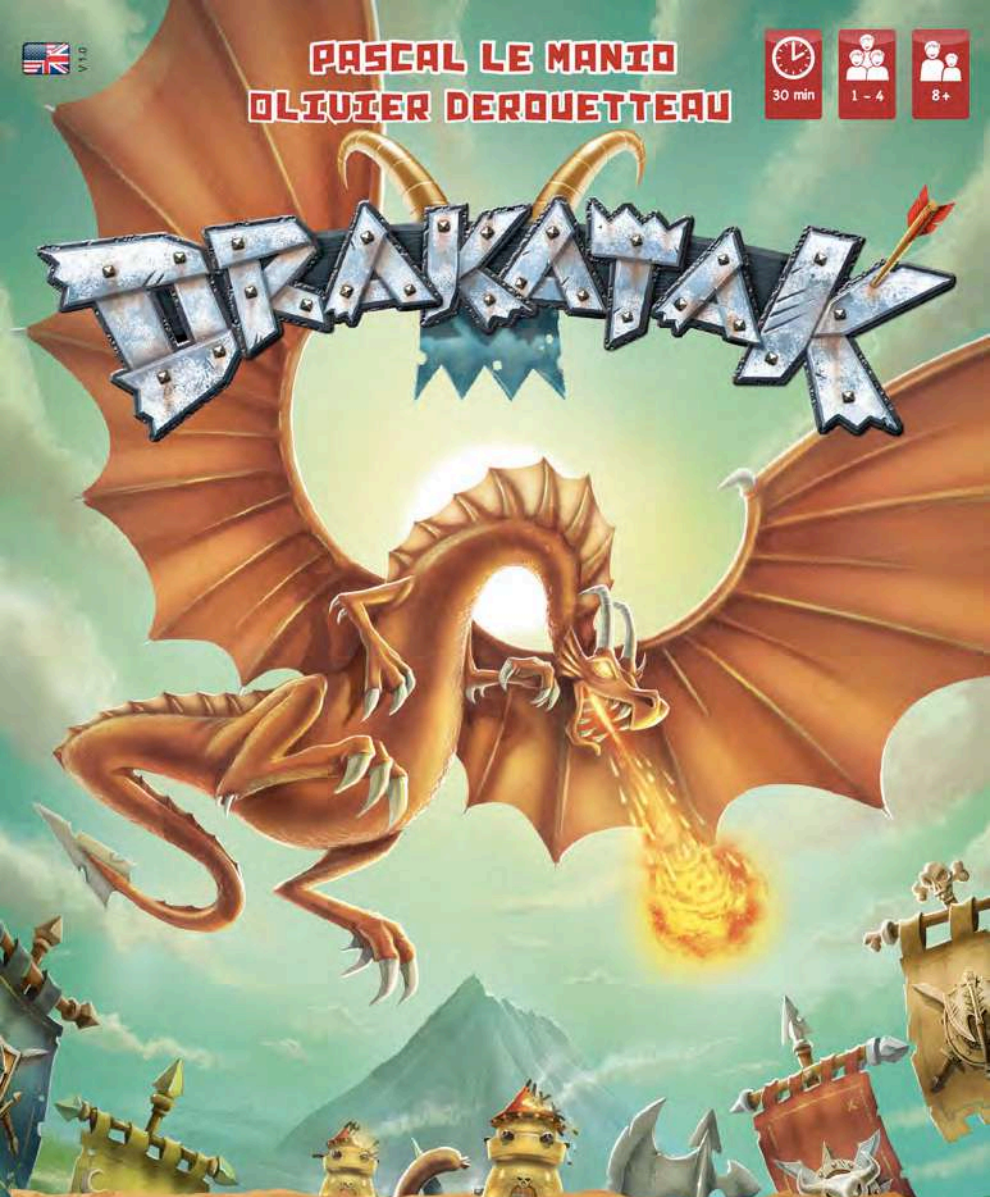


PASCAL LE MANIO
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DRAGONKRAK



The Druids in the Heart of the Forest, the Tribes of the Burning Sun, the Black Rock Artisans, and the Paladins of the Krak have endured the relentless attacks of a Red Dragon. Long divided, these peoples have united in the face of a new threat: an Undead Dragon glimpsed on the fire-ravaged battlefields.

