

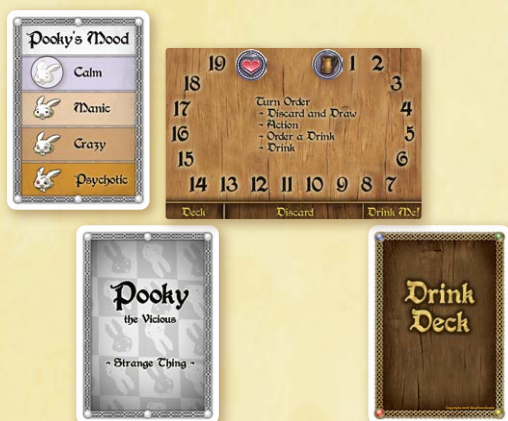
The Red Dragon Inn

Pooky the Vicious

Zot's turning in early for the night, but Pooky's not done with the party. With a stash of gold and a big chip on his wee shoulder, this strange little rabbit-thing is looking to prove that he's more than just Zot's whipping bunny.

Setup: Place Pooky's Mood Card next to your Player Mat. Place the Mood Marker on Calm. You may also wish to keep the included rules reminder card nearby.

You will need a Drink Deck from another Red Dragon Inn product to play.



Over the course of the game, Pooky's mood will change. Several cards in Pooky's deck have a different effect depending on his mood.

Pooky's mood gets worse when any of the following things happen:

- A card played from another player's hand causes him to lose Fortitude
- A Drink causes him to gain 3 or more Alcohol Content
- He participates in a Round of Gambling and does not win it
- A card effect says "**Pooky's Mood gets Worse**"

When Pooky's mood gets worse, move his Mood Marker one space down on his Mood Card. If Pooky is already Psychotic when his mood gets worse, he stays Psychotic.

When a card effect says "**Pooky is now Calm**", move his Mood Marker to Calm.

When a card effect changes Pooky's mood, that mood change happens after all other effects on the card are carried out.

Example: Pooky is Calm. Fiona (from RDI 1) plays "Who says I'm not a lady?" to do 2 damage to Pooky. Pooky loses 2 Fortitude, then his mood becomes Manic.

Example: Pooky is Crazy. During his Drink Phase, he reveals Elven Wine. He gains 3 Alcohol Content, then his mood becomes Psychotic.



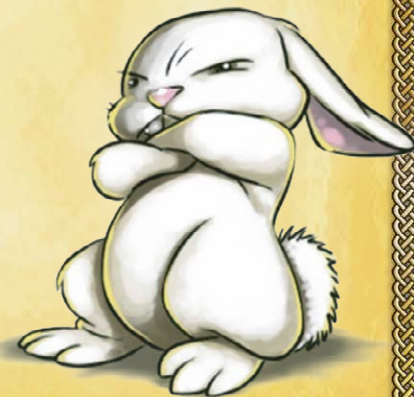
Example: Pooky is Calm. Wizgille (from RDI 3) plays "Silly me! I didn't realize my dart shooter was loaded!" to do 2 damage to Pooky. For her Gear Card, she flips "Sorry, loose gear" and chooses to do the extra damage to Pooky. Since Wizgille's Gear Card adds to the original "Silly me!", it counts as one damage event. Pooky loses 3 Fortitude and his mood becomes Manic.

Example: Pooky is Calm. Wizgille plays "Silly me! I didn't realize my dart shooter was loaded!" to do 2 damage to Fiona. As before, she flips "Sorry, loose gear" and chooses to do the extra damage to Pooky. The Gear Card effect is added to the original card, so it still counts as Pooky losing Fortitude from a card played from Wizgille's hand. Pooky loses 1 Fortitude and his mood becomes Manic.

Example: Phrenk (from RDI 3) plays "Have as much as you want. Just be warned, it's strong!" on Pooky to make him gain 3 Alcohol Content. Since the Alcohol Content gain is coming from Phrenk's Action Card and not from a Drink, Pooky's mood does not change.

Example: Phrenk has an Acid Spit Potion in front of him. He plays it on Pooky, so Pooky loses 1 Fortitude. Pooky's mood gets worse, since Phrenk's potions count as though they were cards played from hand.

Example: Fiona plays "Gambling? I'm in!" as her Action Card to start a Round of Gambling. Pooky plays "Not now, Zot needs Pooky" to leave the Round. Pooky's mood does not get worse, since he is not participating in the Round.





