

Gar
Minor

Playing Oracle Knight Klondike Solitaire Puzzles with a Standard Deck of Playing Cards Intro & Lore



THE WHISPERS OF QAEOS

The Kingdoms of The Gar worked peaceably together for thousands of years, building trade, prosperity and respect ... then came Qaeos, the Dragon Queen.

Soon, quiet doubts, mistrust and resentment began to grow in the minds of subjects and nobles of the Kingdoms. The Whispers of Qaeos festered and grew in dark corners and neglected districts, until She and Her Minions were confident they could spread out from Her Lair on The Isles of Gar Minor, rise from the depths of The Gar, and seep from the Ruins of Faen with little resistance.

Qaeos and Her Forces quickly ravished the land, plundering its resources and enslaving the populous, aided by allies within the ranks of the kingdoms themselves.

Hidden away, a few strong-willed nobles managed to retain their wits, a store of coin, and, just possibly, enough mercenaries to rebel against the Tyranny of Qaeos, but they, the withering nobles and rudderless mercenaries, needed a leader, someone fearless (or clueless) enough to take charge.

That's when Skein Kfareon, Lord of Ways Keep, overheard a group of drunken miscreants extolling YOUR bravery, feats of strength and charismatic leadership in The Creaking Phoenix Inn.

You have three days to outwit the Forces of Qaeos, free the royals, nobles and subjects of the Kingdoms, restore order, and collect your reward.

WHY PLAY ORACLE KNIGHT KLONDIKE SOLITAIRE?

- The Oracle Knight allows you to see where all royalty, nobles and subjects are imprisoned ... plan your moves wisely to maximize your reward.

WHAT YOU'LL NEED

- 1 standard deck of 52 playing cards, no jokers
- 1 Oracle Knight meeple, mini or token
- 3 deal tokens or poker chips of different values

SETUP & HOW TO PLAY

Setup -- P. 2. How To Play -- P. 3.

ORACLE KNIGHT KLONDIKE SOLITAIRE PUZZLE TWEETS

Play the same setups as other mercenary leaders -- can you solve the deal in fewer moves and claim the greatest reward?

<https://twitter.com/brightidealab>

#OracleKnightPuzzles or #KlondikeSolitairePuzzles



ABOUT DECKBONES™

DeckBones™ playing card tiles let you enjoy classic solitaire (and other card games) using LESS SPACE than a full sized deck of cards, with LESS FIDDLING, flipping and aligning of slippery card stacks. NEW LORE, variants and an INSURRECTION expansion inject QAEOS ... and may even help you SURVIVE.

Components

DeckBones™ include a full 52 Bone tiles matching a standard deck of playing cards, plus 2 Jokers.

- 52 Bones -- 13 Bones ranked from Ace to King in each of 4 suits (Hearts, Diamonds, Clubs & Spades)
- 2 Joker Bones

Insurrection Expansion (included)

- 7 Attack Bones
- 3 Defense Bones
- 3 Reward Coins
- 1 Rank Token
- 1 Target Token
- 1 Damage Token
- 1 Oracle Knight Token
- 1 Dungeon Bag
- How to Play Guide (Printable PDF)



Daemionshire

Available at
TheGameCrafter.com

- Deckbones™ NANO & MICRO tile decks
- Kingdoms of The Gar Playmats
- Attack Dice & Oracle Knight Meeples
- Mint Tins



Klondike Solitaire with Deck Bones™
©2021 Bright Idea Lab - P. 1

Oracle Knight Klondike Solitaire Puzzles

Random Deal Setup



West
Dungeon

Oracle Knight

29
30
31
32
33
34
35
36
27
28
39
40

Kingdoms

Reward

50

The Forces of Qaeos have enslaved the Kingdoms of The Gar. You have 3 days to rescue all Royalty, Nobles & Subjects and restore order ...

07
13
18
22
25
27

Prison Cells

41
42
43
44
45
46
47
48
49
50
51
52

Prison Yards 1-7

01 02 03 04 05 06 08 09 10 11 12 14 15 16 17 19 20 21 23 24 26 28

1. Place reward tokens in ascending value order on the Reward stack.
2. Remove Jokers from the deck.
3. Deal cards face up into Prison Yards and Prison Cells in spaces 01 - 28.
4. Deal cards face up into West Dungeon spaces 29 - 40.
5. Deal cards face up into East Dungeon spaces 41 - 52.
6. Place the Oracle Knight meeple, mini or token next to the top card in the West Dungeon.
7. Begin Rescue Rounds (see P.3A). When the Oracle Knight reaches the bottom of the West Dungeon, continue to the top of the East Dungeon.
8. Nightfall occurs at the bottom of the East Dungeon -- if at least one reward token remains in the Reward stack, move the Oracle Knight back to the top of the West Dungeon and reduce the Reward by 1 token.

Oracle Knight Klondike Solitaire Puzzles How To Play

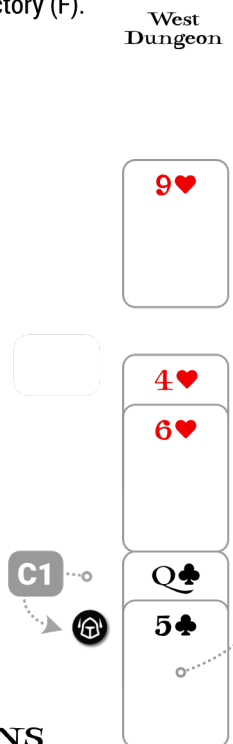
A. RESCUE ROUNDS

1. Complete a Rescue Action (C) without breaking any card Placement Rules (D).
2. Repeat until Nightfall (E) or Victory (F).

B. *DUNGEONS

The bottom of the West Dungeon is connected by tunnel to the top of the East Dungeon.

