

DRAGONBROOD

design:

Chance
Colbert
&

Jamie
Zimmerman

art:
Richard
Jacob

An

ASTRAL LOGIC
GAMES

Worker Placement Game for 1 - 6 Players

The Land of Dracodale

The dragons of Dracodale have long been banished to eternal slumber in the far corners of the Earth. But once a millenium, for just six years, the spirits of the Elder Dragons awaken to create new broods of dragons to pillage the lands and collect immense hordes of treasure before being banished again to eternal slumber.

About the Game

Each player is the spirit of an Elder Dragon: Black, Gray, Umber, Sienna, Tan, White, vying for the largest horde of treasure, including various coins, gems, jewels, trinkets, crystals, and gold. Players will begin with just a few young, freshly hatched dragons, but over the course of six years, each year consisting of four seasons, those few will grow in number and size, possibly even awaking your own slumbering Elder Dragon body. Players will, through clever choices of timing and possibly color abilities, ultimately be placing their dragon meeples in various locations to gain, trade, steal, buy and spend various resources.

Objective

Each Elder Spirit's horde of treasure is made up of their collection of the seven valuable items (gold, ducats (coin), gobloons (coin), dragoncoin (coin), crystals, gems and jewels), as well as, trinkets, bank vault value, magic track value and end game bonus amounts. The Elder Dragon Spirit (Player) with the most valuable horde of treasure at the end of six years (or 5 in a short version) is the winner of the game.

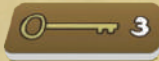
COMPONENTS

PRINTED COMPONENTS:

1 x GAME BOARD



16 x FIELD / SKY TILES



8 x BANK VAULT KEYS



50 x GOBLOONS (coin)

2 x COMBAT BOARDS



10 x END GAME BONUS



18 x TRINKET TILES



30 x DRAGONCOINS (coin)

2 x COMBAT SCREENS

6 x PLAYER BOARDS



6 x (3 x PLAYER MARKERS)



80 x DUTCHS (coin)



12 x 5X RESOURCE TILES

WOODEN COMPONENTS:

24 x EVE 1 DRAGONS



24 x EVE 2 DRAGONS



24 x EVE 3 DRAGONS



6 x EVE 4 DRAGONS



36 x DRAGON EGGS



6 x CRYSTAL BILLS



6 x DRAGON SKULLS



80 x FOOD CUBES



1 x BEHON CRACKER



1 x YEAR CRACKER



PLASTIC COMPONENTS:

80 x GOLD ORE



40 x RED CRYSTALS



40 x BLUE CRYSTALS



40 x YELLOW CRYSTALS



20 x RED GEMS



20 x BLUE GEMS



20 x YELLOW GEMS



10 x RED JEWELS



10 x BLUE JEWELS



10 x YELLOW JEWELS



KEY ASPECTS

DRAGONS, LEVELS & COLORS:

Each player will begin with just 3 level 1 dragons, the player choosing each dragon's color (or 4 dragons in 2 or 3 player game.) Players will have the opportunity to evolve these dragons into larger (higher level) dragons of different colors: (see Color Chart on p.20 for details on evolving and hatching dragons)

Level 1 dragons are red, blue and yellow.

Level 2 dragons may be red, blue, yellow, orange, purple, or green.

Level 3 dragons may be red, blue, yellow, orange, purple, green, magenta, indigo, golden, amber, teal or lime.

Level 3 dragons gain special abilities for their unique color. Colors play an important role on RANK spaces (SPRING), as well granting a ducat at several spaces for a specific color.

Levels determine combat strength and movement distance (range) in the winter placement phase. Levels also determine the amounts of much of the collection spaces.

Each player may evolve one Level 3 into a Level 4 Elder Dragon, unlocking the body of the Elder Spirit which they are playing. Level 4 dragons lose color abilities but gain the ability to be placed next to any action location without taking up a space, as well as gaining infinite range and strength (elders do not combat as they are not placed on a space, simply, they take the winner's amount of earnings without effecting the dragons on the same action spaces). Level 4 Elders are not effected by color abilities (see Elder Actions p.15)

Be mindful that dragons must be fed, sometimes according to level, see Year Chart on bottom left of Main Board.

SERPENTINE TURN TRACK:

On the left side of the Main Board is the Turn Track Wheel. Players will place their dragon skull on these spaces in determined turn order. Each New Year the dial will turn once counter-clockwise, making the first player last, the second player first and so on.

However, during the action phases (seasons), players turns will "snake" around the wheel as shown by the arrows surrounding the wheel. So in a 4 player game, the first summer would go as follows:

Player 1 Action
Player 2 Action
Player 3 Action
Player 4 Action
Player 4 Action
Player 3 Action
Player 2 Action
Player 1 Action
Player 1 Action...etc.

This serpentine turn order occurs for every season, the dial turning every new year.

ANYTIME ACTIONS:

Players may exchange certain resources in order to feed or pay a cost of an action etc. This exchange is done according to the box towards the bottom right of the main board. this can be performed at anytime on your turn.

