

DREADFUL DRAGONS

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RULEBOOK



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COMPONENTS

56 x DRAGON CARDS

Each Dragon Card contains 2 of the 8 colourful Dragons, each with their own assigned value. While values and Dragons change across Cards, the combined values of both Dragons on any Card always adds up to 15.



This Card has a Yellow Dragon with a value of 5 on the top, and a Blue Dragon with a value of 10 on the bottom.



This Card has a Purple Dragon with a value of 11 on the top, and a White Dragon with a value of 4 on the bottom.

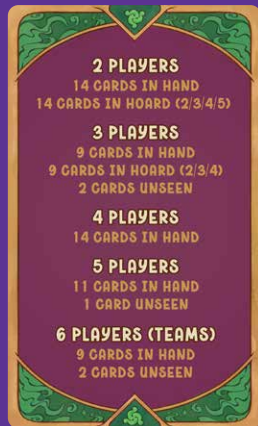
8 x CREST TILES

Each Dragon has its own matching Crest Tile. Players will be aiming to claim these throughout the game to gain more Gems.



1 x REFERENCE CARD

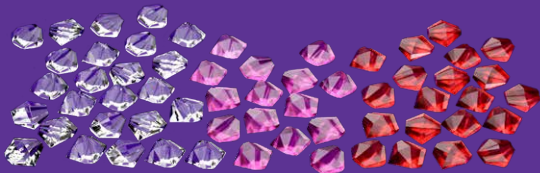
This provides most key rules for Setup, playing of Cards, and the end game trigger.



60 x GEMS

Gems come in 3 denominations. White are worth 1, Pinks are worth 5, and Red are worth 10. Players may always freely exchange Gems of equal value at any time as needed.

If instructed to “gain 1 gem”, or “gain 5 gems”, this is referring to value, not physical gems.



25 x White, 15 x Pink, 20 x Red

1 x KING DRAGON MARKER

This determines who plays the first Card during each round.



GAMEPLAY OVERVIEW

Tricky Dragons is a trick taking game where each round has 2 tricks running at the same time.

Over each round players will each play Cards faceup in front of them. Based on the Cards they choose to play, they may gain Gems at the end of the round, or during the round by collecting Crest Tiles.

A full game of Tricky Dragons consists of a series of rounds, with the player holding the most Gems at the end of the game being crowned the Great King Dragon!



WE DRAGONS LOVE OUR SHINY GEMS! HAVING THE MOST IS THE AIM OF THE GAME, OF COURSE.

HOW TO PLAY VIDEO!



SETUP

1. Shuffle all 56 Dragon Cards into a facedown Draw Pile.
2. Each player takes 1 Crest Tile of their choice. Place the rest in the centre of the play area, along with all Gems, and the Reference Card.
3. Give the King Dragon Marker to a random player.
4. Deal all required Cards to players.



DEALING CARDS

Using the chart on the right, deal each player the required number of Cards to their hand. At lower player counts, players are also dealt a Hoard of Cards which consists of both faceup and facedown Cards.

Any excess Cards must remain unseen. Players may always examine Cards in their own hand, but not those in other player's hands or in any Hoards.

Note that with 4 players, you may play with or without Hoards. To set up Hoards, follow the rules on the next page.

PLAYERS	HAND	HOARD
2	14	14
3	9	9
4	9	5
4	14	0
5	11	0
6	9	0



HOARDS (2-3 PLAYERS)

Hoard must be used in games with 2-3 players, and can optionally be used with 4. Hoards consist of Cards placed facedown in a pyramid formation, with only the top 2 Cards turned faceup. Any time a faceup Card is removed during play, exposing a facedown Card, it must immediately be turned faceup.



This is how each Hoard should be laid out for games with 2 players. With 3 players, ignore the bottom row of Cards from the example above. With 4 players, ignore the bottom 2 rows. Here is how the same Hoard seen above may look after a few rounds of play...



START OF A ROUND

At the start of each round, the player holding the King Dragon Marker must play a chosen Card faceup in front of them. This could be a Card from their hand or a faceup Card from their Hoard. They then place the King Dragon Marker on this Card as a reminder that this is the "Lead Card".

FOLLOWING THE LEAD

Proceeding clockwise around the table from the player who played the Lead Card, all other players must now also play a chosen Card faceup from their hand or from their Hoard.

