



Contents
 - 6 Dragons
 - 3 Tokens
 - 110 Cards
 - Big start and finish card
 - 2 Additional dragons for Once Upon a Dragon, the first game in the Draghan series.

World of Draghan

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Sneaky Ol' Dragons

Many years have passed since the truce of Draghan, a day when both dragons and peasants agreed to live alongside each other respectfully. All residents of Draghan, be it skin- or scale-covered, celebrate this anniversary with a race organised by the folk but ran by the old dragons. They race to a chest full of treasure, the very same chest that was offered at the truce to buy the dragon's favor. In the true spirit of the days gone by, the dragons now pit their wits against each other instead of the Draghanian folk...and today it seems you are a dragon...so you'd better be prepared!

Goal Of The Game
 You are one of the dragons competing in the race. Be the first one to reach the gold pile at the end of the course to end the game and be the furthest across it to win.

Components
 6 Dragons with matching Storyline card. Put the dragons in a stand before the first race. They each have their own story to tell.



Setting up a regular game

Every player chooses a **Dragon figure** and receives a **Storyline card** in the same color that they put in front of them on their left hand side.

Lay the **track cards** with the *Enchanted Forest* side facing up next to each other to create the race track (the numbers should be arranged from low to high). You can create 90 degree corners so you don't need an extremely long table. For your first game we suggest playing up to field number 28 with 3 or 4 players and use all cards with 5 or 6 players. In your next games you can decide on the game length however you like.

Place the **Start card** in front of the first card of the track and put the competing dragons on it. Place the **Finish card** at the end of the track with the side showing 15 fields face up.

For your first game, **remove all action cards with an icon** (Normal icon or Advanced icon) to play an "introduction game". Shuffle the remaining **Action cards** together with the **Movement cards** into one **Draw pile**.

Tradition states the dragon with the best growl starts the race, so give the player who growls the best the **Starting player token**.

This is an example of a starting track setup:



Playing the game (3 to 5 players)

The game plays in phases: **Deal phase**, **Draft phase** (only for experienced racers), **Programming phase** and **Movement phase**. When all phases have been completed, the **starting player token is passed** on to the player to the left and a new round starts with a new deal phase. This will continue until a dragon has crossed and remained over the finish line when a round has ended.

1. Deal phase

The starting player takes the deck and **deals cards to all players**. Every player will receive an **amount of cards equal to the number of players plus 1**. For example, if you play with 4 players, everybody will receive 5 cards. If the **Draw pile** is empty, take the **Discard pile** and shuffle it to form a new **Draw pile**.

2. Draft phase

This phase is only played by experienced dragon racers. If this is your first game, you can just skip it and play the next phase with the cards in your possession. When you played a few games you can add this phase to the game. It gives you more control and it makes the game less luck dependent.

Each player takes the cards they have been dealt in hand. All players choose **one to keep** and place that card face down on top of their **Storyline card**. The players now **pass the rest of the cards to the next player in a clockwise direction**. Players then **do the same with the new cards**, choosing 1 and placing it on their **Storyline card** and then passing the leftover cards. This continues **until the player on your right passes you a single card**. You also put this card on top of your **Storyline card**. The cards you now have are those you will use in the next phase.

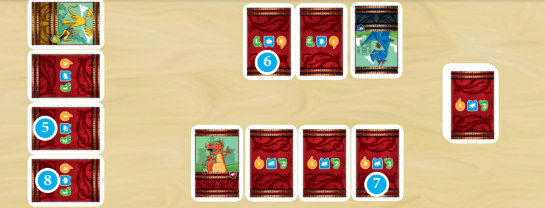
3. Programming phase

Important note: Once a card is laid on the table during this phase nobody is allowed to view or reposition it!

The starting player takes the cards in his possession. He/She selects a **card to play face down to the right of their own Storyline card**. Now he/she chooses a **card for the next player** and places this card **face down next to the Storyline card of that player**. This continues **until he/she has played 1 card next to the Storyline card of every player**. The player now has **one remaining card**. This card should be **placed next to the card placed first in their own storyline**. As a result you played two cards next to your start card and 1 card next to the start card of all the other players. Below is an example showing what this looks like in a 3 player game. The numbers on the cards show the order in which the cards were played.



Once the starting player has played all of their cards the **next player** will continue in the same way. That player places the **first card to the right of the card laid by the previous player** next to their own **Storyline card**. Now the player does **the same for all other players** and he plays the **final card in their own Storyline**. This is the situation when the second player has played all cards in a 3 player game.