Example: Pooky and Fiona are participating in a Round of Gambling. During the Round, Fiona plays “I raise!” In response, Pooky plays “Not now, Zot needs Pooky” to leave the Round. Pooky’s mood does get worse in this case, since he did participate in the Round.

Example: Pooky and Fiona are participating in a Round of Gambling. Pooky plays “Pooky’s done with this game” to end the Round. His mood gets worse, because he participated in the Round and did not win it.

When Pooky plays a card that has a different effect depending on his mood, use his mood at the time when that card resolves. Note that this may be different from what his mood was when he played the card!

Example: Pooky is Psychotic, and is at 12 Fortitude and 11 Alcohol Content. Phrenk has an Acid Spit Potion in front of him. Pooky plays “Nasty big pointy teeth” on Phrenk. In response, Phrenk plays his Acid Spit Potion on Pooky. To avoid passing out, Pooky plays “Pooky enjoys the ‘company’ of other animals.” Pooky goes to 13 Fortitude and 10 Alcohol Content, then becomes Calm. Acid Spit Potion resolves, so Pooky goes to 12 Fortitude and becomes Manic. Finally, “Nasty big pointy teeth” resolves. Since Pooky is now Manic, Phrenk only loses 2 Fortitude. Pooky then becomes Calm.



Players may not play cards or take other actions in between an event that would make Pooky’s mood change and the mood change itself.

Example: Pooky is Calm and has an Alcohol Content of 0. He reveals Elven Wine during his Drink Phase. He may not increase his Alcohol Content by 3, then play “Pooky enjoys the ‘company’ of other animals” to heal, then worsen his mood from drinking the Elven Wine. Instead, his mood gets worse immediately after he drinks the Elven Wine.

If Pooky would take damage from a card he played himself, his mood does not get worse.

Example: Pooky is Psychotic. He plays “Nasty big pointy teeth” on Eve (from RDI 2). Eve responds with “I’ve been working on a new spell. It’s called Share Pain!” Pooky and Eve each lose 2 Fortitude, then Pooky becomes Calm. Since the damage came from Pooky’s own card, Pooky’s mood does not get worse.

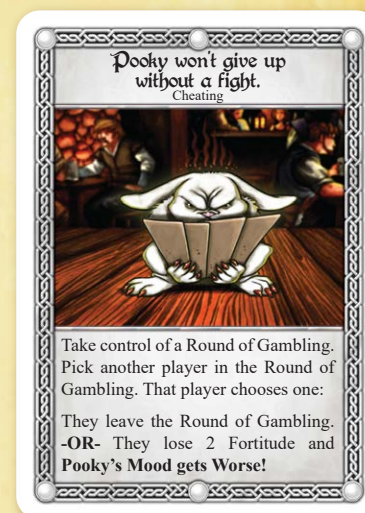
If Pooky Ignores one of his own cards, any mood change on that card is also Ignored.

Example: Pooky is Psychotic. He plays “Nasty big pointy teeth” on Eve. Eve responds with “I’ve been working on a new spell. It’s called Share Pain!” In response to this, Pooky plays “Good thing Pooky was wearing Dimli’s great-grandfather’s helmet!” Eve loses 2 Fortitude, and Pooky remains Psychotic, since he is Ignoring “Nasty big pointy teeth”.

Pooky has a unique card: “Pooky won’t give up without a fight.” This is similar to other kick-out cards like “What’s that up your sleeve?” However, the targeted player may choose to lose 2 Fortitude to stay in the Round of Gambling. Since this Fortitude loss comes from a Cheating card, only a few cards in the game can affect it!

When Pooky plays this card, his mood only gets worse if the targeted player chooses to lose 2 Fortitude and stay in the Round. If they choose to leave the Round, Pooky’s mood stays the same.

If a player chooses to lose Fortitude, then plays a damage redirection effect like Eve’s “Share Pain” or Joran’s “Playing with portals” to make someone else take damage, the new target may not choose to leave the Round of Gambling. They just lose Fortitude. If multiple players lose Fortitude from this card (from “Share Pain”, for example), Pooky’s mood only gets worse once.



The Red Dragon Inn: Pooky the Vicious, Fifth Edition
Game Design: Cliff Bohm, Sam Waller and Jeff Morrow
Based on mechanics designed by Geoff Bottone, Colleen Skadl and Cliff Bohm
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