

Date Amazing Dragons...
without Getting Burned!



cindr™



Designed by Ben Walker & Harold Mikolaitis

Players 1-5 / Ages 14+ / 30 minutes

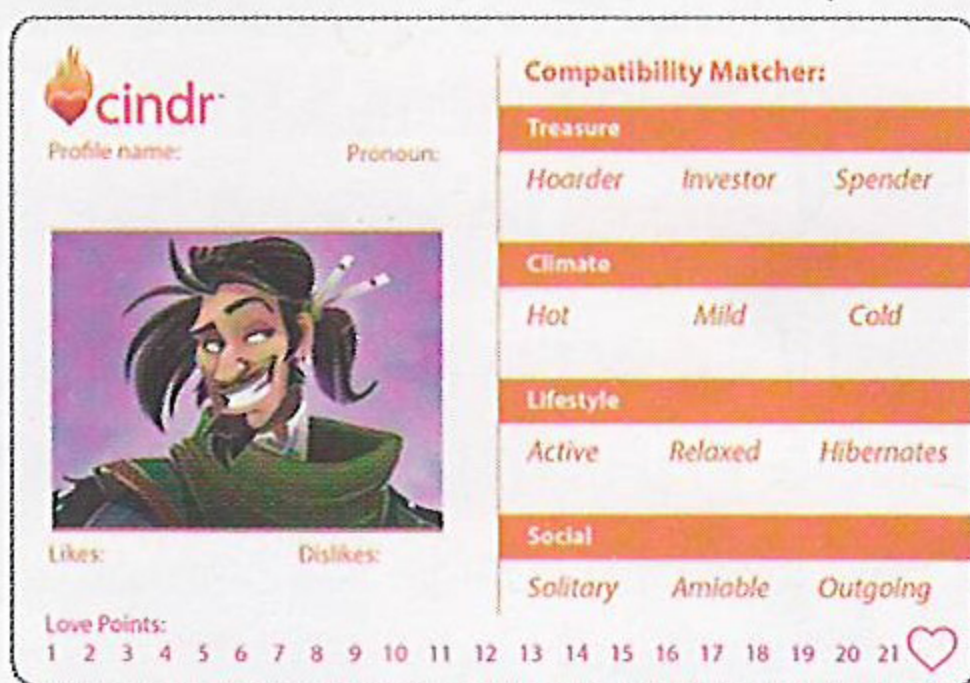
Stop waiting for love. Find it on Cindr.™

Are you a dragon looking for companionship? Or just the adventurous type, looking to join the exciting dragon dating scene? Just cast the Cindr cantrip APP on any enchanted item and find the dragon of your dreams today!

(Legal Disclaimer: There are inherent risks in dating dragons, not least of which is being burned to a crisp. Cindr is not responsible for any injuries and/or death resulting from dates gone wrong. Use of this APP constitutes an agreement that you are dating at your own risk.)

Set up a dating profile and then thumb through potential matches. See a dragon you like? Invite them to meet you over coffee. If that goes well, push your luck, and take the next step. You never know... the evening might see you taking things to the next level! The better the dates go, the more Love points you earn – but watch out, just 3 Flames will leave you burned, scoreless and searching for love all over again. Will you be the first of your friends to find love and fulfillment?