This will **continue until all players have placed their cards** one by one in front of the players in the correct order. When this is done, the programming phase is completed and the chaos may begin! In a 3 player game it will look like this:



4. Movement phase

The starting player **reveals their first card** (next to the **Storyline card**) and **follows the description** given on the card. **You must always follow the description** on the card if possible. If a card is unclear, take a look at the more detailed description at the back of these rules. Once the starting player has revealed the first card and adjusted the position of the dragons on the track, **the next player reveals their first card and resolves it. When all players have executed their first card the first action round is completed.**

Now the starting player flips their **second card** and executes it and the **other players follow** until the next action round is completed. **This continues until all the action rounds have been played** and all the cards are open on the table. Once the round has progressed this far all the cards are collected and **placed on a face up Discard pile** next to the **Draw pile**.

The term **action round** refers to **all players executing one of their cards** beginning with the starting player and continuing until the starting player has been reached again.

5. End of the round

Once the phases above have been played, the starting player gives the **starting player token to the player to his left**. The game returns to the **Deal phase** with a new starting player.

End of the game

When a **round ends** and there are **1 or more dragons across the finish line**, the game is over and the winner will be determined. As each dragon passes the finish line they **may carry on further on the finish line track** (it is unusual, but

even if the 15 available spaces aren't enough, just use any method of your choice to keep track of how many spaces a dragon passed the finish line). **The dragon that is furthest on the finish track when all cards have been executed is the winner of the race and gains the treasure!**

All dragons now know their finishing position. Typically the winning dragon runs around in circles like a loony while the other dragons already started plotting their revenge.

Remark: When a dragon passes the finish line, but at the end of the round all dragons are back on the track, the game goes on.

2 or 6 player game

We just explained the rules for 3 to 5 players, but the box says the game can be played with 2 to 6 players. So did we just trick you in buying a game that isn't playable with 2 or 6? No, of course not, but there are some small rule changes.

2 players

We suggest setting up a shorter track, for example 28 spaces and not the full 36.

This is how a round goes:

- Deal **both players 6 cards**.
- At the same time **both players select 2 cards that they want to play in their own Storyline** and put them in the first 2 positions.
- As soon as those cards are in position **both players again select 2 cards that are put in the Storyline of the other player** in position 3 and 4.
- As a final step the players **give the 2 cards they have left to their opponent**. From the cards received you **select one card and put it in a position of your choice in your Storyline** (move the cards after the selected position all one place to the right). The card you have left is discarded.

Once this process is completed both players have 5 cards in their **Storyline** and the game continues with the normal rules.

Remark: The 2 player game never has a *Drafting phase*!

6 players

Always use the full track with 36 spaces. Deal each player **6 cards** (not 7). In the *Programming phase* you play one card in the **Storyline** of every player including yourself. **You don't play a second card in your own Storyline.**

Variants

Variant 1: More action cards

After your first game(s) you can decide to add the **Action cards** with the **Normal Icon**. They will add some more variation and surprises to the game.

● Normal icon ★ Advanced icon

Still not enough for you? Also take the cards with the **Advanced Icon**. Shuffle them and add 6 random cards (without looking at them) to the deck. Nobody will know what surprises will come along your path.

What did you say? You just want to add all the action cards to the game to have a race full of action and surprises? Well, it's your game so you can do whatever you want, but we suggest removing 10 to 15 action cards randomly. If you don't, there will be a lot of action cards compared to the regular movement cards and the race can become quite dramatic, but maybe this is what you want? Your choice...

Variant 2: Wild mountain race

On the back of the *Enchanted forest* race track you see the *Wild mountain* race track. This tracks shows some holes and also some rockslides. The track isn't numbered so you can put it down as you desire, but make sure there are a few 90 degree corners (for reasons to be explained shortly). The holes and rockslides add some variation to your race. Always use all **Track cards** if you use the *Wild mountain* track.

Rockslide: If a dragon lands on a rockslide field the rocks start rolling down the track. The **player that started the rockslide** dodges and moves **one space forward** as the ground crumbles away. All **players between the last 90° corner or hole and the space where the rockslide originated are in danger**. The rockslide rolls in a straight line down the track until it reaches the first 90 degree corner or a hole. At the moment the rockslide is initiated the endangered players must count the **sum of the courage** on closed cards in their **Storyline** just like they do with the knight (see *Knight* card description on the back of these rules).

If they are lucky, the sum is **the same or higher** than the value on the rockslide and they make a lucky escape. If this is the case they **remain on the same field**.