NEW BUILDINGS,

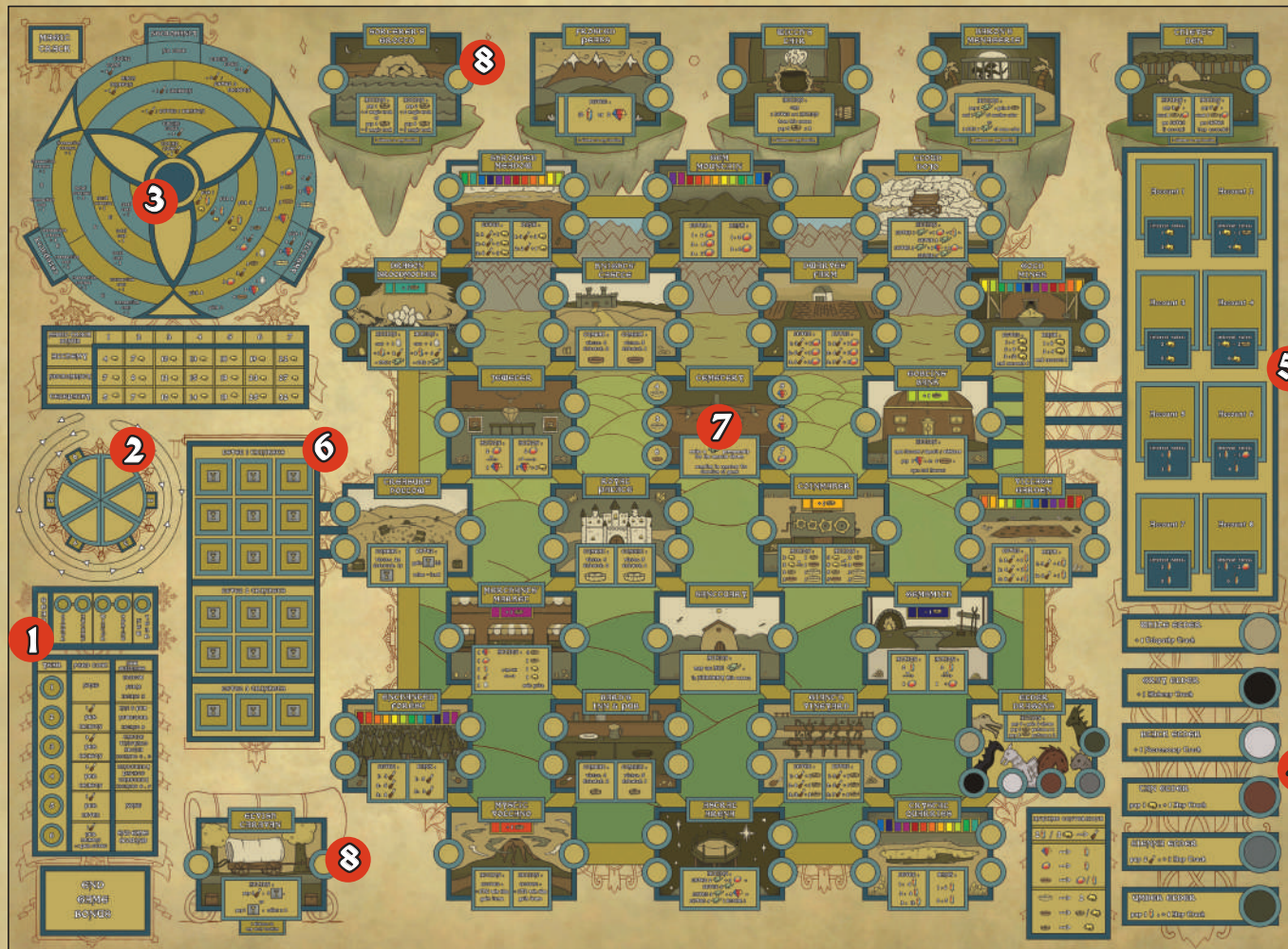
FLOATING ISLANDS,

& THE ELVIS CARAVEN:

Throughout the game more buildings will be revealed each New Year. Players will simply remove the field tile (or sky tile) to the game box, the underlying action space is available for the remainder of the game.

While still covered, field tiles may be accessed to gain the amount shown. Often early in the game during winter phases, a player may have to use a field tile instead of a more desirable action.

MAIN BOARD SET-UP



0: Set aside combat boards and screens.

1: Place Season marker and Year marker.

2: Determine player order and place dragon skulls accordingly.

3: Place crystal balls on magic track.

4: Place Elder Dragons on their correct colored space.

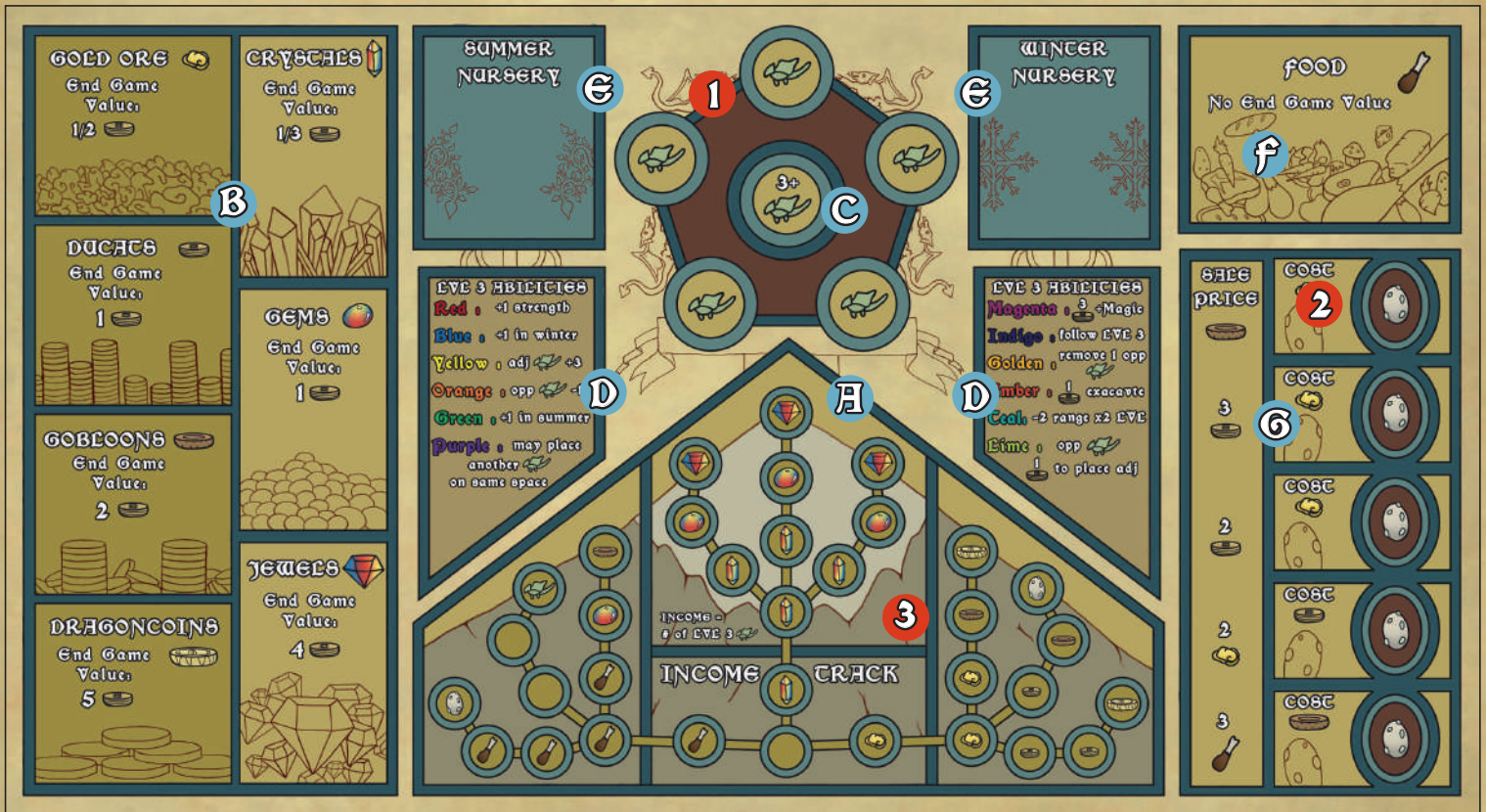
5: Place Bank Vault Keys in each Account Space.

