

Draft Dragon

2-6 players (If playing with 6 or 2 players, see additional rules card.)

Objective

In Draft-a-Dragon, players compete to build a dragon worth the most points. Action cards let players increase their point total, or disrupt other players' plans.

Components

Draft-a-Dragon features two decks:

- 1). the Dragon Parts deck (Red)
- 2). The Action Cards deck (Blue)

Setup

Shuffle and set aside the Action Parts deck for now.

Shuffle the Dragon Parts deck and deal 7 cards to each player. Players may look at their hands.

Draft ("pick one and pass")

Each player chooses one card from their current hand and lays it face-down, then passes the remainder of their hand to the next player **clockwise**. Repeat this process until each player has seven face-down cards and has run out of cards to pass.

Build Your Dragon

Next, all players reveal their face-down cards, and then arrange their cards face-up, with each player building their own dragon.

Place leftover and unused part cards in a discard pile, face up in the middle of play.

Dragon Building Rules:

1. Dragons must consist of at least 3 cards.
2. Players cannot rearrange their dragon once action cards are dealt.
3. Heads go up front, Tails in behind, and wings attach only to shoulders.

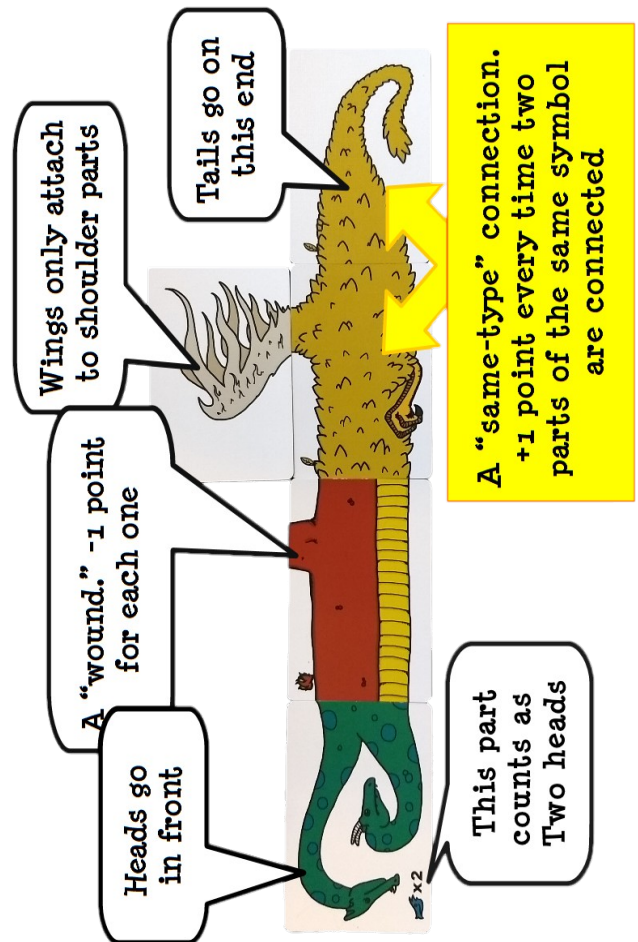


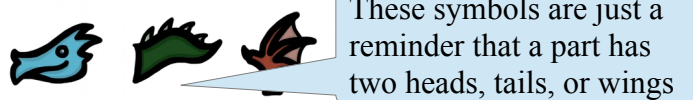
Fig. 1, example of a dragon

Types of Dragons and Odd Parts

There are six sets or *types* of dragons in Draft-a-Dragon, They are identified by the following symbols: (on the top left of the cards.)

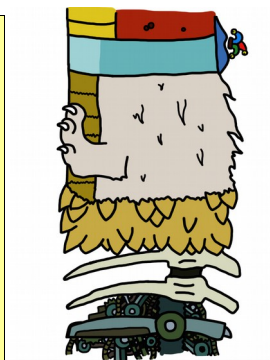


Additionally, there are 5 odd parts that are not from a specific type of dragon: The Double Head, The Double Tail, The Double Wing, the "Wild" part, and the "Splitter" part.

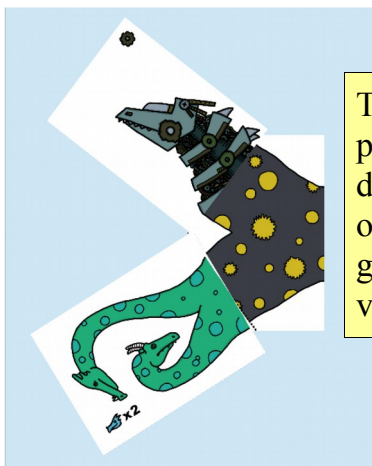


The “Wild” Part

When a player adds this card to their dragon, they must choose and announce what type of dragon (from the six types) it is. If it moves to another dragon later, then the new owner announces and chooses the wild part's type.



The “Splitter” Part



This card allows a player to split their dragon. It is the only card in the game that is played vertically.

Wounds

You will lose points if your dragon has a spot where another part should go. (ie. the artwork runs off of the card where another card could be) -1 for each "wound" on a dragon. (See Fig. 1 on previous page.)

Connections

Where two part cards meet. a "Same-type" connection is when the two cards are of the same type of dragon (ex. Fire type next to a fire type)

Basic Scoring (see scoring card)

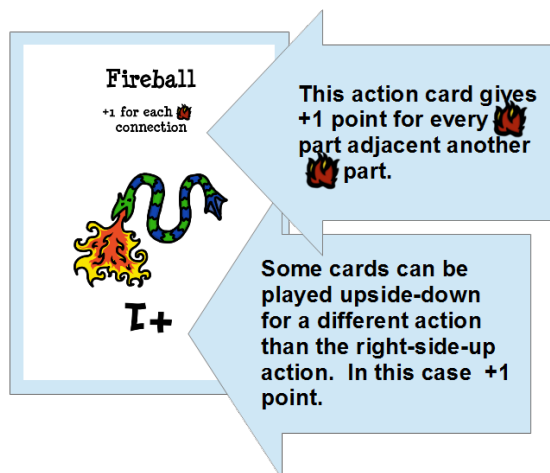
(Points are *only* tallied at the very end of the game)
Same-type connections are worth 1 point each (ex. Three fire part cards in a row would net 2 points). Each card in your dragon is worth 1 point. **Wounds** are minus 1 point each (ex. if your dragon is missing a head and a tail, it would be -2 pts.)

Bonus Scoring (see scoring card)

In addition to basic scoring, dragons that are made up of only one type of dragon (ex. all parts are fire) receive +5 bonus points. Dragons that have at least one part of each type receive +7 points (+9 with six players).

Action Cards

Action cards provide an opportunity for players to gain more points, look for new dragon parts, and even swap parts with an opponent. As with Dragon Parts, action cards are “drafted.” After players have built their dragons, each player draws 5 action cards, picks a card to keep face-down, and passes their hand **counterclockwise** Repeat until each player has 5 face-down cards.



The player with the dragon worth the most points goes first. Then, players take turns, each playing one action card and it's ability. Play moves Clockwise. **Points are only scored once all the action cards have been played.** If a player loses possession of a played action card, then they no longer receive points for that card.

“Superlative” Actions

Some actions read, “most” or “least,” etc. they only reward points to the player that has possession of the card, and only if they have the most or least, etc.

“Swap”

The player who plays the “swap” action card chooses which cards are exchanged.

The player with the most points wins!

For additional rules, tie-breakers, and a detailed explanation of each action card, go to our website:

draft-a-dragon.weebly.com