If the sum is **lower** than the rockslide card the player must run **backward** until they escape the line of the rockslide. If you have to run away, you must move your dragon **backward to the next corner or hole plus 1 step** to avoid being crushed.

Hole: To jump over a hole the sum of the values in the **footprints on your closed cards must be the same or higher than the value of the hole**. If you want to move over a hole, but the value of the footprints isn't the same or higher, you are stuck in front of the hole. **The hole itself isn't counted when you move**, so as long as you can jump over it you continue your full move.

As mentioned, a hole also stops a rockslide, so if you are behind the hole you are safe. If you have to run away from a rockslide, you can stop running as soon as you are behind the hole.

Remark: If you move backward your adrenaline makes sure you can always jump over any hole that comes along your path so you can jump over it without a problem.

Second remark: When you pass a hole with an action card you always succeed. You only have to check your footprints if you move forward with a *Regular movement card* (1/2/3).

Variant 3: The forest really is enchanted!

The forest is a magical place and loves to help its visitors. To speed up the race and stop any huge back track catastrophes the forest will be more than happy to assist. Every time an entire card (2 spaces) behind the last player at the end of the round is empty the forest will come to life and engulf the path (remove the cards) to help minimize collateral damage. **Remark:** This variant isn't compatible with the *Wild mountain race* variant.

Variant 4: Betting


There is a *Betting token* in the game you can use when there is a *Picnic* (see *Picnic card*) or a *Drunken spell* (see *Novice wizard card*). The **active player must place the Betting token on the space where he thinks his dragon will end his movement** after all 4 cards have been played. If the player is **correct**, the dragon **moves an additional 3 spaces** forward from that space.

Variant 5: A risky ending

In combination with the *Wild mountain race*, use the **backside of the Finish card** and put the *Landing token* 5 fields before the finish (on space 32). The *Finish card* has a limited number of spaces available. If your dragon would move further it falls off the mountain and flies to the spot with the *Landing token*. For example: If you are standing on the last space of the finish card and your dragon has to move 2 spaces forward, the first move is to the space with the *Landing token* and with the second movement you put him one space ahead of the *Landing token*. The dragon now has to go back up the mountain path to pass the finish line again.


Back of the cards

You probably already noticed the backs of the cards have different symbols. Some cards with the *Normal icon* or *Advanced icon* refer to these symbols. Each symbol has a different meaning.


 **Courage:** This is mostly used to test the courage of your dragon. If you take the **sum of the values printed in all the courage symbols on the backs of your unplayed cards**, you know the courage of your dragon. Example:



With 5 courage on unplayed cards, you beat the Knight (see *Knight card*).

 **Spell:** When a card refers to a magic spell you'll have to check the **symbol on the wizard's book on the top card of the Draw pile**. This will trigger an effect.



 **Footprint:** This is mostly used to test your stamina or speed. Just like testing courage you take the **sum of all the values printed in the footprint-symbols on the backs of your unplayed cards**. The result is your stamina/speed.

Card overview

Here you can find an overview of all cards included in the game. We listed them depending on their icon and sorted them alphabetically.

Regular movement cards



These cards let you move as many spaces forward as the number in the dragon paw.

Cards without icon (in every game)

Amnesia: The dragon does nothing at all because he forgot what he was doing. It sometimes happens to old drag..... Er, what was I saying again?

Angry villagers: Run away and hide, those nasty villagers are out being scary again! It seems not everybody wants to let the dragons live in peace, but do they really think it's their forest anyway? The dragon is affronted by these humans and must move backward to one space behind the first dragon he encounters. If you are the last player, you move back 1 space.

Broken stick: Crack, whilst not paying attention you step on a stick and break it attracting unwanted attention. The dragon in the nearest position behind you moves to your space after hearing the stick break. If 2 (or more) dragons are at the same distance behind the stick breaker all of those dragons move.

Burlap bag: An unattended bag??? No reason for a panic attack, just take a look inside. The active player deals one additional card to every player (including yourself) from the *Draw pile*. All cards are placed at the back of the *Storyline*. If somebody already played *Will-o'-the-wisp*, their turn is over, so that player won't receive a card.

Chili peppers: Ever wondered where the fire comes from? Dragons love chili peppers, they fuel a dragon's furnace but cause terrible gas. The farting dragon shoots 2 places forward due to the back pressure and all dragons now behind the farting dragon jump 1 place backward to avoid the smell... Dragon farts are almost as violent as their sneezes!

