DRAGON in the HUT

2 to 8 — from 2 to 8 players

8+ — for players from 8 years up

15 - 45 min — from 15 to 45 minutes

How to play

The dragon-hatching card game
Game rules — cheatsheet

Forest Cards

Dragon Cards

Hut Card

Egg Card

< Hatching Counter

Hosted card, placed below its Hut

Hatching time varies according to the number of players.

- for **2 players,** the counter starts at **III** turns
- for **3 to 4 players,** the counter starts at **II** turns
- for **5 players up,** the counter starts at **I** turn

Overview

Dragon in the Hut is the dragon-hatching card game. You will play in turns, clockwise, and one player at a time. **The goal of the game is to be the first player to hatch three dragons from eggs.**
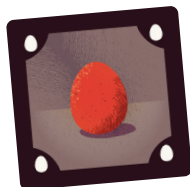
To set up the game, simply divide Forest cards from Dragon cards and shuffle each deck. Deal five cards from the Forest Deck. Put both decks at the center of the table, face down.

Getting a dragon

How do I get a dragon? You need a hut card and an egg card. Play the hut card in front of you and place the egg face down below it (one hut, one egg).

The back of the cards has a countdown (3, 2, 1, egg). It's the hatching counter and it defines when the egg hatches. Hatching time depends on the number of players. For two players, counter starts at three. For 3 or 4 players, it starts at two. With five or more players, eggs will hatch after just one turn.

I place my egg and pass, and others will play their turn. When it's my turn again I update my egg's counter and lower it by 1. I play my turn, and pass again. When my egg's counter reaches 0 — or the egg symbol — I reveal the card, show my egg, and draw a dragon from the Dragon Deck. I put the dragon beside the Hut (dragons can also host eggs).

DRAGON in the HUT

How to play

Steal Egg Action Card

Break Egg Action Card

Steal Trap Card

Discard Trap Card

Steal Card Action Cards

Traps and actions.

What can go wrong? Another player might try to steal or break a hidden egg. You use the card with the grasping hand to steal or the one with the closed fist to break an egg.

Well, that's not fair! What can I do about it?

Instead of eggs, in secret, you can place traps.

Traps can let you steal cards from the attacking player's hand or force the attacker to discard cards from his hand. The number of cards in the illustration shows how many cards will be stolen or discarded. Trap cards do not "hatch"; they expire and are discarded.

What else can you do? There's a card for stealing from other players' hands. The number of cards on the illustration represents how many you take, steal, or discard. Super easy!

Ready to go!

You start the game with five cards and draw two at the beginning of each turn. If you're unsatisfied with what you have, you can draw another card and pass the turn.

There's no limit to the number of cards in hand or cards played per turn. The only exception is the hut card: you can only play one hut per turn... because building a hut takes time.

And that's all folks!

DRAGON in the HUT

How to play

Turn structure

1. Setup
Update hatching counters for your cards.
Did any hatching counter expire?

Yes

Discard Traps.
Convert Eggs into Dragons.
Do you have 3 or more Dragons?

No

Yes

You win!
The game is over.

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2. Search
Draw two Forest Cards.
Do you want an additional card?

Yes

No

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Draw one more card.

3. Action
Play your cards.
Done?

End of your turn!
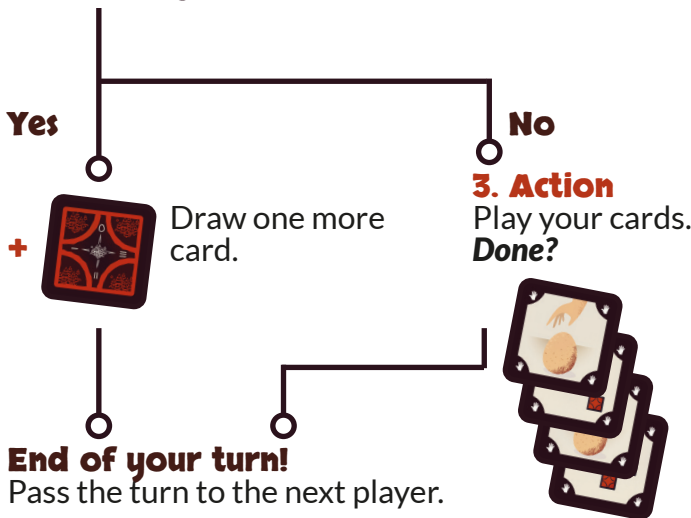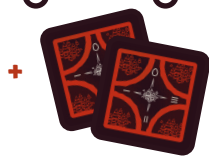Pass the turn to the next player.

At the beginning of your turn, update hatching counters for your cards.

When a card's counter expires, reveal it. Discard Traps and convert Eggs into Dragons.

If you own three Dragons, you win.

Draw two cards from the Forest Deck. Choose whether to draw an additional card (in this case, your turn ends).

Otherwise, you can play cards from your hand. You can put only one Hut on the ground per turn, play as many Action cards as you want, and place Eggs or Traps under available Huts or Dragons (Huts and Dragons can host only one card at a time).

When you're done, declare the end of your turn. Up to the next player!