

# GORYNICH



## ADVANCED GAME RULES

HAVE YOU ALREADY  
PLAYED MANY TIMES  
AND WANT AN EVEN  
HOTTER GAME? THERE  
IS SOMETHING IN  
STORE FOR YOU - THE  
ADVANCED GAME  
RULES!



YOUR  
LOGO







**Example 1:** this round Zmei Gorynich can move up to 2 squares. The player plays the Move card with the blue arrow on his turn and moves Zmei Gorynich two squares to the right. Zmei stops at the second square of the river, but it is carried one square along the river's current.



**Example 2:** this turn the knights move 1 square. On the way of one of the knights is the river. The knight takes the step on the bridge and stops on it, where he ends his movement.

## Tunnels

There are 4 tunnels of different colors on the boards: each has an entrance and an exit. Only knights can enter the tunnels. If a knight ends his movement on the entrance to the tunnel (marked with an arrow pointing inside the tunnel), he automatically enters it and appears on the exit of the corresponding color (the exits are marked with an arrow pointing outside the tunnel). Now this knight will continue his way to the terem on a new path, even if there is another knight on it. If the knight does not end his movement on the entrance to the tunnel, then he does not enter it and continues to move further along his path. Knights cannot use the tunnels to move in the opposite direction – from the exit to the entrance.

Zmei Gorynich cannot enter the tunnels, he treats squares with the tunnels as ordinary paths.



**Example 1:** this round the knights take two steps forward. One of the knights ends his turn on the green tunnel – he immediately moves to the opposite part of the board through the green exit. Now he will continue his way to the terem on a new path.



**Example 2:** Zmei Gorynich stops on a violet tunnel. Zmei can't use it, so he ends his turn there, where he will wait for the knight.

## Maneuvers

In the advanced mode six new maneuvers of Zmei Gorynich and counter-maneuvers of the knights are added. Maneuvers are triggered and resolved as in the base game.



ADVANCED MANEUVERS



**Repeat:** apply the effect of any action card in the row in front of you.

**Irrevocable loss:** put one of your action cards (from the row in front of you or from your hand) in the box till the end of the game.



**L-shaped move:** Zmei Gorynich immediately moves in the shape of an "L" – two squares in any direction vertically and one square horizontally, or vice versa.

**White flag:** the next action during this round is skipped. If this counter-maneuver is applied by the last player of the round, nothing happens.



**Trap:** one knight of your choice falls into the trap and ends up on the starting square of his path.

**Double protection:** put a shield token under any knight's token – now to destroy him, Gorynich will first have to burn the shield (discard the token), and only after that he will be able to burn the knight (so you need to apply "Fire" twice in total to burn a knight with the token). If this effect is applied again, move the shield token under any knight.



**Royal apples:** the princess steps into the breach and "shoots" the advancing knights... with apples! You can whip away the knight closest to the tower two squares back.

**Fallen comrade:** help is rushing to the knights! Return one of the previously burnt knights to the starting square of any path. Flip the card to the side of Zmei Gorynich **only at the end of the round**. If there are no burnt knights yet, nothing happens.



**Fast-walker:** starting with the next player, Zmei can move any number of squares, but no more than 4. Zmei, as usual, moves in the direction of the arrow on the action card if the number on the movement card is positive, and in the opposite direction if that number is negative.

**Deception of vision:** Zmei Gorynich changes places on the board with the knight farthest from the terem.



**Magnet:** A knight of your choice moves along its path for a distance of no more than two squares in the direction of Zmei Gorynich. The knight cannot leave the path. If Zmei Gorynich does not stand on the path, the knight stops on the closest square to Zmei.

**Horse:** place the horse token under any knight's token. Now this knight moves one step faster than the other knights. The horse is burnt along with the knight when he is burnt by Gorynich. (If the knight movement card shows "0", the knight with the horse moves 1 square.) If this effect is applied again, move the knight token under other knight.



THE END OF THE GAME

The game ends in the same cases as when playing on the basic board.



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YOUR LOGO

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