6: Place Trinket tiles face up in the correct spaces according to their levels.

7: Cover the appropriate spaces with their corresponding field tiles.

8: Shuffle the sky tiles and place them over the floating Islands and the Elvish Caravan.

PLAYER BOARD SET-UP



1: Place starting level 1 dragons, choosing any colors.

(2-3 players = 4 dragons ; 4-6 players = 3 dragons)

The middle leader space is not available until a player owns a level 3 dragon, and then must be used once the player owns a level 3 dragon.

2: Place all eggs on egg spaces on track.

3: Cover all Income Track spaces, except for bottom middle 4 spaces.

A: Income Track (excavation)

B: Treasure Horde, end game values shown

C: Dragon spaces, Leader dragon in center

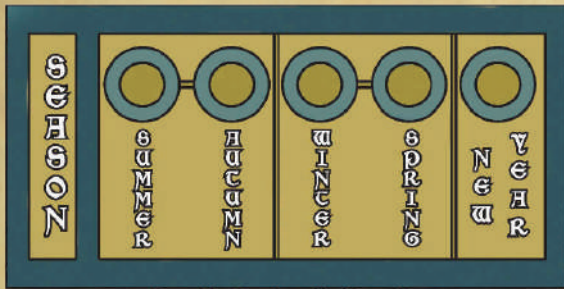
D: Level 3 dragon color abilities

E: Summer and Winter Nursery

f: Food Horde

G: Eggs and their sale cost

FLOW OF PLAY



The game plays over five or six years, each year broken into four seasons and a new year as shown by the season and year tracks.

In the **SUMMER** phase, players will in turn order place one dragon on an available action space on the left side of the location. Some actions happen immediately and are considered summer actions. They are called **ACTION** spaces. Players will continue in turn order (be mindful of the snaking turn order) until they have no dragons left to place, having carried out any summer phase actions.

Players will then move to the **AUTUMN** phase by carrying out, in turn order, any collection spaces or combat spaces, called **LEVEL** and **COMBAT** respectively. players will collect on all **LEVEL** spaces simultaneously, then in turn order choose which locations to carry out any combat.

Players then move to the **WINTER** phase by placing their dragons onto the right side spaces of the same or different locations on the board, the amount of movement limited to their range as defined by their level. Just as in the summer phase, players will immediately carry out any **ACTION** spaces, but must wait until the spring phase to collect.

The **SPRING** phase is carried out exactly as the autumn phase, with the addition of **RANK** spaces, which are solely based on color, not counting level.

The **NEW YEAR** phase begins after all players have collected or combatted in the spring phase, players will retrieve all of their dragons from the main board, feeding each dragon in the process. Unfed dragons will go to the nursery. New buildings are revealed, income is collected according to income tracks, choosing one space on the income track to collect, bank account interest is gained, and the turn track wheel turns (dragon skull tokens are moved counterclockwise, the first player becoming last, the second player first and so on.)

YEAR	FEED COST	NEW BUILDINGS
1	NONE	BOLEW FARM ISLAND A
2	1  PER DRAGON	INN & PUB JEWELLER ISLAND B
3	2  PER DRAGON	CHEESE VINEYARD ARENA ISLANDS C, D
4	2  PER DRAGON	SANCTUARY PHEAS CEMETERY ISLANDS E, F
5	1  PER LEVEL	NONE
6	1  PER DRAGON +1 PER LEVEL	END GAME SCORING

ACTIONS

SEASONS & PLACING DRAGONS:

Each action is defined by its location. However, how a player obtains the action varies, as in the summer, both summer and autumn actions are selected by placing dragons onto any available space from your playerboard, whereas in the winter, both winter and spring phases are selected by moving a limited amount of spaces from the dragon's current location.

When placing dragons in the summer phase, a player usually places one dragon per turn on any available left side space. The only restriction is that their leader dragon (the strongest dragon in the clan, if more than one are Level 3+ a player may choose each new year) can not be placed first or last from their clan. Players should also be mindful of Level 3 color abilities when placing.

When placing dragons in the winter phase, a player once again usually places one dragon per turn onto the right side of a location. However, when placing in the winter, a dragon may only be moved up to its Level amount of spaces away, (except Level 4 Elders, who can be placed on any space regardless of availability or distance.) Once again players should be mindful of Level 3 color abilities when placing.

The autumn and spring phases are essentially collection/combat phases carried out at the end of or after the summer and winter respectively. The spring phase has unique RANK spaces in which collection is dictated solely by color. Floating Islands may only be accessed by Level 3+ dragons.

Movement Distance (Range) is only relevant in the Winter, in the Summer may be placed anywhere.

Field Tiles may be placed upon and function like ACTION spaces, being immediately performed.

In the event that a player does not wish to or cannot place a dragon, he or she may remove the dragon to the current season's nursery, usually only occurring in the winter. Any dragons in a nursery at New Year do not need to be fed.

