

THE BOOK OF DRAGONS



INSTRUCTIONS



Become researchers as you travel through dragon lands and discover unknown species of dragons. Your task will be to add them to the magical Book of Dragons so other researchers can benefit from your discoveries.

GOAL OF THE GAME

Your task is to collect the dragon cards lying on the board. They represent an entry in the Book of Dragons that you keep. Every dragon entered into the book gives you points at the end of the game which decides who is the winner.

GAME ELEMENTS

Puzzle board (3 elements)



36 dragon cards and 6 goal cards



5 immunity tokens
(including a priority token)



15 expedition dice
in 5 colours



instructions



PREPARATION



Take the number of immunity tokens equal to the number of players and draw one token for each player of the game. It is important that the red token is always a part of the draw - this will determine the starting player. After the draw, choose 3 expedition dice that match the colour of your token.

Then draw 1 goal card and place it face up in front of you indicating for which type of dragon you will receive an additional 3 points.

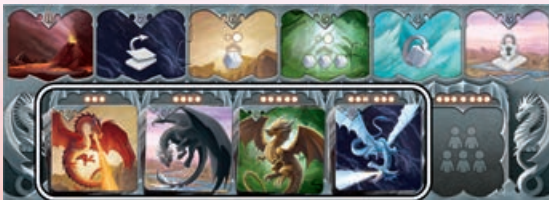


Set your dice to show the results 3:4:5.

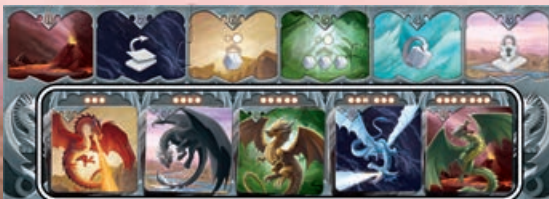
Shuffle the dragon cards and divide them into face-up piles on the board according to the diagram below:



2-3 players
3 plies (12 cards per pile)



4 players
4 plies (9 cards per pile)



5 players
5 piles (in the first pile 8 cards,
in the remaining 7 cards)

PLAYING THE GAME

The players take turns starting with the player with the red immunity token, performing one of two actions during their turn:

1. Placing the expedition dice
2. Taking the Dragon Card for your book

If a player is unable to perform either of the above actions, he can increase the value of each of his dice by 1 and then his turn ends. Then, the next move is made by the player sitting on the left. Additionally, at any time during your turn, you can use any number of abilities from your existing dragon cards.

PLACING THE EXPEDITION DICE

When you decide to place the expedition dice, place any number of your dice on selected dragon cards. Remember that the sum of the dots on the placed dice must be equal to or greater than the number of dots on the card.



You can put all the dice on one card, one on each of the three cards or split your three dice between two cards. You can also resign from placing two or one dice. When you want to place the dice on a dragon card that already has another player's dice, you have to place the dice with a total higher by at least one dot. Your opponent's dice are beaten and are returned to him. The value of each beaten die is increased by 1 dot. Thus, 3 dots increases to 4, and from 5 to 6. A die with a value of 6 cannot increase its value.

For example: Adam placed dice with 3 and 4 dots, so their total value is 7. In order for another player to take this dragon, he should place dice with a total value of 8 or more.



TAKING A DRAGON CARD FOR YOUR BOOK

If at the beginning of your turn you see your dice on one of the dragon cards, you can take this dragon card for your book. You take the dragon card and the dice that lie on it. Then you lower each die you take by 1 dot (e.g. from 6 dots to 5 dots).

A die value of 1 cannot be reduced, so its value does not change. Only one dragon card may be taken per turn.



USING THE DRAGONS' ABILITIES

Some dragons have special abilities that you can use once per game once they have been acquired. You can use these abilities at any time during your turn. The ability of a dragon depends on the terrain on which the dragon is lives. Depending on the background of the card, they have different abilities.

List of abilities according to the lands where the dragons live:



Volcano
No special skills.



Storm
Allows you to remove from the game one unoccupied card lying on the board.



Desert
Using this card increases the amount on one of the player's die by 1.



Jungle
Using this card increases the amount on all of the player's dice by 1.



Mountains
Allows you to rotate one die to the opposite side. For example, a die with 1 dot becomes a 6.
Hint: the sum of dots on each of the two opposite sides amounts to 7.



Plains
The ability of dragons living here allows you to place an immunity token on one of the cards occupied by the current player. Other players cannot beat the dice from such a card. In addition, no other effects work on it. Immunity lasts until the next turn of the player using it. Then, it is removed from the card.



After using the dragon's ability, cover it with a goal card or turn it over to avoid using the ability a second time by accident. Used cards still earn victory points at the end of the game. There are symbols on the game board to help you remember the abilities associated with the locations. Card abilities do not affect dice already placed.

END OF THE GAME

When enough piles run out on the table:

- 1 pile in a game with 2 to 3 players
- 2 piles in a game with 4 to 5 players

the game is played to the person seated to the right of the player with the priority token.

The player with the priority token does not start the next round.

Next, count the points you have earned according to the values on the cards.

In addition, add 3 points for every dragon that matches your goal card. The winner is the player with the highest score. In the case of a tie, calculate the total number of dots on the expedition dice - the person with the highest total on the dice wins.

If there is still a tie, you share the victory.

TWO-PERSON VARIANT

In the two-person variant, to diversify the gameplay, a blocking die is added.



At the start of the game, place the blocking die on the third space - it always has the value of 6. The blocking die can be outbid. You do not remove it from the game but move it one card further. The die beaten on the third pile is placed on the first pile. It may occur that when moving the die to the next pile you come upon another player's dice. You then remove them from the card, even if the player's dice have a larger amount than the blocking dice - you don't increase the values of the beaten dice. The exception is when another player's dice are protected by immunity. You then bypass the protected pile and move the blocking die to the next one. The remaining rules do not change.

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