



**ROCKY BOGDANSKI
& CARSTEN LAUBER**

RULEBOOK



DRACHEN SACHEN

Wyrmgold

OVERVIEW

Recommended age: 10+

Game length: 30 - 60 minutes

Number of players: 2 - 6 players

Recommended: 3 - 5 players

Game material:

72 Monster cards

8 cards each per Monster

24 Dragon cards

8 cards each per Dragon

7 Ability cards

7 Curse cards



PUBLISHER

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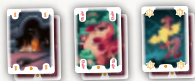
GAME IDEA

Small monsters are trying to steal all gold from Kin, the dragon. To get rid of the little pests, all players need to dispose of their cards as fast as possible. You have to overbid each other with your monster cards. If one does not have an equal or stronger monster than the player before, must take the whole Discard Pile from the middle. However, the one who disposes of the monsters the quickest, will make the other players pay many gold coins. Whoever, in the end, lost the fewest gold coins will be declared the winner! He/She will be favoured by Kin and may now be called a „Protector of the hoard“.



SETUP

- ◆ Shuffle all 96 Monster- and Dragon cards (they all share the same back showing the dragons hoard).
- ◆ Every player places **three cards** face down next to each other and puts another **three cards** face up on top of them (This is called "Reminders").
- ◆ Every player now draws **five hand cards**. Each player may exchange **one hand card** with one of the **three open cards** in front of him.
- ◆ Count 18 cards from the remaining deck and use them as draw pile. Discard the rest - you will not need them in this game round.
- ◆ Before you begin you must pick the **starting player**. In the following game rounds the player with the most lost Gold coins starts. In case of a tie the one closest left of the last starting player becomes the new starting player.



GAMEPLAY

These rules have to be followed:

- ◆ Drachensachen is played clockwise and turn-based.
- ◆ If a player has hand cards left, he is forced to play from his hand first.
- ◆ If a player cannot or wont play a matching card, he has to take the complete Discard Pile and add them to his hand cards. The player's turn ends with this.
- ◆ If a player has **no hand cards** left, he must play **one of the open cards** from his "Remainders". If only face-down cards are left, the player must play one of these blindly (meaning not knowing their value beforehand).

Attention: If the card has been played according to the rules, the next player's turn begins. If the face-down card did not match, the active player has to take up the whole Discard Pile (including the card he just played).



General rules for playing cards:

- ◆ Dragon cards may always be played in your turn.
- ◆ If a card is played to the Discard Pile, the next player must play a card of equal or higher value.
- ◆ You may play a matching card multiple times until a maximum of four cards of the same type are directly following each other. In this case the pile is removed.



Attention: Card effects are also removed. The player who played the 4th card of the same type gets an immediate extra turn.

- ◆ You may also discard as many sets of **four cards** as you like in your own turn. If they fit, they may also be played to the Discard Pile to remove it.
- ◆ If your last remaining hand cards are the same as one or more of your open cards from your "Remainders", you may play them as a set.
- ◆ If the redraw pile (18 cards) is used up, no actions involving the drawing of cards have to be performed anymore.
- ◆ A game round immediately ends as soon as a player has no cards in his "Remainders" and all his hand cards have been played.



SPECIAL CARDS



The 3: Undersell

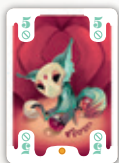
The following player may only play a card with a value lower than 3 or a Dragon card.



The 4: Draw Two Cards

The following player has to draw two cards from the Redraw Pile. This effect can be pushed further, if another 4 or a "Protecto"-card is played. Another 4 also adds to the effect - so one has to draw **four, six, .. cards**. Whoever has to draw cards in the end gets his turn normally. The "4 of the same set"-rule still applies.

House rule: *If the active player has only face down cards left, he may look at a card to push the effect. If this card does not fit, he has to draw cards accordingly and maybe even take the Discard Pile.*

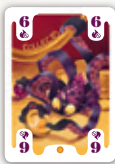


The 5: Miss a Turn

The following player misses a turn. Playing more than one 5 lets more players miss their turns accordingly. If you play a "Protecto"-card, you push the missing of turn to the following player.

House rule: *Who is about to miss a turn may play one or more 5s to push the effect. This has to be done before the following player played a card. If four 5s have been played, the player who played the fourth 5 gets an extra turn.*





The 6: Dragon Forbidden

The following player may not play a Dragon card on a 6. He may only play another 6 or a higher card.

The Dragon Cards

The Dragon cards are special protective cards to get rid of monsters. Dragon cards can be stacked as well.



Attention: A Dragon card  may never be played onto a 6 .
A 9  may never be played onto a Dragon card  as well!



Nulla: Set Discard Pile to Zero

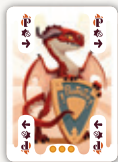
Playing this Dragon card the value of the highest played card is now reduced to 0. The following player may play any card except a 9.



Extermino: Remove the Discard Pile

When playing this Dragon card you remove the current Discard Pile completely from the game round and the active player gets an extra turn.





