

The Last Hydra, Public Domain

Number of Players : 2-5 players

Summary: A dragon-themed version of Old Maid for kids and families.

Mechanics: Hand management, set collection, take-that

Objective: Don't be the last player holding a single Hydra card.

Set-Up:

1. Remove 1 Hydra card (3-headed dragon) from the deck. It will not be used in this game.
2. Shuffle the remaining cards.
3. Deal 1 card to each player in clockwise order until all the cards are dealt out. Players do not need to have an equal number of cards.

Gameplay :

1. After you receive your cards, all players must make pairs of matching dragons, and place them face up on front of them. Only pairs can be made. Players may not place 3-of-a-kind. If a player has 3-of-a-kind, they may only play 2 of the 3. 4-of-a-kind may be played, but as 2 separate pairs.
2. Once all players are done playing their pairs, the youngest player goes first.
3. The player to the right of the first player fans their hand out, and the first player picks one randomly. If the first player can make a pair with the card drawn, they may play the pair face up. If not, they add the card to their hand and then fan their hand out for the player on their left.
4. Play continues this way with each player picking 1 random card from the hand of the player on their right, and playing pairs if possible, until only 1 player has 1 card left, a 3-headed Hydra. This player is the Last Hydra.

The player with the last Hydra is the loser.

Calling All Dragons, Public Domain

Number of Players : 2-5 players

Summary: A dragon-themed version of Authors for kids and families.

Mechanics: Set collection

Objective: Have the most sets of 4 matching dragons at the end of the game.

Set-Up:

1. Shuffle the whole deck.

- Deal 1 card to each player in clockwise order until all the cards are dealt out. Players do not need to have an equal number of cards. The oldest player goes first.

Gameplay:

Beginning with the first player, each player requests a desired card from any player they wish. Example "Give me a Shadow Dragon. See *"Dragon Types" in the Book of Dragons Concepts booklet for details on dragon types.*

If the opponent has the card, they must hand it over.

The player's turn continues so long as the player receives the card requested. If not, the turn passes to the left.

As soon as a player collects four matching dragons, such as 4 Moon dragons, they lay them face down.

The game continues until all cards have been laid down. The player with the most cards, or the majority of cards wins.

Dragon War, Public Domain

Number of Players : 2 players

Summary: A dragon-themed version of War for kids and families.

Mechanics: Take-that

Objective: Win all the cards in the deck.

Set-Up:

- Shuffle the whole deck.
- Alternate dealing 1 card to each player until the whole deck is dealt out. Each player should have 20 cards.

Gameplay:

Each player turns up a card at the same time, and the player with the higher ranked dragon card takes both cards and puts them, face down, on the bottom of their stack. See *"Dragon Types" in the Book of Dragons Concepts booklet for details on dragon ranks.*

If the cards are the same rank, it is War. Each player counts out 3 cards face down, and the next card turned face up by each player determines the winner of all the cards. Alternatively, you may take out 1 dragon of each type and put them in a line to show the dragon ranks. These cards will be for reference only, and cannot be won.

Play until 1 player has all the cards, and that player is the winner.

Dragon Head Poker, Public Domain

Number of Players : 2 to 9 players

Summary: A dragon-themed version of Indian Poker for kids and families.

Mechanics: Deduction, bidding, player elimination

Objective: Win all the things.

Set-Up : This game requires bidding, so each player should start with an equal number of poker chips, pennies, candy, peanuts or whatever you have handy for betting.

1. Remove 1 of each dragon type from the deck, shuffle them, and place them 1 at a time face up in a row on the table. The leftmost dragon is the highest ranked dragon, the second dragon is the second ranked, etc.
2. Shuffle the remaining deck and deal a single card to each player.

Gameplay:

On the count of 3, each player simultaneously lifts their card, placing it on their forehead so that all of the other players can see it, but the player cannot see their own. All player then ante 1 (whatever you are using to bet into the pot). Starting with the youngest player, and moving clockwise there is a round of betting. The youngest player may bet 1 or more, or can pass. If the opening bidder passes, they are out and the opening bid passes to the next player in clockwise order. Once the bidding is opened, each player that has not passed, may match or raise the bet. Play continues until all players have matched the highest bid, or have passed. When a player passes they are out of the round and cannot win. They may look at their card. If a player does not have enough to match the highest bid, they may stay in the round as long as they put all their remaining things (pennies, chips, candy, etc.) into the pot.

The winner takes the whole pot. In the case of a tie, the tied players split the pot evenly, with any extra going into the pot for the next round.

Play until 1 player has all the poker chips/pennies/etc., and that player is the winner.

Tailslap, Public Domain

Number of Players : 2 to 5 players

Summary: A dragon-themed version of Slapjack for kids and families.

Mechanics: Dexterity

Objective: Win all the cards.

Set-Up : The oldest player is the dealer. Deal cards one at a time face down, to each player until all the cards have been dealt. The hands do not have to come out even. Without looking at the cards, each player squares up their cards into a neat, face down deck in front of them.

Gameplay :

Beginning on the dealer's left, each player lifts one card at a time from their pile and places it face up in the center of the table. When the card played to the center is a Hydra, the first player to slap their hand down on the Hydra takes it, as well as all the cards beneath it. The player winning these cards turns them face down, places them under their pile of cards, and shuffles them to form a new, larger pile.

When more than one player slaps at a Hydra, the one whose hand is directly on top of the Hydra wins the pile. If a player slaps at any card in the center that is not a Hydra, they must give one card, face down, to the player of that card. When a player has no more cards left, they remain in the game until the next Hydra is turned. The player may slap at the Hydra in an effort to get a new pile. If the player fails to win that next pile, they are out of the game. Play until one player has all the cards. That player is the winner.

Dragon Memory Match, Public Domain

Number of Players: 1 to 6 players

Summary: A dragon-themed version of Memory Match.

Mechanics: Memory

Objective : Have the most cards at the end of the game.

Set-Up : Shuffle the whole deck and create a face down grid of cards that has 8 columns, and 5 rows. The first player to state they are the first player, becomes the first player. Otherwise the oldest player is the first player.

Gameplay :

Starting with the first player, each player may flip over 2 cards in the grid. If these 2 cards match, the player may take them, and put them in their personal points pile, and then may take another turn. If the cards flipped do not match, play passes to the next player in clockwise order.

Game End:

Play until the last 2 cards in the grid are taken. The player with the most cards wins. For solo games, try to clear all the cards in the least number of turns.