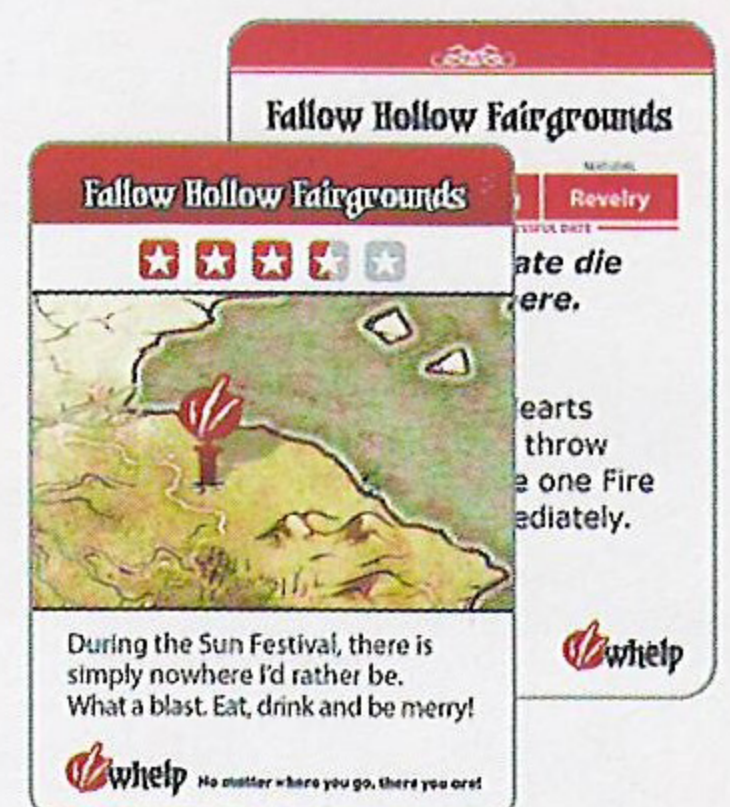
Contents: 5 Dry Erase Markers



15 Character Profile cards



31 Cindr App Dragon Profile cards



16 Whelp App Location cards



18 Second Chances cards (6 of each)



12 dice, 4 of three colors



Solo / Co-op Love Meter card

Set Up:

Each player chooses a User Profile card, with a profile pic that will represent them in the game. With a dry erase marker, give your character a name, pronoun, and a "Like" and a "Dislike" to round them out.

(These will help you get into character, but are not mechanical elements of the game.)

On the Compatibility Matcher chart of your Profile card, circle one of the three attributes listed for each trait. Pick only one attribute per row and no more than two in any given column.

Example: As it relates to Treasure, are you more of a Hoarder, an Investor or Spender?

Give each player one Try Again card.

Place all remaining Second Chance cards in face up stacks of their type to one side of the table.

Shuffle the Dragon Profile cards and place the deck, with the dragon pics face-up, in the center of the table. This is referred to as the **App deck**. Leave room for three dragons to be placed in a row below the App deck. This area is called the **Dating Pool**.

Shuffle the Location cards and place them beside the App deck, with the map image face-up, to form the **Location deck**.

Place all the dice nearby, within reach of all players.

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Profile Name: **Mardigan** Pronoun: **He / him**

Likes: **Looting** Dislikes: **Cats**

Love Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 Score

Compatibility Matcher:
(Choose 1 per row, maximum 2 per column.)

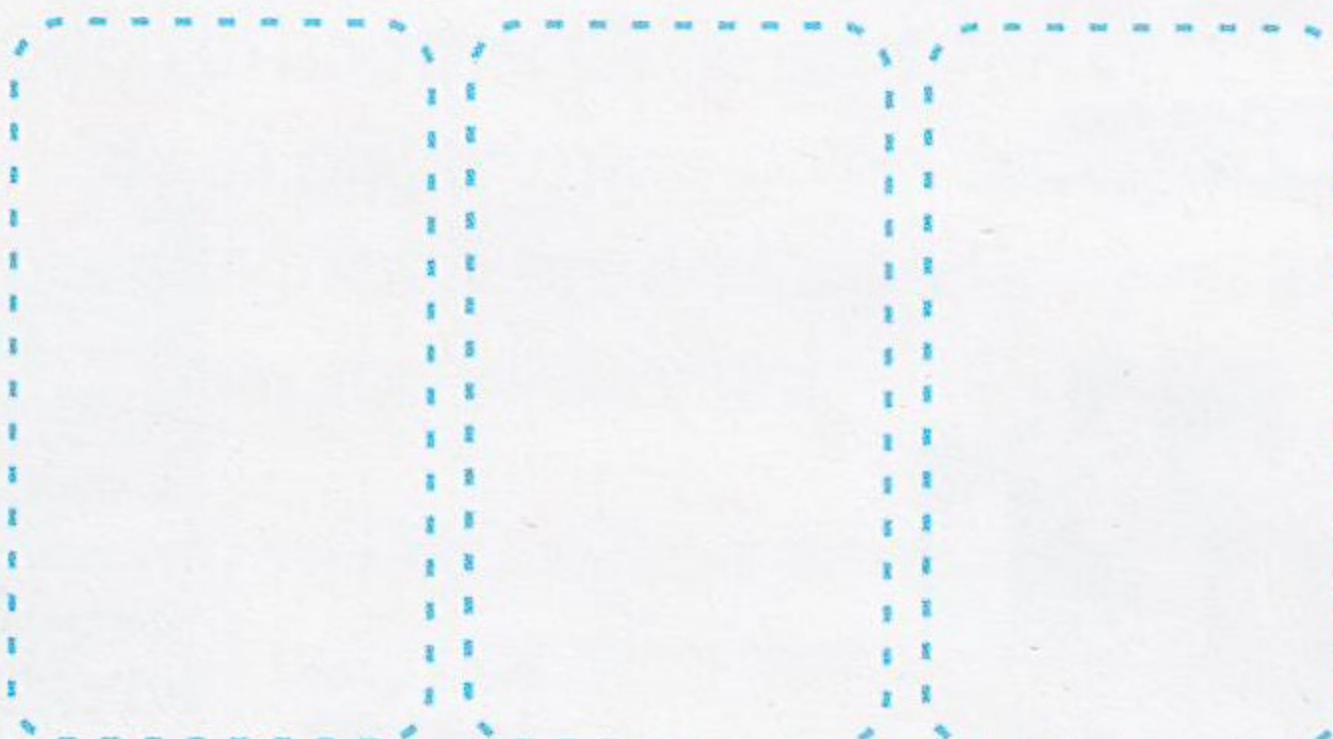
Treasure	Hoarder	Investor	Spender
Climate	Hot	Mild	Cold
Lifestyle	Active	Relaxed	Hibernates
Social	Solitary	Amiable	Outgoing



