



By Dan Verssen

Introduction

You are a powerful Dragon fighting anything you meet in the air or on the ground. Play cards that score Wounds on the other Dragons, increase the power of your own Dragon, and change the Facings of your own or any other Dragon in the fight.

Set-Up

Each player selects a Level 1 Dragon in play with a Front Facing (place the Dragon card on the table with its top toward the center of the table).

Each player begins the game with a Hand Size of 7 cards. Deal each player seven cards.

Each player has his own draw deck of cards that must contain exactly 45 draw cards, and cannot contain more than 3 copies of any given card. Print any cards you need to create the deck of your choice.

Victory

Players have 3 ways to win: **Killing** the rival Dragon, **Exhausting** the rival Dragon, or **Banishing** the rival Dragon.

Killing

If you inflict Wounds on the rival Dragon that equal, or exceed its Health, you win!

Exhausting

If the other player must draw a card from his Draw Deck, and cannot, you win!

Banishing

If you have Lair Attack points played on the rival Dragon that equal, or exceed, its Lair, you win!

Topping

Topping will be explained in more detail later, but it is important to introduce the mechanic now. When one player plays a card, the other player can 'Top it' (cancel it) by playing an appropriate card. Topping can go back and forth until a player cannot play a card.

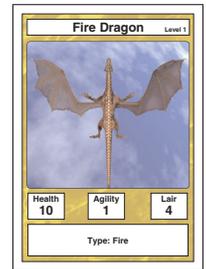
Sequence of Play

A player performs the following steps during each of his turns. The other player then takes his turn.

- 1) Draw Agility cards
- 2) Play One Ground Card
- 3) Play Cards
- 4) Discard
- 5) Draw

Draw Agility Cards

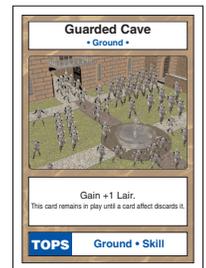
You must draw a number of cards equal to your Dragon's Agility (as shown on your Dragon card) and place them in your hand.



You are allowed to draw cards that would put you in excess of your Hand Size at this time. If you are supposed to draw a card and your deck is depleted, you lose.

Play One Ground Card

You can play one card of the Ground type. It is placed face-up on the table in front of you. The opposing player can Top these cards, and you can Top his cards, as normal. These cards remain in play until the opposing player plays a card that will discard them, such as an attack card.



Play Cards

You can play as many cards as you are able from your hand. Most cards are played, have an affect, and are discarded. Others will note that they remain in play until a card affect discards them.

First Turn Limitation: If you are the first player, and it is your first turn of the game, you cannot play Breath, Magic, or Melee cards.

Discard

Discard as many cards as you want from your hand.

Draw

Draw up to three cards from your deck. You cannot draw a card at this time that would put you in excess of your Hand Size of seven.

If you are to draw a card, and cannot because your deck is depleted, you lose the game.

The Cards

Dragon Fight uses five types of cards: Dragons, Dragon Upgrades, Actions, Attachments, and Ground.

Level 1 Dragon Cards (Gold Background)

These cards list how many Wounds the Dragon can take before being defeated, its Agility and Lair values, and any special abilities the Dragon might have, such as inflicting extra Wounds with different types of attacks. Each Dragon can also use one special type of card, such as Fire, Ice, etc. Only Dragons so noted can use these special types of cards.



Level 2 and 3 Dragon Cards (Blue Background)

Players can have Level 2 and Level 3 Dragon Upgrade cards in their deck. You can upgrade your Dragon from Level 1 to Level 2 by paying the cost noted on the card. Likewise, you can then upgrade from Level 2 to Level 3. You cannot upgrade directly from Level 1 to Level 3. The discard cost listed is in cards that must be discarded from the player's hand of cards.



Upgrading your Dragon card increases your Health, Agility, Lair, and modifiers as noted on your card. This can be very helpful.

Example:

Let's say your Level 1 Dragon has 15 Health. So far, he has suffered 12 Wounds, so he is 3 Wounds from being slain. You then upgrade to a Level 2 Dragon with 20 Health. You are now 8 Wounds from being slain.

Dragon Card Facing

A player rotates his Dragon card to show its Facing in the battle.

