KNOT MASTER

Official Rulebook

Objective

Be the player with the most points when the deck is empty. That player earns the title of **Knot Master**.

Setup

- Shuffle the full deck of knot cards.
- Place the deck face-down in the middle of the table, within easy reach of all players.

How to Play

1. Reveal a card

Flip the top card of the deck face-up so everyone can see which knot is being attempted, along with its difficulty level and the tying guide/instructions on the card.

2. Choose: attempt or pass

On your turn, decide whether to attempt the knot shown, using the guide on the card. If you find the knot too difficult, you may **pass** instead of attempting it — the turn (and the card) simply moves to the next player.

3. One try

If you choose to attempt the knot, you get **one try** to tie it correctly, following the step-by-step guide.

- **Success** — you keep the card and score the points printed on it.
- **Fail (or pass)** — the card stays face-up in the middle, and play passes to the next player, who gets their own attempt at the *same* card.

4. No time limit

There is no clock on any attempt. Take as long as you need — the slow, careful process of working through a knot is part of the game's value, since it builds focus and concentration regardless of whether you tie it successfully.

5. If nobody ties it

If a card goes all the way around the table and every player has either failed or passed, the card is set aside (unclaimed — no one scores it), and a new card is flipped to start the next round.

6. Continue

Play continues, card by card, until the deck is empty.

Scoring

Each card's point value is printed on it, based on difficulty:

Difficulty	Points
Easy	1
Medium	2
Hard	3
Expert	5

End of Game

- When the deck runs out, each player totals the points on the cards they've won.
- The player with the highest total wins and becomes the **Knot Master**.

Suggested tie-breaker: *whoever holds more Expert-level cards wins the tie; if still tied, whoever holds more Hard-level cards.*

Solo Play / Learning Mode

Knot Master works just as well as a solo learning tool:

- Flip a card, study the guide, and practice tying the knot — freeform or step-by-step.
- Challenge yourself by tracking how many attempts it takes to succeed, and try to beat your own record on repeat plays.

Skills & Benefits

- Trains focus and concentration through the deliberate, unhurried process of working out a knot.
- Builds fine motor memory, spatial reasoning, and sequential imagination.
- Teaches a genuinely useful, lifelong practical skill.
- Works equally well as a competitive multiplayer game or a solo self-training tool.