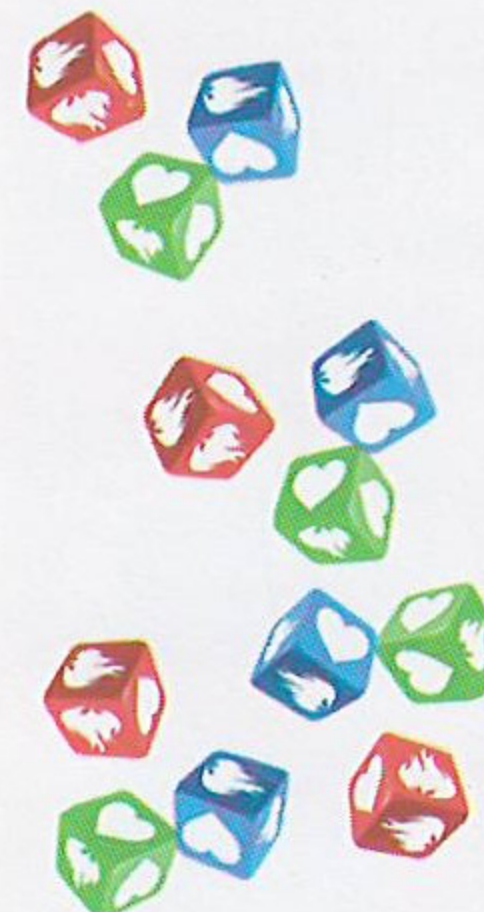
The App deck



Location deck



The Dating Pool



OBJECT:

Cindr is a 'push your luck' dice game about dating awesome dragons... *without getting burned*. On your turn, you will have the chance to roll dice up to three times, once for each stage of your date. Try to roll as many Hearts as possible, without busting, to earn Love Points. But roll 3 Fire over the course of your date and lose the points for that turn. Once a player has 21 Love Points or more, the game will end after finishing everyone's turn for the round.

PLAYING THE GAME:

The player who has most recently had a date night will be first player, or else the host or owner of the game. Starting with the first player, and proceeding clockwise, each player will take a turn dating a dragon.

1. Choose a Dragon to Date

- ♥ Examine the profile of the dragon on top of the App deck. If it is a new dragon, read the name and profile text aloud for the group. The text may offer clues to how compatible your character may be with them.
- ♥ If you feel they could be a good match for you, "swipe right" to initiate a date with that dragon. (See Dating a Dragon)
- ♥ Not feelin' it? You may "swipe left," removing the dragon from the top of the App deck and placing it in the left-most space of the Dating Pool. The Dating Pool can hold up to three dragons.

If another dragon is added to the pool, it forces the right-most card in the Pool to be discarded. Should the App deck run out of cards, shuffle the discards to form a new App deck.

A player may swipe left twice for free on their turn. Any additional swipe lefts, beyond the two, cost 1 Love point per swipe.

- ♥ A player may also choose to date any dragon in the Dating Pool, even after swiping left.
- ♥ A player may choose to date a dragon they have previously dated in their Dating Circle. (See Successful Dates)
- ♥ Lastly, a player can decide to date a dragon in another player's Dating Circle. But dating a dragon from another player's Circle costs 3 Love points.



The Dating Pool

(limit three cards, which enter from the left)

2. Assemble Your Dice Pool

Once you have chosen a dragon to date, place the dragon beside your character's User Profile card and flip it over, revealing the dragon's Compatibility chart and special powers. Compare their Compatibility chart to your own, in order to assemble your dice pool.