TYPES OF ACTIONS:

ACTION:	LEVEL:	RANK:	COMBAT:
to be carried out immediately in the corresponding summer or winter phase by performing the action shown	to be carried out in following autumn or spring phase, gaining items or carrying out actions according to your dragon's level.	to be carried out in and only in the spring phase, gaining items according to color rank relative to other dragons occupying the same spaces. the rank is defined solely by color and is denoted by the color chart at the top of the action location. all ties (same rank) are friendly.	to be carried out in following autumn or spring phase, players may choose on their turn if and when to carry out a combat. Players perform combat by using the combat boards and screens. The winner and loser gain the amounts shown. The losing dragon retires to the nursery for the next half year.
FIELD TILE:			
to be carried out immediately in the corresponding summer or winter phase by collecting the items shown			

ACTIONS

SHROUDED MEADOW:

gain food and gold

LEVEL:

Performed in **AUTUMN** season. Player gains food and gold based on dragon's level:

Level 1: gain 2 food and 1 gold

Level 2: gain 4 food and 2 gold

Level 3: gain 6 food and 3 gold

RANK:

Performed in **SPRING** season. Player gains food and gold based on dragon's color rank (level is not relevant) as defined by chart on action location:

(farthest left = highest rank)

Rank 1: gain 3 food and 3 gold

Rank 2: gain 2 food and 1 gold

GOLD MINES:

gain gold , excavation

LEVEL:

Performed in **AUTUMN** season. Player gains gold based on dragon's level and may excavate one income space (do not gain items at that time):

Level 1: gain 2 food and 1 gold

Level 2: gain 4 food and 2 gold

Level 3: gain 6 food and 3 gold

RANK:

Performed in **SPRING** season. Player gains gold based on dragon's color rank (level is not relevant) as defined by chart on action location:

(farthest left = highest rank)

Rank 1: gain 3 food and 3 gold

Rank 2: gain 2 food and 1 gold

players may excavate 1 income space (do not gain items at that time)

VILLAGE GARDEN:

gain food and crystal

LEVEL:

Performed in **AUTUMN** season. Player gains food and crystal based on dragon's level:

Level 1: gain 2 food and 1 crystal

Level 2: gain 4 food and 2 crystals

Level 3: gain 6 food and 3 crystals

RANK:

Performed in **SPRING** season. Player gains food and crystal based on dragon's color rank (level is not relevant) as defined by chart on action location:

(farthest left = highest rank)

Rank 1: gain 3 food and 3 crystals

Rank 2: gain 2 food and 1 crystal

CRYSTAL QUARRIES:

gain crystals

LEVEL:

Performed in **AUTUMN** season. Player gains crystals based on dragon's level:

Level 1: gain 4 crystals

Level 2: gain 8 crystals

Level 3: gain 12 crystals

RANK:

Performed in **SPRING** season. Player gains crystals based on dragon's color rank (level is not relevant) as defined by chart on action location:

(farthest left = highest rank)

Rank 1: gain 6 crystals

Rank 2: gain 3 crystals

ACTIONS

GEM MOUNTAIN:

gain gems

LEVEL:

Performed in **FALL** season. Player gains gems based on dragon's level:

Level 1: gain 2 gems

Level 2: gain 4 gems

Level 3: gain 6 gems

RANK:

Performed in **SPRING** season. Player gains gems based on dragon's color rank (level is not relevant) as defined by chart on action location:

(farthest left = highest rank)

Rank 1: gain 3 gems

Rank 2: gain 2 gems

ENCHANTED FOREST:

gain food

LEVEL:

Performed in **FALL** season. Player gains food based on dragon's level:

Level 1: gain 3 food

Level 2: gain 5 food

Level 3: gain 7 food

RANK:

Performed in **SPRING** season. Player gains food based on dragon's color rank (level is not relevant) as defined by chart on action location:

(farthest left = highest rank)

Rank 1: gain 5 food

Rank 2: gain 3 food

MYSTIC VOLCANO:

excavate and gain items shown

ACTION:

Performed in **SUMMER** and **WINTER** seasons. Player may excavate their income track on their player board by removing an amount of tiles equal to your dragon's level on the space. When removing income track covers, players must uncover spaces that are adjacent to already uncovered tiles. Player receives the items shown on the newly revealed spaces. (this is the only action in which a player receives items from excavation.)

CLOUD DOJO:

evolve dragon into higher level

ACTION:

Performed in **SUMMER** and **WINTER** seasons. Player may evolve their dragon on the dojo space from its current level to the next level by paying a specific cost:

Level 1 + **GEM** + **CRYSTAL** = Level 2

Level 2 + **JEWEL** + **GEM** = Level 3

which color dragon you evolve your dragon into is defined by your current dragon's color and the colors of the crystals, gems, jewels as shown on color chart on back page.

when performing this action, replace your current dragon token with the appropriate dragon token.

ACTIONS

DRAGON BROODMOTHER:

hatch new dragon

ACTION:

Performed in **SUMMER** season. Player may hatch a new dragon by paying hatch cost, egg, food, and crystal:

hatch cost + egg + 1 crystal + 2 food
dragon color will depend on crystal color
any egg on playerboard may be used
new dragon will go to **WINTER** nursery

ACTION:

Performed in **WINTER** season. Player may hatch a new dragon by paying hatch cost, egg, food, and crystal:

hatch cost + egg + 2 crystal + 3 food
dragon color will depend on crystal color
any egg on playerboard may be used
new dragon will go to **SUMMER** nursery

COINMAKER:

mint coins from gold

ACTION:

Performed in **SUMMER** season. Player may mint new coins by spending an amount of gold or coins in the following ways:

2 gold becomes 1 ducat
3 gold becomes 1 gobloon
3 ducat become 1 dragoncoin
2 gobloons become 1 dragoncoin

A player may make up 3 + dragon's level of these exchanges.

ACTION:

Performed in **WINTER** season. Player may mint new coins by spending an amount of gold or coins in the following ways:

3 gold becomes 2 ducat
5 gold becomes 2 gobloon
5 ducat become 2 dragoncoin
3 gobloons become 2 dragoncoin

A player may make up to 3 of these exchanges.

MERCHANT'S MARKET:

exchange goods at the market

ACTION:

Performed in **SUMMER** and **WINTER** seasons.

Player may exchange an amount of goods equal to their dragon's level at following rates:

1 jewel : 3 ducat
1 gem : 2 gold
1 crystal : 1 gold
1 food : 1 gold
1 egg : sale price of specific egg
(may sell any egg)

A player may make up 3 + dragon's level of these exchanges.

GOBLIN BANK:

withdraw, deposit, open account

ACTION:

Performed in **SUMMER** and **WINTER** seasons.