Protecto: Push Effect

Playing this Dragon card passes the current situation to the following player. The following player is confronted with everything the previous player was facing.

House rule: If multiple „Protecto“-cards are being played, the effect will be pushed to the next, the next but one, aso. If a player gets skipped, he may not play anything to cancel this.

Example: A player has to surpass a 9 and cannot do this. He plays a "Protecto"-card and pushes the problem to the following player, who now may not play a 9 as well (because of the dragon card). Challenging! He only may play a dragon card now.

GAME ROUND ENDS

As soon as a player has no cards in front of him and no hand cards, the game round ends. Everyone is counting the gold coin symbols from their hand cards and from their "Remainders". Additionally, every gold coin of a visible card back counts. A player may **only lose 10 gold coins** in one game round.

GAME END „THE HOARD IS GONE“

Drachensachen is played over multiple rounds until a **player lost 21 or more** gold coins.

The player with the fewest lost gold coins wins the game.

If there is a draw, another game round is played.



ADDITIONAL RULES

To enhance the gameplay for more experienced players, there are some extra rules for curses and abilities. Choose freely which rules you like and use. In the end you decide what is fun for you!

CURSES

The winning player (the one who ended a game round) has to draw a curse card. The curse shows the new starting set-up for this player only.



Curse: Many Monsters

Instead of the usual **five hand cards**, you have to draw the shown number of hand cards at the beginning of the game round.



Curse: Unknowing

Instead of the usual **three hidden and open cards** in your "Remainders", you have to put the shown number of hidden/open cards in front of you.

Attention: You may only exchange one open card with one of your hand cards at the beginning of a game round. The order of playing cards still applies as well: Hand cards -> open cards -> hidden cards.



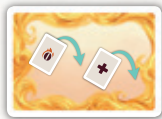
Curse: Chaos

Every player has to draw a Curse card and follow its instructions. Instead of an 18 card redraw pile you use all remaining cards.



ABILITIES

Every time a game round has ended, a new ability affecting all players is brought into play. It may change the behaviour of a card and offers completely new possibilities.



Nullø: Dragons are quick

When playing a Nullø-card the active player gets an extra turn. He/She has to play another card, **except** if his last card was the one he played.



All Dragons: Envious Monsters

When playing any Dragon-card(s) the active player has to draw one card from the Redraw Pile. If there are no cards left to draw, the player does not have to draw another one.



The 1: Small but Nice!

A 1 may be played on a 9.



The 2: Monsterball

When playing a 2, the active player chooses one player who has to draw a **random** card from the active players hand to his own hand.





The 7: Roundabout

When playing a 7 you may choose to change the direction and the previous player begins his turn. If you are playing with 2 players you get to go again.



The 8: Golden Feathers

At the end of the game round, you gain one gold coin for every 8 you own, instead of losing one gold coin.



The 9: Open Secrets

When playing a 9 the active player has to take one of his open "Remainders" to his hand cards. If there are no open cards in the "Remainders", the player does not have to take a card.





Example: This is how you play!



David, Caro, Peter and **Stefanie** are playing a game of **Drachensachen**.

Caro begins and plays a "2" from her hand. **Peter** could play a "2" or higher or any Dragon card. He chooses a "3" and forces **Stefanie** to play a lower card. **Stefanie** counters this easily with a "1". In **David's** turn he plays a "4". **Caro** would have to draw two cards, but she raises the pressure by two "4s". Since there are three "4s" in the middle, **Peter** would have to draw **six cards**.

If **Peter** also plays a "4", four of the same cards would stack on top of each other. If that was the case, the effect would have been removed, the cards taken out of this game round, and **Peter** would have gotten an extra turn. But unfortunately **Peter** does not have a "4". He still does not need to draw any cards as he plays a Protecto-Dragon card, thus pushing the effect to the next player - namely **Stefanie**.

She also could play a Dragon card. Instead she adds another "4" to the pile. Since there is a Dragon card between the four "4s" the Discard Pile is not removed. It's **David's** turn again and he must draw **eight cards!** He draws all eight and now has to play a card. Luckily he has a high enough card and plays a "6".

Caro may now not play any Dragon card, but still has to play a "6" or higher. Her plan to remove the Discard Pile by playing an Extermino-Dragon card is not working and since she has no "6" or higher she has to add the whole Discard Pile to her hand.

Peter grins and plays any card onto the empty pile. His last hand card is a "7" and since his Reminders also have an open "7" he may play it as well. **Stefanie** has two "7s" in her hand and plays these directly. Now four of a kind are stacked on each other. The pile is removed from the game and **Stefanie** gets an extra turn.

She directly plays a "9". **David** has no "9" and uses a Protecto-Dragon card. **Caro** still would have to play a "9" or higher. The Dragon card prohibits the playing of a "9". Tricky! Fortunately she still has that Extermino-Dragon card and removes the pile with one swift action. We'll never know how this game ended, but you should now have a good understanding of how to play **Drachensachen!** We wish you a lot of fun!