- For each attribute you **match**, add a **Green** die to your pool.


Green dice are the best, with 4 Hearts and only 2 Fire results.

- For each attribute that is **one away**, add a **Blue** die to your pool.

Blue dice have 50/50 odds, with 3 Hearts and 3 Fire.

- For each attribute **two spaces away**, add a **Red** die to your pool.

Red dice are dangerous, with just 2 Hearts and 4 Fire results.



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Profile Name: **Orci** Pronoun: **she/her**


Likes: **Battle** Dislikes: **Walks on the beach**

Love Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 Score

Compatibility Matcher:
(Choose 1 per row, maximum 2 per column.)

Treasure	Hoarder	Investor	Spender
Climate	Hot	Mild	Cold
Lifestyle	Active	Relaxed	Hibernates
Social	Solitary	Amiable	Outgoing

ARISTES



Treasure	Hoarder	Investor	Spender
Climate	Hot	Mild	Cold
Lifestyle	Active	Relaxed	Hibernates
Social	Solitary	Amiable	Outgoing


Succeed on The Next Step with Aristes
Remove one Fire from your total.



3. Draw the top Location card from the Location deck

Read the description aloud. This is where the dragon wants to go on your date. Then flip it over. The first set of rules shown can impact the dice in your dice pool. Make these changes now.

Example: the Red Lifestyle die from above has been upgraded to a Blue die for the entire Date.



Volcanique

MEET UP Dancing	NEXT STEP More Dancing	NEXT LEVEL & More
<small>SUCCESSFUL DATE</small>		

Upgrade your Lifestyle die by one.

4. Check Dragon Powers and Location Bonuses

This will be discussed on page 6, after describing the dating process.

5. The Date / Roll Dice Up to 3 Times

A Date has three stages, offering three opportunities to roll the dice, push your luck and gain Love points. The stages are **Meet Up**, **The Next Step** and, if things go well, taking things to **The Next Level**. You must always attempt the stages in order, starting with the Meet Up.

Roll the dice in your dice pool. Each Heart rolled counts as a potential Love point towards your score. However, each Fire rolled counts towards getting Burned - and that's not good. Place any Fires rolled on top of your Profile card. These are no longer part of your dice pool for future rolls on this Date.

You may stop rolling and bank your Love points after any roll. However, if at any time during your Date, three or more Fire results are placed onto your Profile card, you are **Burned** and your turn ends.

- ♥ If you decide to stop rolling after the Meet Up stage, you may bank your Love points to increase your score and end your turn. While nice, such a short encounter cannot technically be considered a "Successful Date." The dragon you dated will be placed in the left-most spot in the Dating Pool row. To be considered a "Successful Date," a player must have successfully completed either The Next Step or The Next Level.
- ♥ To attempt The Next Step (or the Next Level), simply reroll the Hearts from your last roll. Both Hearts and Fires are cumulative with each roll, adding to your potential Love points or your chances of being Burned. So, remember your Heart total from roll to roll, adding as you go.

cindr
 Profile Name: **Orci** | she/her
 Likes: **Battle** | Dislikes: **Walks on the beach**
 Love Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
 Score:

Compatibility Matcher:
 (Choose 1 per row, maximum 2 per column.)

Treasure	Hoarder	Investor	Spender
Climate	Hot	Mild	Cold
Lifestyle	Active	Relaxed	Hibernates
Social	Solitary	Amiable	Outgoing



On the Meet Up stage, Orci rolls 2 Hearts and 2 Fires. She places the Fires on her Profile card. She could stop and earn 2 Love Points - but decides to push her luck for more. She re-rolls the two available dice. But one more Fire will cause her to get Burned instead.

Ending a Successful Date: Upon successful completion of the Next Step or Next Level stages, add the total Love points earned this turn to your score, marking them on the bottom of your Profile card.

The dragon you dated remains next to your Profile card in what is called your Dating Circle. A dragon will stay in your Circle until you are Burned by this dragon on a subsequent date. Dragons in your Dating Circle are therefore not susceptible to being cycled and discarded from the Dating Pool and will now cost other players 3 Love points to date. In addition, some dragons have special powers that only activate when they are part of your Circle.

5A. Getting Burned: If you accumulate three or more Fires you are Burned. Any Hearts rolled this turn are lost and are not added to your Love points. The dragon you dated is placed in the left-most spot of the Dating Pool. However, all is not lost.