Player may open an account or even open a second account (players may not open more than two accounts) by taking a bank vault key and depositing an amount of appropriate items, placing them in the correct account box.

Each New Year players will gain interest according to the boxes under the account. Players will also gain that interest when depositing/withdrawing (triggering interest before depositing/withdrawing).

A player loses claim to a Bank Vault Key/Account when his or her account is emptied.

When calculating interest, use anytime action trade values to calculate value of larger items such as gems, ducat, gobloons, jewels, and dragoncoin.

Food is not accepted at the Goblin Bank.

ACTIONS

GEMSMITH:

forge new gems from crystals

ACTION:

Performed in **SUMMER** season. Player may forge new gems from crystals they own at the following rate:

2 crystals (of the same color)
become 1 gem (of the same color)

A player may make up to 3 + dragon's level of these exchanges.

ACTION:

Performed in **WINTER** season. Player may forge new gems from crystals they own at the following rate:

2 crystals (of the same color)
become 1 gem (of the same color) + 1 gold

A player may make this exchange up to 3 times.

DWARVES' FARM:

gain food and gems

LEVEL:

Performed in **AUTUMN** season. Player gains food and gems based on dragon's level:

Level 1: gain 3 food and 1 gem

Level 2: gain 6 food and 1 gem

Level 3: gain 9 food and 2 gems

LEVEL:

Performed in **SPRING** season. Player gains food and gems based on dragon's level:

Level 1: gain 2 food and 1 gem

Level 2: gain 4 food and 1 gem

Level 3: gain 7 food and 1 gem

TREASURE HOLLOW:

gain Trinkets

COMBAT:

Performed in **AUTUMN** season. Players will engage in combat by performing combat with combat boards and screens.

The Winner selects a total value of trinkets equal to double their dragon's level.

The Loser selects a total value equal their dragon's level.

for instance if player H's winning dragon is level 3, he or she may collect up to a Trinket Value of 6, collecting either 6 value 1 trinkets, or 4 value 1 trinkets and 1 value 2 trinket, or 2 value 3 trinkets, etc.

LEVEL:

Performed in **SPRING** season. The Player selects a total value equal their dragon's level.

for instance if player H's dragon is level 3, he or she may collect up to a Trinket Value of 3, collecting either 3 value 1 trinkets, or 1 value 1 trinket and 1 value 2 trinket, or 1 value 3 trinket, etc.

BERD'S INN & PUB:

combat for ducat

COMBAT:

Performed in **AUTUMN** season. Players will engage in combat by performing combat with combat boards and screens.

The Winner receives 4 ducat

The Loser receives 2 ducat

COMBAT:

Performed in **SPRING** season. Players will engage in combat by performing combat with combat boards and screens.

The Winner receives 5 ducat

The Loser receives 1 ducat

ACTIONS

JEWELLER:

craft new jewels from gems

ACTION:

Performed in **SUMMER** season. Player may craft new jewels from gems they own at the following rate:

2 gems (of the same color)
become 1 jewel (of the same color)

A player may make up to 3 + dragon's level of these exchanges.

ACTION:

Performed in **WINTER** season. Player may craft new jewels from gems they own at the following rate:

2 gems (of the same color)
become 1 jewel (of the same color) + 1 gold
A player may make this exchange up to 3 times.

GIANT'S VINEYARD:

gain food and ducat

LEVEL:

Performed in **AUTUMN** season. Player gains food and gems based on dragon's level:

Level 1: gain 4 food and 1 ducat
Level 2: gain 8 food and 1 ducat
Level 3: gain 12 food and 2 ducat

LEVEL:

Performed in **SPRING** season. Player gains food and gems based on dragon's level:

Level 1: gain 3 food and 1 ducat
Level 2: gain 5 food and 1 ducat
Level 3: gain 7 food and 2 ducat

KNIGHTS CASTLE:

combat for goblins

COMBAT:

Performed in **AUTUMN** season. Players will engage in combat by performing combat with combat boards and screens.

The Winner receives 4 goblins
The Loser receives 2 goblins

COMBAT:

Performed in **SPRING** season. Players will engage in combat by performing combat with combat boards and screens.

The Winner receives 5 goblins
The Loser receives 1 goblins

METAL ARENA:

evolve dragon into higher level

ACTION:

Performed in **SUMMER** and **WINTER** seasons. Player may evolve their dragon on the arena space from its current level to the next level by paying a specific cost:

Level 2 + 3 gems = Level 3

Level 3 + 3 jewels = Level 4

which color dragon you evolve your dragon into is defined by your current dragon's color and the colors of the crystals, gems, jewels as shown on color chart on back page. Level 4 dragon must be your own Elder Dragon.

When performing this action, replace your current dragon token with the appropriate dragon token.

ACTIONS

ROYAL PALACE:

combat for dragoncoin

COMBAT:

Performed in **AUTUMN** season. Players will engage in combat by performing combat with combat boards and screens.

The Winner receives 4 dragoncoins

The Loser receives 2 dragoncoins

COMBAT:

Performed in **SPRING** season. Players will engage in combat by performing combat with combat boards and screens.

The Winner receives 5 dragoncoins

The Loser receives 1 dragoncoins

CEMETERY:

retire dragons

ACTION:

Performed in **SUMMER** and **WINTER** seasons. Player may retire a dragon (permanently) gaining the amount shown on the specific space covered. The dragon will remain on this space for the duration of the game and may not be used again. (Retired dragons cannot be moved or removed by any color abilities). There are 3 spaces available in each season. A player may retire as many dragons as he or she wishes if the spaces are available.

SANCTUARY:

unlock dragons in nursery

ACTION:

Performed in **SUMMER** and **WINTER** seasons. Player may use all of the dragons in the current seasons nursery when placing (they may be placed directly from nursery on any turn and do not effect leader dragon's placement)

ELVIS CARAVEN:

buy / sell Trinkets

Level 3 +
dragons
ONEY

ACTION:

Performed in **SUMMER** and **WINTER** seasons. Player may choose one of the following:

Player may spend 3 food to gain 2 trinkets of any value.

OR

Player may sell 1 Trinket by replacing it on an open Trinket Space of the correct value and gaining double the amount of items shown on the trinket.

