

Don't Poke The Dragon! by Mike Gurley

Number of Players: 2 to 5

Summary: A family-style, push-your-luck game of poking dragons for fun. Just don't poke a Shadow dragon, or a Hydra. They don't like that, and they will eat you.

Mechanic: Push-your-luck

Objective: Capture 21 dragon cards, or have the most dragon cards when the deck runs out.

Setup:

- 1) Shuffle the whole deck and place it in the middle of the table where everyone can reach.
- 2) The first player to state they are the first player, becomes the first player, otherwise the youngest player goes first.

Gameplay:

Players take turns in clockwise order drawing cards from the central deck, starting with the first player.

On a player's turn they must draw at least 1 card, but may draw as many as they like. Each player must flip each card they draw face up, one at a time.

The player can stop drawing at any time they wish. When they stop, if they have drawn at least 1 dragon card, and have not drawn a Shadow dragon or a Hydra, they win the card(s), and place them in a personal point pile. Cards banked to your points pile are safe for the remainder of the game.



When a player draws a Shadow dragon or a Hydra, their turn ends immediately, and they must deal out all the cards they just drew (including the Hydra or Shadow dragon) to the other players one card at a time, starting with the player to their left. Those player keep the cards as points in their personal point piles, and you get nothing. Cards may not be evenly distributed. *Note: In a 2 player game, just give all the cards drawn to your opponent.*

Game End:

If at any time any player has banked 21 dragon cards, they immediately win the game.

or

When the deck runs out, the player with the most dragon cards wins.

In the case of a tie, the player with the least number of Hydras and Shadow dragons wins. If there is still a tie, it's a tie.