When a Date ends in a Burn, that player will earn a Second Chance card, based on the number of Fire results rolled in their final throw of the dice. The number of dice needed are shown in the top left corner.

Number of Fires rolled in your final throw.

<p>Try Again Spend to re-roll a Fire result from your last roll.</p>	<p>Apology Spend to remove a Fire result. Place the die aside.</p>	<p>Do Over Spend to re-roll ALL Fire results from your last roll.</p>
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Second Chances cards: These cards can be used after any roll to mitigate the luck of the dice.

NOTE: when a Fire result is "**Removed**" by any card ability, it is not placed on your Profile card and does not count towards your accumulated Fire results. Simply place it aside and ignore it for the rest of the turn.



Checking Dragon Powers and Location Bonuses (Details for Step 4)

♥ Location Bonuses & Sparks:


On the bottom of most Location cards, you will find a rolling BONUS. Often, you will be asked to check your first roll of the dice or your final roll for added benefits.

Many of these Bonuses are based on how many **Sparks** you have rolled at the indicated time. Sparks are found on some, but not all, Fire results, with the following regularity:



- Red Dice: 2 Sparks, 2 standard Fire
- Blue Dice: 2 Sparks, 1 standard Fire
- Green Dice: 1 Spark, 1 standard Fire

Thematically, even when things don't go perfectly, there may still be a spark between you that may turn into something else. Therefore, Fires with Sparks may not be as bad as you first thought and can activate bonuses on Location cards and some dragons.

Bonus:



Roll a Spark on your first roll and add a Green die for the rest of the date.








Spark

standard Fire

♥ Dragon Powers:

Each dragon has two special powers that should be checked before rolling. Each has an icon preceding it to help you quickly identify when they activate.

-  **During a Date:** These are powers and conditions that impact your rolls and therefore important to read before you roll.
-  **On a Success:** These rewards occur after the successful condition listed is achieved.
-  **In Your Circle:** These powers activate when a dragon becomes part of your Dating Circle. Very often they have on-going abilities, so take special care to remember them.
-  **When Burned:** These are typically penalties assessed if you are Burned by the dragon.



-  **Succeed on The Next Step with Aristes**
Remove one Fire from your total.
-  **Succeed on The Next Level with Aristes**
Give 1 Love point to all players.

6. End of Turn:

A player's turn will end, either because they have decided to stop rolling, have completed The Next Level of their date or have gotten Burned.

At that time they will:

- Add any Love Points they are due on their Profile card by circling their new total.
- If Burned or if they chose to stop having only completed the Meet Up stage, their dragon is placed into the Dating Pool row.
- Discard the Location card, reshuffling the discards when the deck runs out.
- Return any used Second Chance cards to their stock piles.

Play then passes to the next player, clockwise around the table. When all players have had a turn, continue to the next round, again starting with the first player.

Ending the Game / Winning:

When a player has reached 21 Love points or more at the end of their turn, the end game is triggered. All players who have not had a turn this round get one last turn, so that all players have an equal number of turns. The highest scoring player WINS!



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Cindr
#SND 1006



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GAME FLOWCHART:

1. Choose a Dragon to Date

from App deck, Dating Pool, Your Dating Circle or Someone Else's

2. Assemble Your Dice Pool

by checking the dragon's Compatibility chart with your own

3. Draw a Location Card

making any modifications to your dice pool

4. Check Dragon Powers & Location Bonuses

keeping the details in mind during rolling

5. The Date / Roll Dice Up to 3 Times

Meet Up: Stop, bank points, send dragon to Dating Pool or press your luck to...

The Next Step: Stop, bank points, keep dragon in your Dating Circle or press your luck to...

The Next Level: bank points, keep dragon in your Dating Circle
OR

5A. Burned by a Dragon

- Stop, gain no points, send dragon to Dating Pool
- Gain a Second Chance card based on the number of fires rolled in final throw.

6. End of Turn

Discard Location. Place any used Second Chance cards in the stockpile. Play passes to next player, clockwise around the table.

Solo and Co-op mode:

Should you wish to play non-competitively or simply by yourself, try these challenges, fashioned after vintage 'love tester' machines.

In **Co-op Mode**, you play per the standard rules, but dating a Dragon in another Circle does not cost 3 Love points. Play until all players have dated 5 dragons. Then count up the total score among all players to see just how much love you've sparked.

In **Solo Mode**, you will also date a total of five dragons but, when Burned, you may not date that dragon again this game.

Reach for the stars! Will your love life be "Ho-Hum" or "2 Hot 2 Handle"?

