

WICKED & WISE ROLE & PLAYER COUNT GUIDE

ROLES AND TEAMS

There are three possible roles in *Wicked & Wise*:

- **Dragon:** Both the Dragon and the Mouse will be playing cards, but only the Dragons' cards count towards winning the trick. Dragons can never use the abilities on the card that they play; they only play their cards for the numbers.
- **Mouse:** The Mouse will be the only partner touching the money when spending or gaining coins. Each Mouse plays one card for its ability after all Dragons have played their first card in the trick. When played, the ability occurs immediately. The Mouse's card does not go towards winning or losing the trick, but is collected along with all played cards by the winner of the trick.
- **Dual:** When a player is playing as the Dual, they will be playing as both the Dragon and the Mouse on the same team. They will have their Dragon cards in their hand and their Mouse cards open on the table for all teams to see. However, they must keep any Gem cards in their Mouse hand face-down.

The available roles are based on the chosen player count.

Player Count	Roles	Teams
2 players	Two Dragons	Each player as a separate team with a shared Mouse hand
3 players	One Dragon, one Mouse, one Dual	One team of Dragon and Mouse, one team of the Dual
4 players	Two Dragons, two mice	Two teams, with each team having one Dragon and one Mouse
5 players	Two Dragons, two mice, One Dual	Three teams, with two teams having one Dragon and one Mouse and one team having a Dual player
6 player	Three Dragons, three mice	Three teams, with each team having one Dragon and one Mouse

FIRST TIME PLAYING?

The Dragon role is great for first time players, while the Mouse role is better suited for players familiar with trick taking games. The Dual role is for advanced players and should not be used by those who have not played before.

PLAYER COUNT DIFFERENCES

2 PLAYER:

Each player will be playing as a Dual, but with a shared, face-up Mouse hand between them. The Mouse hand size is only 5 cards (not 7). The active Dragon refills the Mouse hand if it gets below 4 cards and gets to see all cards before placing them in the Mouse hand. When gem cards are drawn for the Mouse hand, the player drawing them gets to see the card, then it is placed face-down into the Mouse hand.

3 PLAYER:

One team will be made up of the traditional Dragon and Mouse players and the other team will be one Dual player. The Dual player will be playing as both the Dragon player and the Mouse player. The Dragon cards will be held in their hand, while the basic Mouse cards will be played face-up so all players can see that team's Mouse cards. Any gem cards in the Dual's Mouse hand are played face-down and only the Dual player can check their value.

The 3 player setup is similar to the 5 player setup to the right but without the Dragon 2 and Mouse 2 players.

4 PLAYER:

There are no rule changes for 4 players. The 4 player setup is similar to the 5 player setup to the right but without the Dual Dragon and Mouse hands.

5 AND 6 PLAYER:

Instead of having two teams, there are now three.

Each team may only have two treasures.

Winning the Trick: When a trick is won, the winning team may still choose to take two coins or one treasure. The losing teams will get whichever option was unpicked, with the team that played later in the current trick choosing their treasure first, if the winning team chose to take coins.

5 PLAYER:

Two of the teams will be made up of the traditional Dragon and Mouse players and the third team will be only one Dual player. The Dual player will be playing as both the Dragon player and the Mouse player. The Dragon cards will be held in their hand, while the Mouse cards will be played face-up so all players can see that team's Basic Mouse cards.

5 PLAYER SET-UP

MOUSE 2
HAND



DRAGON 1
HAND



DUAL
DRAGON
HAND



MOUSE 1
HAND



DRAGON 2
HAND



DUAL
MOUSE
HAND

(7 CARDS, WITH
BASIC CARDS
FACE-UP)

DUAL 1
HAND



2 PLAYER SET-UP

SHARED
MOUSE
HAND

(5 CARDS, WITH
BASIC CARDS
FACE-UP)



DUAL 2
HAND

ALL DRAGON 3 PLAYER VARIANT:

Each player will be playing as both a Dragon and a Mouse. The Mouse hand of 7 cards will be open and shared between all players. Gem cards are drawn face-down for the Mouse.

TINY GAMER VARIANT:

DEDICATED TO TRAVIAN

Some young gamers might be too busy hoarding gold to care about goals and that's okay! This variant is for them.

Changes to the regular rules:

- Keep all goal cards in the box
- Skip the Choosing Goals and Goal Evaluation sections
- Each Round has 3 tricks instead of 5
- Dragons will only draw up to 6 cards at the start of each round.
- Any abilities that deal with goals will immediately give the coins on the card or 3 coins, if no amount of coins is listed on the card.

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