ACTIONS

FROSTED PEAKS:

Level 3 +
dragons
ONLY

gain crystals or jewels

LEVEL:

Performed **ONLY** in **SPRING** season. Player receives:

10 crystals

OR

2 jewels

BARON'S MENAGERIE:

Level 3 +
dragons
ONLY

retire dragons

ACTION:

Performed **ONLY** in **SUMMER** season. Player may choose one of the following options:

Player may trade his or her current dragon for a dragon of different color, gaining 3 ducat as well.

OR

Player may trade his or her current dragon for 3 Level 1 dragons consisting of the same colors.

(For example, a **RED** dragon would become 3 **RED** dragons, an **AMBER** dragon would become 2 **RED** dragons and 1 **YELLOW** dragon, a **GOLDEN** dragon would become 1 **RED** dragon and 2 **YELLOW** dragons, an **ORANGE** dragon would become 2 **REDS** and 1 **YELLOW** or 1 **RED** and 2 **YELLOWS**, etc.)

SORCERER'S GROTCO:

move up Magic Tracks

ACTION:

Performed in **SUMMER** season. Player may choose one of the following:

Pay 1 ducat and move twice on Magic Track(s)

OR

Pay 4 ducat and move 3 times on Magic Track(s)

WITCH'S LAIR:

Level 3 +
dragons
ONLY

copy an **ACTION** / **LEVEL** space

ACTION:

Performed in **SUMMER** and **WINTER** seasons.

Player may copy 1 **ACTION** space from this season, or 1 **LEVEL** space from the impending season. (this is the only instance in which a player may collect a Level space in **SUMMER** or **WINTER**, instead of **AUTUMN** or **SPRING**.)

Players may pay 3 ducat to take the chosen action twice.

This action does not apply to **RANK** or **COMBAT** spaces.

THIEVES DEN:

Level 3 +
dragons
ONLY

steal from Bank

ACTION:

Performed in **SUMMER** season. Player may pay 3 food to steal 1 item (gold, crystal, ducat, gem - not jewels or dragoncoin) per level of dragon from 1 account.

ACTION:

Performed in **WINTER** season. Player may pay 7 food to steal 2 items (gold, crystal, ducat, gem - not jewels or dragoncoin) per level of dragon from any amount of accounts.

Level 3 +
dragons
ONLY

ACTION:

Performed in **WINTER** season. Player may choose one of the following:

Pay 2 ducat and move twice on Magic Track(s)

OR

Pay 5 ducat and move 3 times on Magic Track(s)

ACTIONS

Any Elder space may be visited during either **SUMMER** or **WINTER**. The Elder Dragon actions function like **ACTION** spaces, occurring immediately.

ELDER DRAGON SPACES:

Players will place their dragons on a specific elder space and do one of the following:

Pay 1 ducat (placing coin next to elder token), perform specific Elder Action

OR

Pay 3 ducat (placing coins next to elder token), perform specific Elder Action twice.

OR

Pay **NOTHING**, gain all coins next to specific elder token.

Once an Elder Dragon token has been unlocked, payment goes directly to the Player with the token instead of on the space.

BLACK ELDER:

Move once on the **NECROMANCY** track.
(if not on this track, slide token laterally to this track from adjacent track instead)

Color abilities do not apply.

WHITE ELDER:

Move once on the **TELEPATHY** track.
(if not on this track, slide token laterally to this track from adjacent track instead)

Color abilities do not apply.

UMBER ELDER:

May use **COINMAKER** space from the same season you are currently in. It does not matter if the location is available or not.

Color abilities do not apply, including **GOLDEN** dragon.

GRAY ELDER:

Move once on the **HECCEMY** track.
(if not on this track, slide token laterally to this track from adjacent track instead)

Color abilities do not apply.

CHIN ELDER:

May use **GOBLIN BANK** space from the same season you are currently in. It does not matter if the location is available or not.

Color abilities do not apply, including **ELME** dragon.

SIENNA ELDER:

May use **MYSTIC VOLCANO** space from the same season you are currently in. It does not matter if the location is available or not.

Color abilities do not apply, including **EMBER** dragon.

COMBAT

Combat occurs in the **AUTUMN** or **SPRING** after all (collection has occurred) when two players share a combat action space. Players choose in turn order which Autumn or Spring space they wish to collect from, including combat spaces. The two players then take combat boards and combat screens and choose to simultaneously place resources (up to dragon's level + 1 items) on the board boosting combat value as shown on the combat boards and then simultaneously revealing boards and items by removing screens. The player with the higher strength is the winner and collects the winner's amount and the loser collects the loser's amount. If only one player is on a combat space they collect the winner's amount automatically.

The losing dragon must also then be placed in the respective nursery, meaning if a dragon lost combat in spring, it is placed in the summer nursery and not available to be placed in the summer (but also avoids feeding in doing so). If a dragon lost combat in autumn, it is placed in the winter nursery and not available to be placed in the winter.

NURSERY

Each player has two nurseries on their playerboard, a summer nursery and winter nursery. Dragons are placed in the nursery when they lose combat or are just hatched. They are placed in the nursery that follows the current phase. So if a dragon loses combat in the autumn, it is placed in the winter nursery. If a dragon is hatched in the winter, it is placed in the summer nursery. Dragons only remain in the nursery for half a year or until the phase the nursery is named after ends. So if a dragon is placed in the summer nursery, it will be available to be placed in the following winter. If a dragon is in the winter nursery it will be available to be placed in the following summer.

When a dragon is placed in either summer or winter from the nursery it may go in any order. It does not effect the placement of your central "leader" dragon during summer phase. However, when placing a dragon from the summer nursery in the winter, that dragon's placement is limited by movement amount with the outer actions being 1 distance from your player board.

Dragons in the nurseries do not need to be fed. In fact, when failing to feed a dragon, that dragon is placed in the summer nursery for the following summer and is unable to be placed until the winter. At points during winter movement/placement, a situation may arise in which a player cannot or does not wish to move one of their dragons to another space. In this case, a player simply removes the dragon from the main board and places the dragon in the winter nursery, thereby avoiding feeding, but still able to be played in the summer.