- **MOVE:** When the Oracle Knight reaches the bottom of the West Dungeon, continue to the top of the East Dungeon.
- **VISION:** After the Oracle Knight's current card is placed, you may access the card directly above its current position in the dungeon.
- **SCOPE:** If the Oracle Knight is in the East Dungeon and there is no card above its current position, you may access the bottom card of the West Dungeon.



C. RESCUE ACTIONS

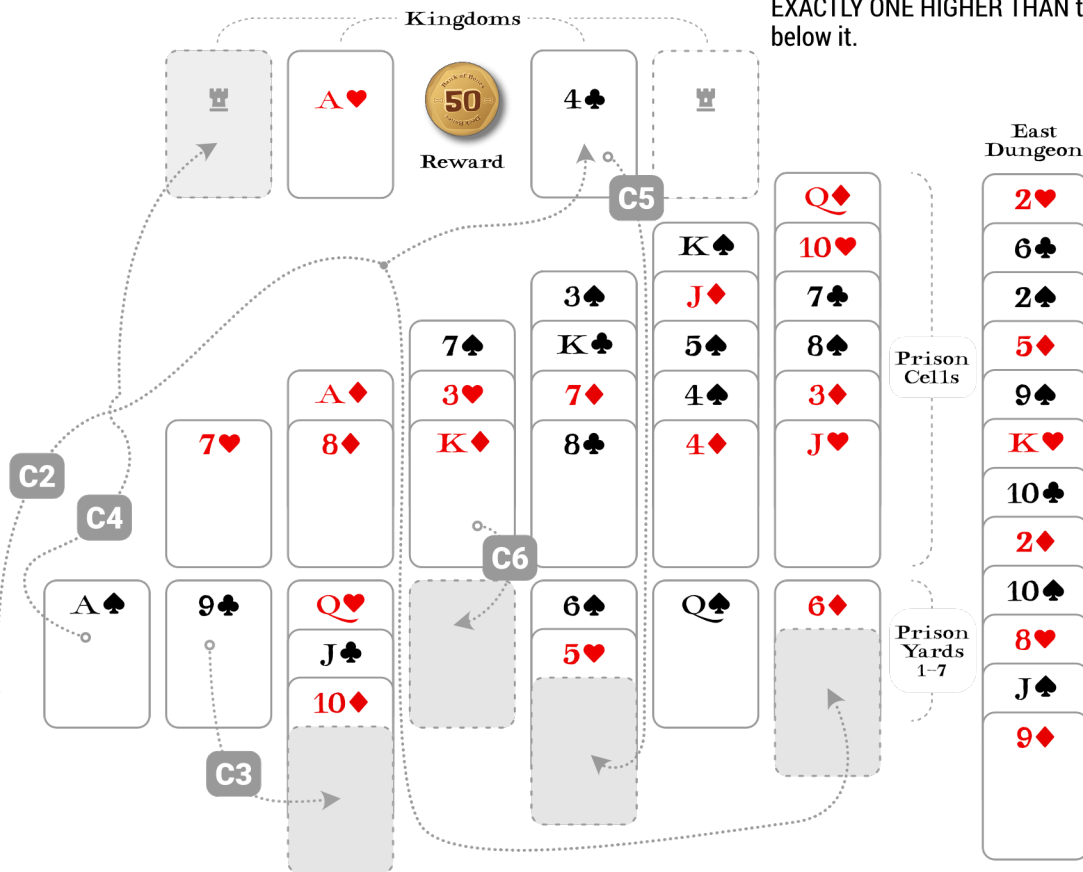


- C1** Move the Oracle Knight to align with the top of the next card in the dungeon*.
- C2** Move a card from the current Oracle Knight position of the dungeon to the bottom of a Prison Yard or the top of a Kingdom.
- C3** Move a card from the bottom of one Prison Yard to the bottom of another Prison Yard.
- C4** Move a card from the bottom of a Prison Yard to the top of a Kingdom.
- C5** Move a card from the top of a Kingdom to the bottom of a Prison Yard.
- C6** If a Prison Yard is empty, move the card in the lowest occupied Prison Cell directly above it to the top position of the Prison Yard.

D. CARD PLACEMENT RULES

1. A card may be placed at the bottom of a Prison Yard where: a) its rank is EXACTLY ONE LOWER THAN the card above it, AND b) its color does NOT match the color of the card above it.

2. A King may only be placed in a Prison Yard where the Yard and all its Cells are empty.
3. An Ace must be the first card placed on an empty Kingdom -- this sets the Kingdom's suit.
4. A card may be placed on the top of a Kingdom if, a) it matches the Kingdom's suit, AND b) its rank is EXACTLY ONE HIGHER THAN the card immediately below it.



E. NIGHTFALL

When the Oracle Knight reaches to bottom of the East Dungeon, discard a token from the top of the Reward, then:

1. If at least one reward token remains in the Reward, move the Oracle Knight to the top of the West Dungeon. A New Day begins, resume Rescue Rounds.
2. If no reward tokens remain in the Reward, the Forces of Chaos win and you are Defeated.

F. VICTORY

If all Kingdoms are RESTORED before the Reward is depleted, claim the remaining Reward token(s) and celebrate Victory!

- **RESTORED:** a Kingdom is 'restored' when all its Royalty, Nobles and Subjects are stacked on it in ascending rank order, with the Ace at the bottom of the stack and the King on top.
- **RANK:** cards are ranked in ascending order as follows: A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K



Clubin Gar

Hertzgenfeld

The Lor

The Hir

The Waste

Ruins of Faen

Gar Minor

The Gar

Daemonskine

Spaydn

Solitaire
Insurrection
Copyright 2021 by Bright Idea Lab Inc