If a player can play a Card that matches at least 1 of the 2 Dragons pictured on the Lead Card, they must.



PLAY HIGH CARDS TO WIN TRICKS, OR LOW CARDS TO CLAIM CREST TILES!

CREST TILES

If the Card they played matches 1 of the Dragons pictured on the Lead Card, and their Card is also the lowest value of that Dragon across all previously played Cards this round, they immediately collect the Crest Tile featuring that Dragon.

If they already held that Crest Tile, nothing else happens. If they collected it from the centre of the play area, or from another player, they immediately gain 1 Gem for each Crest Tile they now hold.

It is possible for the same Crest Tile to be passed between multiple players over a single round (if players keep playing lower Cards of that Dragon).

If a player cannot play a Card that matches either Dragon on the Lead Card, they may instead play any Card from their hand, or any faceup Card from their Hoard. After doing so, they collect 1 of the 2 Crest Tiles matching their played Card, regardless of all Card values, gaining Gems as normal.



AN EXAMPLE OF A ROUND

1. The **Red 9 / Blue 6** has been played as the Lead Card.
2. While the **Blue 5 / Red 10** would have allowed this player to gain the Blue Crest Tile, they already held it, and so gained no Gems for this.
3. The **Yellow 11 / Red 4** allowed this player to claim the Red Crest Tile from the first player. They gain 2 Gems as they now hold 2 Crest Tiles.
4. To avoid the first player gaining 9 Gems for the Blue trick, the last player plays their **Green 3 / Blue 12**, securing the Blue trick for themselves.

CREST TILES WITH 2 PLAYERS

For games with only 2 players, Crest Tiles are a little tougher to collect. Collecting Crest Tiles from the centre of the play area works exactly the same. Collecting Crest Tiles from the opposing player, however, is a little different. When doing this, rather than adding the Crest Tile to their own supply and gaining Gems, they instead return it to the centre of the play area, gaining no Gems. In this way, it will take 2 steps to move a Crest Tile from one player's supply to the other.

TEAMS

For games with 6 players, there are 3 teams of 2. Each player is paired with the player sitting opposite them at the table. The only changes to the rules for Teams are for collecting Crest Tiles. Players cannot collect Crest Tiles from their teammate. However, when collecting Crest Tiles, both teammates gain 1 Gem per Crest Tile they personally hold, not just the player that collected a new Crest Tile. At the end of the game, the Team with the highest combined value in Gems wins the game, not the single player with the most.

PLAYING SECOND & THIRD CARDS

For games with 2-3 players, after all players have played 1 Card, each player then plays a second Card again in clockwise order. As with their first Card, this must still match the Lead Card if possible.

For games with 2 players, after both players have played 2 Cards, each player then plays a third Card again in clockwise order, following the same rules.

LEAD WITH DRAGONS THAT ARE NOT IN OPPONENTS' HOARDS TO FORCE THEM TO PLAY FROM THEIR HAND, OR LEAD WITH DRAGONS THAT YOU DO NOT HOLD CREST TILES FOR TO AVOID LOSING THEM.



END OF THE ROUND

Once all Cards for the round have been played, it's time to see who won each trick.

First determine the winner of the trick for the Dragon featured in the top half of the Lead Card. The player who played the highest valued Card of this Dragon takes the King Dragon Marker, and gains Gems equal to the value of the other Dragon on the Card that they won with. For example, if they won with a 10-valued Card, they would gain 5 Gems.



Winning the trick for the Pink Dragon with this Card would reward 6 gems, and give the winning player the King Dragon Marker to lead off the next round.

After resolving the winner of the Dragon featured on the top half of the Lead Card, award Gems in the same way for the Dragon featured on the bottom half, but do not move the King Dragon Marker this time.

In this way, the winners of both tricks always gain Gems each round.

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Unless the game end has been triggered, discard all played Cards, and continue to the next round, with the player holding the King Dragon Marker playing a new Lead Card.

END OF THE GAME

The game end is triggered when players each only have a certain number of Cards remaining in their hand and/or Hoard.

PLAYERS	CARDS	
	REMAINING	ROUNDS
2	4	8
3	2	8
4	1	13
5	1	10
6	1	8

At the end of the game, all players gain 1 Gem for each Crest Tile they still hold. The player with the highest value of Gems is the winner!

In the case of a tie, the tied player with the most Crest Tiles wins. If still tied, all tied players share the victory.