MAGIC TRACK

The Magic Track(s) are 3 different track combined into one circular track. A player can only ever practice one type of magic of three choices: **NECROMANCY** (modulating feeding amounts), **ALCHEMY** (boosting income amounts), and **TELEPATHY** (modulating market, coin, gem, jewel exchanges). Each track has 7 levels, the levels ARE NOT cumulative. There are various actions that allow a player to move up the magic track, as well as using the Magenta Dragon. In order to practice a different type of Magic, a player instead of moving up the track, will move laterally sliding along the circular ring on which it resides. The 5th level has two choices, the 6th level has two choices, with 7th level being in between, a player must go through 6th level to get to 7th. A player must also move twice to get to the track on the far side when on 5th level, a player may have to move 3 times when on 6th level to get to far side of track.

ALCHEMY : gain items shown during income, in addition to income, Each item may only be chosen once each new year.

TELEPATHY : when exchanging at market, gemsmith, coinmaker, jeweller modulate trades according to track. Telepathy does not apply when visiting Elders.

NECROMANCY : feed according to necromancy track instead of year track.

Players should be mindful that their status on the magic track plays a significant role in end game scoring, as denoted by the chart beneath the magic tracks on the main board. Players should also be mindful in general of their status as many aspects of the game may be affected by your status on the tracks.

FEEDING

As in many worker placement games, there is a cost for having workers. Each New Year players must feed their dragons according to the year track chart. The feeding cost will generally increase as the game goes on. Players can modulate this with the **NECROMANCY** track. If a player is unable to feed a dragon, that dragon will be placed in the summer nursery and will not be available until the winter (see Nursery for details on playing dragons from the nursery.)

Any dragons in either nursery at New Year do not need to be fed.

INCOME

Each new year players will obtain income after feeding and new buildings have been revealed.

Income is defined by a player's income track on their playerboard which may be excavated throughout the game to obtain better income. Players will choose an amount of uncovered spaces equal to the amount of of **LEVEL 3+** dragons they have, regardless of being in nursery or active on boards. Players will take the items shown. Players may choose to take from different spaces each time.

COLOR ABILITIES

only Level 3 Dragons have color abilities.

- RED:** +2 strength (applicable in combat)
- BLUE:** collect one extra resource during any winter actions (NOT SPRING)
- YELLOW:** any other dragons you own sharing the same space gain +3 (any season)
- ORANGE:** any opposing dragons sharing the same space gain 1 less (any season)
- GREEN:** collect one extra resource during any summer actions (NOT AUTUMN)
- PURPLE:** another dragon you own may be placed next to this dragon without occupying a space
- MAGENTA:** when placing on any action, may pay 3 ducat to raise magic track one space
- INDIGO:** may be placed simultaneously with another Level 3 dragon
- GOLDEN:** when placing on any action may remove 1 opposing dragon from the space (the opposing dragon may still be played on following turns)
- AMBER:** when placing on any action may pay 1 ducat to excavate income track
- CEAL:** range is reduced by two, gain double on any LEVEL action spaces.
- LIME:** opposing dragons must pay 1 ducat (to the game, not player) to place adjacent to the LIME dragon

LEVEL 4 DRAGONS (ELDERS)

Level 4 dragons are the Elder Dragons which reside on the Elder Spaces until a player unlocks his or her Elder Dragon by evolving a Level 3 Dragon into a Level 4 at the **ASCRAE ARENA**. The player then retrieves the Elder Dragon from its space and replaces his or her Level 3 dragon. The Level 3 dragon goes back to the dragon pool.

Level 4 dragons lose any color abilities, but gain the ability to access any action space, covered or not. Elder dragons also have no distance restrictions so may move to any space in the winter.

When a dragon is removed from the Elder Space, that space is still available for other players to use, however, when paying the Elder Dragon, the payment does not go to the space as usual, but to the playerboard of the player owning that Elder Dragon.

Players may only ever have ONE Level 4 and it must always be of your player color, as you are the spirit of that particular Elder Dragon.

HIGHLIGHTED RULES

ANYTIME EXCHANGES: players may on their turn perform an anytime exchange as defined by chart on main board

EXCAVATION & INCOME: income track(s) are improved with excavation

NURSERY: defeated and newborn dragons are placed into and out of nurseries

COLOR ABILITIES: Level 3 dragons have specific collar abilities defined by playerboards

EXCHANGING TRINKETS: trinkets may be immediately exchanged or kept. if exchanged, the trinket is replaced to its original place in Treasure Hollow

BANK INTEREST: players gain interest with every withdrawal or deposit and every new year according to the particular bank account's interest rates. The rates are flat, meaning gain an amount if you have at least that much shown (interest is gained after withdrawal, deposits using remaining balance to calculate)

SCORING

Scoring occurs after the final New Year. A player's score is calculated by adding:

Total Treasure Horde Value
Total Bank Value
Total Trinket Value
Magic Track Bonus
End Game Bonus

The player with the highest total value is the winner. On the rare occasion of tie, the player with the most dragon coins wins, if still tied, the player with the most food wins. If still tied the player with the most eggs wins. If still tied, maybe an epic rematch?

ICONS



COLOR CHART

HERALD ARENA lvl 3 cost of 3 gems uses same color combos where 2 gems are the color of the jewel, the other gem the same as shown.

Level 4 Elders are evolved from any Level 3 color, using any color combo of 3 jewels.

	level 1	level 2	level 3
RED:	+ 1 or 2	+ 1 + 1	+ 1 + 1
ORANGE:	-	+ 1 + 1 OR + 1 + 1	+ 1 + 1 / + 1 + 1 OR + 1 + 1 OR + 1 + 1
GOLDEN:	-	-	+ 1 + 1 OR + 1 + 1
AMBER:	-	-	+ 1 + 1 OR + 1 + 1
BLUE:	+ 1 or 2	+ 1 + 1	+ 1 + 1
PURPLE:	-	+ 1 + 1 OR + 1 + 1	+ 1 + 1 / + 1 + 1 OR + 1 + 1 OR + 1 + 1
MAGENTA:	-	-	+ 1 + 1 OR + 1 + 1
INDIGO:	-	-	+ 1 + 1 OR + 1 + 1
YELLOW:	+ 1 or 2	+ 1 + 1	+ 1 + 1
GREEN:	-	+ 1 + 1 OR + 1 + 1	+ 1 + 1 / + 1 + 1 OR + 1 + 1 OR + 1 + 1
TEAL:	-	-	+ 1 + 1 OR + 1 + 1
LIME:	-	-	+ 1 + 1 OR + 1 + 1

SOLO MODE RULES

THERE ARE 3 SOLO MODES:

- **Training Mode:** this mode is meant to mimic a normal game with less tension and more freedom to explore strategies
- **Cursebreaker Mode:** this mode sets the solo player on an epic quest to unlock the spirit of each elder dragon.
- **Catch Them All Mode:** this mode sets the solo player on an epic quest to own every color of level 3 dragon (either active dragon on playerboard or retired dragon in cemetery) by the finish of six years.