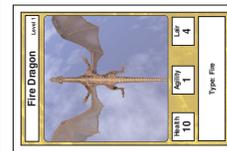
If the top of the Dragon card is toward the center of the table, the Dragon has a **Front Facing**.

If either side of the Dragon card is toward the center of the table, the Dragon has a **Side Facing**.

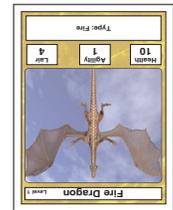
If the bottom of the Dragon card is toward the center of the table, the Dragon has a **Tail Facing**.



Front Facing



Side Facing



Tail Facing

Action Cards (Red Background)

The majority of the cards in a player's deck are Action cards. Action cards change the Facings of Dragons, conduct attacks, and Top rival Dragon cards.

Here are what the different parts of the card mean...

Title

The name of the card. Not used for game mechanics.

Type(s)

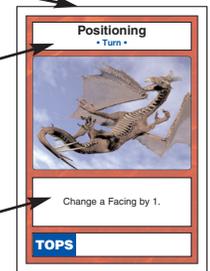
These words divide the cards into different categories. These categories are used for Topping purposes.

Action

These words detail the affects the card will have on the game. Text in RED is a cost or limitation of some kind and must be acted on. If RED text cannot be acted on, the card cannot be played.

Tops

These words tell the player which categories of cards can be cancelled by this card.



Attachment Cards (Gray Background)

These cards are attached to the player's Dragon to give some lasting benefit. To attach them, place them on the table next to your Dragon.

Some cards will last for a specified amount of time, others will remain attached until the end of the game.



The opposing player can attempt to Top these cards as normal when they are played.

Ground Cards (Brown Background)

These cards represent the ground war that is going on under your aerial fight.

Ground cards remain in play until the end of the game, or until the opponent performs an action that can discard them. When played, place a Ground card on the table in front of you. As with



any other card, your opponent can Top the card to discard it.

If the total “Lair Attack” points of Ground cards in play equals, or exceeds, the Lair rating of the opposing Dragon, that Dragon loses the game. When a Ground card is played, do not count its Lair attack points until the opposing player has had a chance to Top it and failed.

Example:

On turn #1 a Ground card with a Lair Attack of 2 is played. The opposing Dragon has a Lair rating of 5, so he is fine. One turn #2 a second Ground card is played, this time with a Lair Attack of 1. The Dragon is still fine, but is getting worried. During the Dragon’s turn he successfully plays an attack card against the Lair Attack 1 ground card and discards it. During turn #3 a Ground card is played with a Lair Attack of 3. The opposing Dragon cannot Top it. This brings the Lair Attack against his Lair to 5, which is equal to his Lair rating, so he loses.

Your opponent’s Dragon can also play cards against your Ground cards. These attacks are played just like normal attack cards against your Dragon and count as normal against his Facing and Type limitations.

If an attack by the opposing Dragon inflicts Wounds to your Ground card that equal or exceed its “Lair Attack” value, the Ground card is destroyed and discarded. If the attack inflicts Wounds that are less than its “Lair Attack” value, the attack has no affect. Do not keep track of partial damage to Ground cards.

Players can Top as normal the cards played against Ground cards.

Main Game Mechanics

These are the primary game mechanics:

Health and Lair

Always check to see if either Dragon has suffered Wounds equal to its Health, or Lair Attacks equal to its Lair. These are game winning conditions and will instantly end the game.

Facing

Each Dragon is in one of three Facing positions at all times: Front, Side, or Tail.

Some cards will specify the Facing your Dragon must have to play the card. Other cards will specify the Facing the rival Dragon must have to play the card.

Facing is also important because it limits the number of attack cards you can play during your turn:

A Dragon in **Front Facing** can play up to three attack cards during his turn.

A Dragon in **Side Facing** can only play two attack cards during his turn.

A Dragon in **Tail Facing** can only play one attack card during his turn.

Cards played to Top do not count toward this limit.

Mix of Attacks

Your Dragon is also limited by the types of attacks you can play during your turn. During your turn you can play, at most:

- one Breath card
- one Melee card
- one Magic card

Keep any attack cards played on the table until the end of your turn to keep track of how many attacks, and of which types, you have made during the turn.

Cards played to Top do not count toward this limit.

Attack / Top

When a player plays a card during their turn, the opponent can play a card to Top it (cancel it).

