it refers to the next time you successfully Ignore. If your attempt to Ignore is Negated with “The Wench thinks you should stop playing with the drinks” or a similar card, the effect does not trigger.

**Doppel up!:** The portal in the text box allows you to reveal a Doppelganger. The similar portal in the art does not. :-)

**Ettinbräu:** If you put a copy of “Gambling, I’m in!” in front of you, you may play it later as either an Action Card or a Gambling Card, but only during your own Action Phase.

**Eve-il (Boss Deck):** If the same player has both Fiona the Unstable and Eve-il in front of them, the two Doppelgangers will work together to reduce that player’s next attempted Fortitude loss effect to 0, then both are discarded.



**Fiona the Unstable (Boss Deck, left ability):** If you play this ability with a card that cares about how many Doppelgangers are in front of you, such as “Transdimensional troublemakers”, then Fiona herself does not count toward that number, since she is already in the discard pile by the time the augmented Fortitude loss card resolves.

**Fiona the Unstable (Boss Deck, right ability):** This ability doesn’t affect Fortitude loss that says it can’t be reduced. However, if you play such an ability with Fiona in front of you, you will still discard her. Similarly, this effect doesn’t care about whether your target actually loses Fortitude. As soon as you have a Fortitude loss effect pending, Fiona alters it as much as she is able, and then is discarded. If the same player has both Fiona the Unstable and Eve-il in front of them, the two Doppelgangers will work together to reduce that player’s next attempted Fortitude loss effect to 0, then both are discarded.

**Future Brew:** If multiple players take this effect (for example, from a split effect or a Round on the House), then each of those players will be able to discard any number of cards and refill to their hand size! If Original Pooky gains 3 or more Alcohol Content from this Drink, his Mood gets worse *after* he discards and refills.

**Gog the Enforcer:** The Sometimes effect can shield against Fortitude loss from any source, including Drinks, Events, Prizes, etc.



**Grimdark Ale:** This Drink’s base Alcohol Content is equal to the number of cards in your hand when it resolves. Other card effects could increase or decrease this Alcohol Content (such as Evil Pooky’s “That bunny’s no good, but I’d drink that!”). If you drink this Drink during a Drinking Contest, the contest uses this card’s final Alcohol Content after discarding and resolving increase/decrease effects. If players get this drink from a Round on the House, then each player’s copy of the drink

could have different Alcohol Content, based on the number of cards in that player’s hand.

**I suggest a new strategy: let the bunny win:** This card “resets” the Round of Gambling, so any Gambling or Cheating Card may be played, even if the last card played in the Round happened to be a “Winning Hand”.

**Joran the Swindler (Boss Deck, left ability):** If Evil Pooky starts a Round of Gambling with this card, only the first ante is doubled. Later antes (from “I raise!”, for example) are 1 Gold as normal. If Evil Pooky starts a Round of Gambling with this card and Original Pooky plays “Pooky won’t give up without a fight” targeting Evil Pooky, then Evil Pooky may choose to leave the Round of Gambling. Joran’s effect stopping Evil Pooky from being forced out of the Round does not apply here, since Evil Pooky has a choice in the matter.

**Joran the Swindler (Boss Deck, right ability):** If you have this card in front of you and your teammate starts a Round of Gambling by playing “Gambling, I’m in!”, your team antes 2 Gold instead of 1, and you are your team’s champion. This means that all later Gambling or Cheating Cards for your team will come from **your** hand, not the hand of the player who started the Round.

**The Marathon:** If you play this as an Anytime Card, players may Ignore it as an Anytime Card affecting their Gold. You may Ignore it as an Anytime Card affecting your Alcohol Content or Gold, but if you do, no one will pay you Gold. If Zakhan plays this as an Anytime Card, he may not gain Drunken Chi, since playing it in this way counts as an Anytime Card and not a Drink.

**Now you’re scheming with portals!:** Redirecting the Fortitude loss does not cause the Fortitude loss to immediately resolve. So when this card resolves, the Fortitude loss is now heading toward its new target, but Evil Pooky reveals a Doppelganger before the redirected Fortitude loss actually happens.

**Pooky’s on a sober rampage!:** You choose whether or not to play another Action Card *after* drawing a card from this effect.

**Pooky still doesn’t think so!:** This card counts as though it were named “I don’t think so!”, which means that it can Negate “The Wench thinks you should stop playing with the drinks.” If you play



this card on an Event, you must choose whether you wish to Negate or Ignore it. Remember, if you Negate a card, it does nothing. If you Ignore a card, it resolves but does nothing *to you*, while affecting other players normally.

**Portal Gun:** If either player involved in the swap Ignores this card, the swap does not happen. If a player trades Stashes with Keet and Keet's stash includes any face-down Artifacts, their new owner immediately turns all of them face up.

**Pretentious Wine:** If multiple players take effects from this Drink, they pass Drinks in turn order.

**Wizgille the Corrupted:** See Bad Bryn.

**The Zen of Pooky:** This card temporarily shields you from Fortitude loss - even from effects that can't be reduced, Negated or Ignored! Such effects will still resolve normally. They just can't make your Fortitude go down.

## The Prize Variant

Some promotional cards, including Pooky Snack and Portal Gun in this product, have the type "Prize". The Prize Variant provides an optional way to spice up Rounds of Gambling. To play with this variant, add any number of unique Prize Cards to the Inn at the start of the game.



Whenever a player starts a Round of Gambling, that player *must* choose one of the Prize Cards in the Inn and add it to the pot before players ante. The player who wins the pot also takes the Prize and follows its instructions at the appropriate time.

Using a Prize will cause it to move to the Prize Bin, a holding pile for used Prizes. The Prize Bin ensures that each Prize must be won once before any Prize can be won again. If a player starts a Round of Gambling and there are no Prizes in the Inn, move all Prizes from the Prize Bin to the Inn, then choose a Prize as normal. If a player starts a Round of Gambling and there are no Prizes in the Inn *and* no Prizes in the Prize Bin, that Round of Gambling simply doesn't include a Prize.

If the pot goes to the Inn, the Prize in that pot goes to the Inn with it.

**Stealing Gold from the pot:** A Prize is not Gold, so it cannot be stolen from the pot with cards like Eve's "Sleight of Hand" (from RDI 2). Stealing Gold from the pot does not cause you to win the Prize, even if you happen to steal the last Gold from the pot.

**Taking the pot without winning the Round:** A few characters,

including Gerki, Torglesnarf, and The Wench can take the pot without actually winning the Round of Gambling. If they do this, they get the Prize.

**Captain Whitehawk:** If Captain Whitehawk takes half the pot with "What a coincidence, I happen to have the same hand!", the original winner chooses whether to give the Prize to Captain Whitehawk or to keep it for themselves.

**Events:** If an Event Card starts a Round of Gambling, the active player chooses which Prize to add to the pot.

**Team Variants:** In a team game, a Prize is won by the individual player who takes the pot. That Prize may only be used by that player, not by that player's teammates.

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