The new alliance, however, has not stifled the egos of the warlords. Although they have recruited troops from all four peoples, each of them dreams of leading the final assault



OBJECT OF THE GAME

The winner is the first player with no cards left.



SETUP

- 1/ The game board is placed in the middle of the table.
- 2/ The 4 Hero cards  are separated out and then dealt in equal numbers to each player. With 3 players, the remaining Hero card is temporarily set aside.
- 3/ The Troop cards are shuffled to form a deck. The first card in this deck is placed face up in the empty space reserved for Army **I**. Repeat the operation until each Army space on the game boards receives 1 card. The Watchtower, on the other hand, remains empty. With 3 players, the Hero set aside in step 2/ is then added to the deck, which is shuffled again.
- 4/ All the cards are dealt to the players. Each player shuffles their Hero or Heroes along with the cards they receive. Each player now has a stack of cards before them (containing at least 1 Hero), which they leave face down. These individual stacks are called a Camp.
- 5/ With 3 or 4 players, each receives 2 Event tokens, which they look at in secret.
With 2 players, each receives an Undead Dragon token, as well as 2 other Event tokens. They keep these face down near them. The tokens that have not been taken by the players are put away in the box, unseen, since they will not be used during the game.
- 6/ The Red Dragon  is placed in the space for Army **I** on the game board.
- 7/ Each player draws 3 first cards from their Camp, reveals them, and adds up their Values, with a Hero counting for 13 in this step. The player with the highest total will play first. All the players then take up their 3 cards in their hand ready to play during their first turn, after making sure that the other players have seen these cards.





PLAYING A TURN

These rules apply to games for 2 to 4 players. The specific rules for solo play are provided on page 5.

Proceeding in clockwise order, each player carries out the following three phases. The player currently playing their turn is called the “active player.”

A/ TACTICAL DECISIONS


The active player must place cards on the space reserved for one of the four Armies or on the Watchtower's space. To do so, they must carry out **one of the two following actions**:

- Place **at least 1** card, Troop or Hero, from their hand **on top of** those already placed with one of the Armies on the game board that is not currently occupied by either the Red Dragon or the Undead Dragon;
- Place 1 Troop card only from their hand on the Watchtower.

In order to place a card, the following rules must be observed:

- Position of the Armies
- I** The cards that are piled here in the course of play must be arranged by **strictly increasing order of Value**, regardless of their color. An Army cannot have more than 1 Hero card at any given time.
 - II** The cards that are piled here in the course of play must be arranged by **strictly decreasing order of Value**, regardless of their color. An Army cannot have more than 1 Hero card at any given time.
 - III** The cards that are piled here in the course of play must be arranged by **strictly increasing order of Value, in the same color**. An Army cannot have more than 1 Hero card at any given time.
 - IV** The cards that are piled here in the course of play must be arranged by **strictly decreasing order of Value, in the same color**. An Army cannot have more than 1 Hero card at any given time.
 - TOUR** The Troop cards (no Heroes) that are piled here in the course of play must be of the **same color, regardless of their Value**. At the beginning of the game, the Watchtower has no color. This is determined as soon as one of the players first places a card here.

IMPORTANT

- **Each Army and the Watchtower cannot have more than 6 cards apiece.** As soon as a player places a sixth card on one of these spaces, the 6 cards are put away in the game box. If the active player still has cards left in their hand, they may place them in the Army space that has just been emptied in order to start a new series.
- A Hero  acts like a joker. This type of card can take on the color and the Value (from 1 to 12) of any Troop card, but it then occupies the position of a card with a given Value. So, if a Hero card is placed on top of a Value 4 card in Army **I**, the next card must have a Value of at least 6, since the Hero is now

worth 5. **An Army cannot have more than one Hero card.** Moreover, it is always possible to exchange a Hero card already placed in an Army with a card from the active player's hand, but only in the Army where cards will be placed during this turn. The recovered Hero does not go into the player's hand but is placed at the bottom of their Camp.