SOLO MODE SET UP

EACH SOLO MODES HAS ITS OWN SET UP:

- **Training Mode:** set up game like a normal 2 player game, except leave uncovered/revealed all combat spaces, and begin with only 3 level 1 dragons. Place face up, only 3 level 1 trinkets, 2 level 2 trinkets and 1 level 3 trinket by shuffling the trinket tiles and choosing at random. Place 1 enemy dragon on each combat location, 1 each season (7 total) according to difficulty chosen. Place 1 Gobloon on summer space of Coinmaker, Goblin Bank, Merchant's Market, Mystic Volcano, Gemsmith, Dragon Broodmother.
- **Cursebreaker Mode:** begin with all non-island locations revealed (Elvish Caravan is considered a floating island). Begin with an amount of dragons according to difficulty.
- **Catch Them All Mode:** set up game like a normal 2 player game with field and sky tiles covering locations as usual, except the cemetery location which will begin uncovered/revealed. Begin with an amount of dragons according to difficulty.

TRAINING MODE

The Training Mode is meant to give a solo player the opportunity to explore strategies, mechanics and interactions and hone their skills and understanding of Dragonbrood. In this sense, a player can be as competitive about their score as he or she desires, or may instead wish to forgo worrying about score and just explore the game itself.

The solo player will try to gain as much treasure as possible by the end of the sixth year.

Set Up by Difficulty:

EASY: randomly place 2 red, 2 blue, 2 yellow, and 1 random level 1 dragons on the combat spaces (i.e. 2 on Knight's Castle, 1 on a summer space, 1 on a winter space, etc.)

NORMAL: randomly place 1 red, 1 blue, 1 yellow, 1 green, 1 orange, 1 purple and 1 random level 2 dragons on the combat spaces.

EXPERT: randomly place 7 random (each should be different color) level 3 dragons on the combat spaces.

Make a pool of 8 blue crystals, 8 red crystals, 8 yellow, 8 food, and 8 gold. This pool will be used for enemy dragons during combat. Enemy dragons will select items at random from this pool during combat always selecting the maximum amount of items (level value + 1). each item used will be removed from the pool. Once the pool has been exhausted enemy dragons will no longer use items in combat. Enemy dragons regardless of combat outcome will permanently remain on spaces. (for added difficulty make a larger pool of 12 each, for an easier game start with only 5 of each in the pool.)

All spaces that were covered with Gobloons during set-up will not be available until they are unlocked. In order to unlock a space covered by a Gobloon you must place a level 3 dragon whose color matches that spaces color bonus (i.e. Level 3 Amber Dragon unlocking Mystic Volcano space.) In the process of unlocking it the player will gain the gobloon on the space as well as the usual ducat color bonus.

All color abilities are still active and interact with any enemy dragons if possible. New Year functions as normal aside from the revealing of any combat spaces which no longer occurs as they are already showing.

CURSEBREAKER MODE

The Cursebreaker Mode, unlike the training mode, has a specific unique objective for the solo player to accomplish:

The solo player will attempt to break the evil Mystic's curse on the elder dragons, awakening the spirits of all 6 elder dragons before the sixth year's end. In other words, the solo player is trying to attain all 6 level 4 dragons at the same time, having each as an active dragon on your playerboard at New Year. If the player successfully accomplishes this, they may try to attain a "high score."

As stated, all floating islands and the Elvish Caravan will begin covered with sky tiles, but no internal locations will be covered; no field tiles will be on the board.

Set Up by Difficulty:

EASY: begin with either, 4 Level 1 dragons, or 2 Level 2 dragons, or 1 Level 1 dragon & 1 Level 3 dragon

NORMAL: begin with either, 3 Level 1 dragons, or 1 Level 1 dragon & 1 Level 2 dragon, or 1 Level 3 dragon

EXPERT: begin with either, 2 Level 1 dragons, or 1 Level 2 dragon

There is no combat in this mode usually, but if the solo player wishes to increase the difficulty, may place enemy dragons on combat spaces as in training mode, according to difficulty desired.

The solo player has successfully broken the curse of the evil mystic when all six elder dragons are active on your playerboard at New Year. (if an Elder cannot be fed and goes to the nursery the curse has not yet been broken.) If the solo player wishes, he or she may finish out the years if any remain in an attempt at a high score, scoring everything as usual.

CATCH THEM ALL MODE

Catch Them All Mode, unlike training mode, but, similar to cursebreaker mode, has a specific, unique objective for the solo player to accomplish:

The solo player is on a quest to attain one Level 3 dragon of every color. this will not be an easy task as a player can only ever have 6 dragons at one time and there are 12 different colored Level 3 dragons. The solo player will have to utilize the cemetery space, retiring 6 of the 12 dragons there in order to fulfill this quest. By the New Year at the end of the sixth year, the solo player should have 6 different colored Level 3 dragons active on thier playerboard, (thus paying for their feeding cost, if a dragon is unfed and goes to the nursery, the player has not fulfilled the "catch them all" quest,) as well as 6 other different colored Level 3 dragons retired in the cemetery space towards the center of the main board.

Set Up by Difficulty:

EASY: begin with either, 4 Level 1 dragons, or 2 Level 2 dragons, or 1 Level 1 dragon & 1 Level 3 dragon

NORMAL: begin with either, 3 Level 1 dragons, or 1 Level 1 dragon & 1 Level 2 dragon, or 1 Level 3 dragon

EXPERT: begin with either, 2 Level 1 dragons, or 1 Level 2 dragon

There is no combat in this mode usually, but if the solo player wishes to increase the difficulty, may place enemy dragons on combat spaces as in training mode, according to difficulty desired.

Just as in cursebreaker mode, if a player successfully accomplishes the objective, he or she may attempt to attain a "high score," scoring as usual. If the solo player is unsuccessful, he or she may still document this as a "high score" until successful or until this score is bested.