

Dragons

A game by
Bruno Faidutti

Art by
David Cochard

Players are dragons living not very far from a rich countryside that they like rampaging through when the weather is nice. More or less like humans, a dragon's purpose in life is to amass gold and shiny stuff. Also like humans, dragons tend to forget the real pleasures of life, like food.



Overview of the game:

The game is played in three or four rounds, each representing one year of a dragon's life.

On its turn, each dragon must either continue pillaging and amass more wealth, or take its share of the loot into its cave in the mountain.

The dragon with the best-looking loot at the end of the game is the winner.

Components:



104 treasure cards



6 player aids



1 scoring pad



6 dragon figures



Set up:

- Each player takes a dragon figure and a player aid.
- All cards are shuffled and divided into several roughly equivalent face-down decks, depending on the number of players.

3 or 4 players



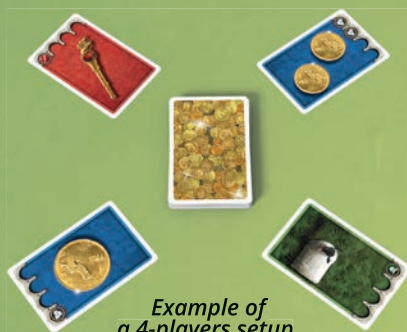
5 or 6 players



One deck is placed in the center of the table, representing what dragons will plunder this year.

The other decks are set aside for the moment.

- Reveal as many cards from this deck as the number of players. Place them face up in a circle around the deck to start the treasure piles.
- The youngest player goes first, and the game then continues clockwise.



Example of a 4-player setup.

How to play:

On their turn, a player must do one, and only one, of the following two actions:

- draw a card and add it to a treasure pile
- place their dragon on a treasure pile

1. Draw a card:

The active player reveals the first card from the deck and places it face-up on the treasure pile of his choice.

NOTE: Only the top card of each Treasure pile is visible, and players are forbidden to look through the piles.

2. Place their dragon:

The active player places their dragon figure on top of a treasure pile that does not already have a dragon.

The player is out of the game until the end of the year.

NOTE: There cannot be more than one dragon on a pile and no card can be added to a pile with a dragon on top.

Last remaining player:

When all players except one have chosen a pile, the last remaining player must take all the cards left in the last treasure pile and in the deck.

End of a year:

Players take their dragon figures back and arrange the cards of their chosen pile face-up in front of them, in clear view of everyone.



New year:

- The next year's deck is placed in the center of the table. Reveal as many cards from this deck as the number of players to start the new treasure piles.
- The player on the left of the last remaining player of the previous year starts the new round.
- After the end of the last year, treasures are scored.

End of the game, elimination and scoring:

Players must first count how many animals they have before scoring their treasure.

In a 3- or 4-player game: The player who has the fewest animals (cows and sheep) in their treasure is eliminated and cannot win. If there is a tie, tied players are not eliminated.

In a 5- or 6-player game: Both the player with the fewest cows and the player with the fewest sheep are out of the game. If there is a tie for the fewest cows or the fewest sheep, tied players are not eliminated.

NOTE: If the same player has the fewest sheep and fewest cows, he is the only one out of the game.



Dragons are like humans; they are so greedy that they forget about the really important things, like, well, food. There are old stories of dragons who filled their caves with gold and did not keep enough space to store food for the long winter.

Scoring the treasure:

Players take a scoring sheet and add up their points following these steps:

Gold Coins:

Every coin in the treasure is worth 1 point.

Good old gold pieces are still a base asset of every dragon's hoard.



Pink and blue gems:

The player with the most blue gems scores 12 points.

The player with the most pink gems scores 12 points.

In case of a tie, points are divided between tied players.

Dragons like gold, but they also like stones that shine. It might be precious gems, it might just be colored glass, but who's going to check once it's in the dragon's hoard?



The one ring(s):

A single "one ring" is worth 7 points. If a player owns more than one «one ring», they score nothing.

The legend of the one ring is one of the oldest stories in the dragons' tradition – and for a dragon, old means very old! Every dragon fancies having the one ring in its treasure. Of course, two rings cannot be unique...



NOTE: *Players who are out of the game because they did not have enough food, are not taken into account for these majorities.*

Sword, Helmet, Shield, Breastplate:

Every set of sword, helmet, shield and breastplate is worth 10 points.

During the long winter nights, dragons like to boast of their adventures. A dragon's most glorious feat is to defeat a powerful knight. To support its story, a dragon must usually show the knight's full equipment.



Polish:

Each can of polish scores as many points as the number of cans the player owns.

Example: *Raeghal has 4 cans of metal polish. They are worth $4 \times 4 = 16$ points. Falkor has only 1, it is worth $1 \times 1 = 1$ point.*

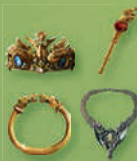
Like we already said, dragons like everything that shines, and they like to impress each other by making a big show of their very shiny treasure. And too bad if impressing fellow dragons requires some hard work.



Crown, Scepter, Bracelet, Necklace:

Each set of 3 crowns, or 3 necklaces, or 3 scepters, or 3 bracelets is worth 10 points.

Dragons are old – very old – and like many old people they like to collect shiny stuff. The saying goes that male dragons specialize in crowns and scepters, while females prefer necklaces and bracelets, but we're actually not even sure there are male and female dragons. No one has ever seen a dragon from near enough to ascertain it and lived long enough to tell the tale.



Variants:

Less memory: *Play one more year.*

Brain burning tactics: *Arrange the cards in each treasure pile in a column, thus allowing players to see what is in the pile.*

More control and some bluffing: *Players start each year with one card in hand, hidden from the other players. When the active player draws a card, they first secretly take it in their hand, and play one of their two cards on a pile. At the end of the year, each player adds the card they have left in hand to their treasure.*