Dragon Trick by Mark Kale
Number of Players: 2-4 Players

Summary: Each player represents scavengers collecting valuable parts from dragons who are having a war in the sky overhead. Players are attempting to assess which dragons are the most likely to win each fight and move near their spoils. But if two or more scavengers move to the same area, they lose out. The player who collects the most fallen dragons (in the form of tricks) in the end wins.

Mechanics: Simultaneous play, trick-taking, area control

Objective: Be the player who has collected the most tricks of dragons by the end of the game.

> **Hand:** The cards given to each player (kept hidden, but can be seen by the player).
> **Trick:** A group of dragons won each round.
> **Rank:** Power level of a given dragon.
> **Rank Line:** Determines the rank of the dragons.
> **Round:** A playing of the game till all players have played all cards from their hands.

Set-Up: How to set the game so it is ready to play.
1) For 4 players, remove all Shadow and Forest dragons from the deck, and place them aside, they will not be used.
2) Remove 1 of each dragon type from the deck.
3) Shuffle these cards (10 cards in a 2-3 player game, or 8 cards in a 4 player game). Layout these cards face up in a line in front of the players. This is the RANK LINE and determines the rank of the dragons. The most powerful dragon is on the left and the least powerful dragon is on the right. **(Need to add Graphic of Rank Line)**
4) Shuffle the remaining cards, and deal out the cards evenly among the players to form their hands (kept secret from the other players).

Gameplay: How to play, step-by-step.
1) All players simultaneously, select a card from their hand and place it facedown in front of them.
2) Once everyone has selected a card, turn them face up at the same time.
    a. Any dragons that match in the trick nullify each other. They do not count AT ALL. If all dragons have a match, no one wins the trick, and no one may switch dragon ranks. Place those cards to the side, out of the game for this round.
    b. For example: In a 3 player game, if the highest ranking dragon is Moon, and Sun is lower on the rank line, and 1 Sun dragon, and 2 Moon dragons are played, the Sun dragon would win, even though it has a lower rank, because the Moon dragons cancel each other.
3) The player that played the dragon with the highest rank (the leftmost in the rank line) gets the trick.
4) The player with the lowest ranked dragon can switch the order of any two adjacent dragons in the rank row. This can be the same as the highest rank dragon if it is the only one not nullified.
    a. The highest and lowest rank dragons (farther to right and farthest to the left) are considered ADJACENT!
5) End of Round: The trick winner should collect the cards one and place them in a pile as a scoring reminder. Continue play till all dragons are expended.

Scoring: (If any) – Write down the number of tricks each player obtained.

Game End: Play three rounds.

Winning: Players with the most total tricks over 3 rounds, wins.