- **If a player cannot place any cards**, they must remove one or more cards placed in an Army not currently occupied by a Red Dragon or an Undead Dragon. These cards preventing new cards being placed are then put **at the bottom of the player's Camp**. Once this is done, the player places one or more cards on the space of the Army that has just been reduced in this manner.



Using an Event token

During their turn, a player may use their Event tokens. This is not an action. The effect is immediately applied, even if it occurs while an action is still being completed (between the placement of two cards for example).

The token is then put away in the box because it can no longer be used in the game. It is possible to play 2 Event tokens during the same turn in order to combine their effects (see reverse side).

Playing an Event token does not give the player the right to repeat phase A/ with different Armies during a turn of play. All the player's cards must be placed **on the same Army during the same turn**.

B/ FLIGHT OF THE RED DRAGON

The active player **moves** the Red Dragon in order to place it on top of the cards in another Army's space on the game board. Players are not allowed to skip this phase. This movement does not involve the Watchtower, which must always remain available. The Red Dragon and the Undead Dragon cannot be placed on the same Army.

When the Red Dragon or the Undead Dragon stand on top of an Army, no player may play their cards there.

C/ TROOP RECRUITMENT

During this phase, the active player reconstitutes a hand composed of 3 cards, by drawing the number of missing cards from their Camp.

It is then time for the next player to carry out the 3 phases of their turn of play.

SOLO MODE

With 1 player, the same rules for 2 players or more apply unless indicated otherwise below.

Setup: Follow steps 1 to 4 of the Setup for a game with 2, 3, or 4 players. At the end of step 4, you have in front of you a Camp composed of 48 facedown cards. Remove the 3 *Imprisoned* and *Undead Dragon* tokens from the game, and then place the 5 remaining tokens in front of you.

Playing a turn: At the beginning of the game, the Red Dragon blocks Army **I**. During phase B of each turn, it is moved to the following Army rather than applying the usual rule. If the Red Dragon is located on Army **IV**, it is moved to Army **I**.

During phase A/, if you cannot place any cards, you must remove enough cards from an Army that is not threatened by either the Red Dragon or the Undead Dragon in order to allow you to place one or more cards from your hand. The cards removed are then placed face up next to the game board. These Troop cards are called "Deserters."

Deserters	Comment
None	Well done! You are a master at leading Armies!
From 1 to 4	Despite some losses, your troops are combat-ready. Mission accomplished!
From 5 to 8	You have limited the damage, but the outcome is unsatisfactory. You must show a firmer hand next time!
From 9 to 14	Your failure is crushing. You must face the dragons with greatly weakened forces.
15 or more	A massacre is about to occur!

Variant

The following two rules are applied for this variant of solo play:

- **Setup:** The Undead Dragon is put into play at the start of the game.
- **During play:** At the start of the game, the Red Dragon blocks Army **I** and the Undead Army blocks Army **IV**. During phase B/ of each turn of play, both dragons are moved to the next Army. A Red Dragon or an Undead Dragon located on top of Army **IV** will go to Army **I**.

EVENTS



Imprisoned:

Blocks the Watchtower during 1 round of play.



Epidemic:

Eliminates 1 or 2 cards from the bottom of an Army's pile. These eliminated cards are put away in the game box.



Reinforcements:

Allows the active player to look at all the cards in their Camp, and then pick 1 card to add to their hand.



Counter-order:

Allows the active player to change the color of an Army or the Watchtower.

Undead Dragon (2 tokens):

Allows the active player to place the Undead Dragon on an Army, which then becomes blocked during 1 round of play. The Undead Dragon will be removed at the beginning of the next turn of the player who introduced it. If the Undead Dragon is already in play, this token cannot be used.



Unexpected Volunteers:

Allows the active player to insert 1 or 2 cards from their hand between those already in play in an Army. The order of Values required for this Army must be respected.



Overflight:

Cancels the effect of the Red Dragon or the Undead Dragon.



Value



Troop

Color



The Druids in the Heart of the Forest



The Tribes of the Burning Sun



The Black Rock Artisans



The Paladins of the Krak

This symbol indicates a Hero.



Heroes

Maximum number of Heroes on this Army

Strictly increasing Values, regardless of color



Troop cards, of the same color

Strictly decreasing Values, of the same color