Cards played to Top another card do not count toward the number of attack cards you can play during a turn. Also, when playing a card to Top, ignore all text in the Action portion of the card.

To Top a card, the opponent looks at the category of card played by the first player, then looks at the “Tops” part of his own cards to see if that category is listed on any of his cards.

If the category is listed on one of his cards, he can play that card to cancel the opponent’s card.

Here is an example...



If your opponent played Positioning (a “Turn” card), you could play Claw Attack to Top it, because Claw Attack lists “Turn” as a card type that it can Top.

Likewise, the player who played the original card can look at the category of the card played by the opponent in

order to cancel it.

This continues until a player chooses not to play a card.

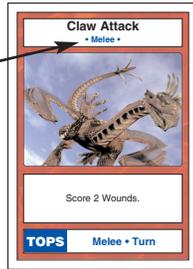
The player who plays the final card determines the success or failure of the original card. If the attacking player plays the final card, then his first card takes effect. If the defending player plays the final card, then the first card played by the attacker is cancelled.

Only the first card played will have its effect take place. All the other cards are played only for the purpose of canceling the previous card played.

In either case, all cards played are discarded.

Here is an example:

Player #1
Plays a Claw Attack that is a **Melee** category card.



Player #2
Looks through his cards and finds that Quick Turn lists **Melee** at the bottom of the card.

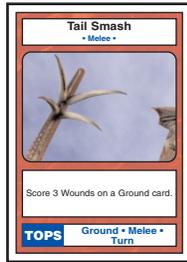
He plays Quick Turn to top the Claw Attack.

If Player #1 does not play a card to Top player #2's **Turn** card, his Claw Attack will be cancelled.

Since the card is played to Top, all RED text (if any) is ignored.

Player #1
Sees that a Tail Smash card can Top a **Turn** card.

He plays the card to top the Quick Turn.



Player #2
Plays a Roll Away to top the Tail Smash because it lists **Melee** in its Tops area.



Player #1
Plays a Quick Turn to Top the Roll Away.

Player #2
Looks through his hand but cannot find a card that will Top a **Turn**.

Outcome
Since Player #1 played the last card, his first card, Claw Attack takes effect and the rival Dragon takes 2 Wounds.

Player #1 could then play another card.



Declaring Facing Card Affects

Some cards allow a player to choose which Dragon's Facing will be adjusted with words such as "Change a Facing by 1". The player must declare how Facings will be adjusted when the card is played, before any Topping starts.

Multiplayer

Dragon! fully supports games with two or more players. Players can either play free for all, or with teams.

Interactive Play

Optional rule. Players can take turns playing one card each during their turns. This would be useful for keeping the pace of the game high for games with large numbers of players.

Credits

Game Design
Game Development
Dragon Art
Playtesting

Dan Verssen
Holly Verssen
Chris Richardson
Clay Dale, Alex Dale,
Naomi Dale, Kevin Verssen,
Kira Verssen

Mid-Game Example of Table Lay-Out

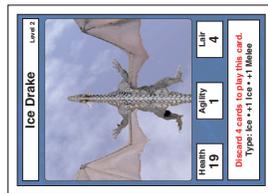
Player #2
Ground card that was previously played, and is still in play.



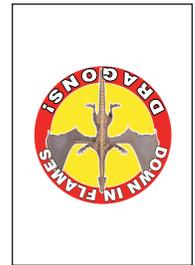
Player #2
Discard pile.



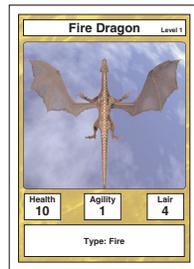
Player #2
Dragon card. It has been upgraded to Level 2. It is in Side Facing.



Player #2
Draw deck.



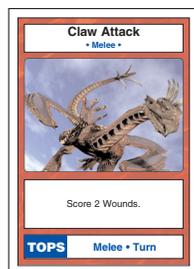
Player #1
Dragon card. It is in Front Facing.



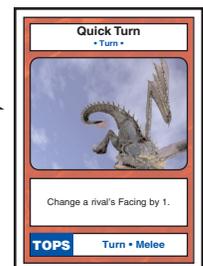
Player #1
Draw deck.



Player #1
Action card just played.



Player #1
Discard pile.



Both players are holding cards in their hands, which are not shown here.