

Dragon Duel by Robert Burke

Number of Players : 2 Players

Summary: In Dragon Duel, players will place dragons on three different battlefields (left, middle and right) in order to defeat their opponent. When a battlefield is won, the winning player collects all the cards on that battlefield - their own, and their opponent's, then places them all in their win pile off to the side. The first player to 21 dragons, or to have the most dragons when the deck is expended, wins.

Mechanics: Area control, hand management, take-that

Objective : Acquire 21 dragons or the most dragons by game's end.

Set-Up :

1. To start the game, shuffle, then deal out all dragon cards so that each player starts with 20. Each player then shuffles all their dragon cards together, and randomly draws 5, creating a draw deck with their remaining cards.
2. The first player to state they are first player, is the first player, otherwise the older player is the first player.

Gameplay

1. The first player places a single dragon card on 1 of 3 battlefields - Left, Middle or Right. There is no board, so you'll need to image the battlefields. Just separate the table into three sections in your mind - left, right and middle. Alternatively, you can create the battlefields by using pencils, string, or any other handy items that can be used as battlefield borders. You will need 2 dividers to create 3 battlefields. **(Need to add Graphic.)**
2. After the first player places 1 dragon, their opponent must play 1 dragon on their side, on any battlefield they wish. A player may always play on any battlefield they wish as long as there is room.
3. Play alternates back and forth like this 1 card at a time until all 5 cards in hand have been played by both players.

Details:

A player may not play more than 2 cards on any one battlefield.

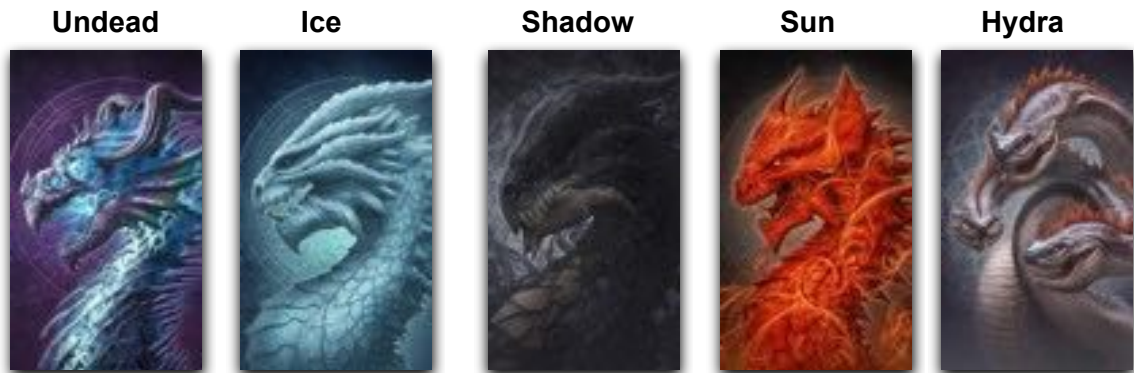
While good dragons are stronger, when an evil dragon is played, a special ability is triggered. Be sure not to forget to use them! (See the Evil Dragon Special Abilities section)

Once all dragon cards are placed, each battlefield should be resolved by the first player from their left to right (Left, Middle, Right) Once resolved, if there is no winner, both players draw 5 more cards, and play another round with the second player from the previous round becoming the first player.

Use the following dragon rank and resolution rules to resolve each battlefield.

Scoring: Dragon Ranks and Resolution

Evil - Lowest rank to Highest



Good - Lowest rank to Highest



Resolve each battlefield using the following ranks.

1. One dragon vs. one dragon (Strongest to weakest)
 - Highest ranking good dragon
 - Highest ranking evil dragon
2. Any pair beats any one dragon
3. Pair vs. Pair (Strongest to weakest)
 - Highest ranking pair of identical good dragons
 - Highest ranking pair of identical evil dragons
 - Highest ranking good dragon in a non-identical good dragon pair
 - Highest ranking evil dragon in a non-identical evil dragon pair
 - Highest ranking good dragon in a good/evil dragon pair
 - Highest ranking evil dragon in a good/evil dragon pair (If good dragon is the same)
4. Any opposing identical single dragon or pair is a tie - discard these cards out of the game

Evil Dragon Special Abilities

Undead Dragon - Place an undead dragon - draw a card from your deck, then reshuffle any card from your hand into your deck - if you have no cards to draw, the Undead dragon does nothing. **Shadow Dragon** - You may replace a dragon on your opponent's side with your Shadow dragon - take the dragon you have taken from your opponent, and place it on your side anywhere there is room. The ability of the dragon you take does not trigger.

Hydra - Also counts on an adjacent location where only one of your dragons exist.

Ice Dragon - Prevents any and all future opponent evil dragon abilities at this location from occurring, including preventing an opponent's Hydra, at the same location as the Ice dragon, from counting at an adjacent location.

Sun Dragon - Place a Sun dragon - draw a card from your points pile, then discard a card from your hand to your points pile. If you have no points, the Sun dragon does nothing.

Game End:

As soon as a player reaches or exceeds 21 dragon cards in their win pile, they immediately win the game. If no player has 21 dragons in their win pile after the deck has been expended, the players with the most dragons wins.

If all cards are played, and each player has the same number of dragons, the player with the most good dragons wins. If still tied, the player with the most star dragons wins. If it is still tied, it's a tie.

Variant: Instead of randomly dealing 20 cards to each player during set-up, each player starts with 2 copies of each dragon, so they start with the exact same deck.