Conman's Caravan: Hair growing ointment, giant beanstalk seeds and rocking horse poop can all be purchased at the Poppycock brothers amazing travelling store.... While one brother has your attention, the other one is up to trickery! If this card is flipped, once the current action round has been completed and before the starting player begins the next action round, all players must physically stand up, grab their *Storyline card* and take place on the chair of the player sitting to their left. Leave all other cards on the table and continue playing using your new storyline, that's right... the storyline in which you had previously dumped all that nasty stuff! The start player remains the start player and you still play with the same dragon.

Crystal ball: The future is so bright!!! You may use this crystal ball to inspect your unplayed cards and reorder them to your

liking. You may turn one card 90 degrees if you don't want to play it. On the turn you would normally play the turned card, you just ignore it and pass that turn. If the crystal ball is the last card, you just ignore it.

Damsel in distress: You stumble across a damsel in distress. She screams attracting more unwanted attention. All players move to the same space after hearing the maiden scream. Put all dragons on your space.

Goblin Tribe: Ooga-ooga-ooga... are they in a good mood or a bad mood? Place the *Goblin Tribe card* on the *Discard pile* and replace it with the top card of the *Draw pile*. The new card is to be executed immediately.

Magic lamp: If you have received the magic lamp you may make a wish and exchange the lamp card with any card that has already been played (if available) including one of your own to play again immediately. The lamp grants one wish per turn so the player who receives the lamp may not use it again.

Minstrel: Do, re, mi, fa, so, la, ti, do! If this super special guy turns up singing songs of old, resistance shall be futile! All dragons love music and have awesome hearing. As the first note is played all dragons will ignore the next full action round. Collect all the cards of the next action round and put them on the *Discard pile*. Move other unplayed cards to the left to fill the gap before the game plays on. The current action round is completed as normal, so make sure every player removes the correct card! If played in the last action round, this card has no effect.

Pretty flower: Sniff, sniff, my aaatiiishoooo! Dragons have hay fever! If they smell a flower the allergic reaction will cause the dragon to sneeze with such power it blows themselves 2 steps back. All dragons now in front of the sneezing dragon jump 1 step forward to avoid having burnt bottoms, dragon sneezes are quite violent!

Roaring 4: Come on you can do it! The one and only legendary 4... These dragons are old so 3 steps without stopping is pushing it, but 4 steps is a unique happening. Move your dragon 4 steps forward. When you receive this card during the deal phase, you must roar like a dragon to celebrate this event. Don't forget about this! It would show a complete disrespect for the dragons if you do.

Sneaky short cut: If you know a short cut, would it really be cheating if you used it? The dragon moves 1 step in front of the leading dragon regardless of how far he has to travel. If you are the leader, move 1 space forward.


Tasty deer: Feeling peckish... not often you find a snack waiting for you. Almost like someone left it there on purpose! Would be a shame to waste it! The player may not flip the next action card in their storyline and will miss the next turn. Turn the next card 90 degrees so you don't forget! If there are no cards left to play, you can ignore this card.

Thief: The lucky dragon who has this card steals 1 unplayed card from the storyline of each player including their own and places them on the discard pile. Move other unplayed cards to the left to fill the gap before the game continues.

What's that over there?: If this card is played, the unlucky dragon that has received it is duped into looking the other direction while all other dragons move forward the number of spaces indicated on the card.





Cards with Normal icon (not in introduction game)


We recommend to remove these cards from the game before you play your first games. This way you don't have to "learn" so many cards from the beginning. As soon as you are familiar with the action cards without an icon, you can add these cards to the game. These cards refer to the backs of the cards.

Knight: If you are unlucky enough to discover a knight on your journey one of three things will occur. On the back of each card there is a courage symbol  printed on the left. Your total courage is the sum of all courage values on your unplayed cards. Compare your courage with the courage value on the knight card.

- If your courage is higher than the courage of the knight you win and the knight runs away in terror. You move as many spaces forward as the value of the knight's courage.
- If the courage of the knight is higher than your courage you lose and you have to flee. You move as many spaces backward as the value of the knight's courage.
- If your courage matches the courage of the knight you both agree to do nothing.

Novice wizard: Whip whip fizz pop and another swish of the wand... Poooof. The novice wizard fires off a spell with his wand and it just so happens you were in the way! These guys have to practice too! The player who drew this card must check the top card of the *Draw pile*. In the wizard's book icon a second image is visible with the spell that was casted.

-  Jumping spell: Make use of your jumping ability! Move 3 steps forward.
-  Fleeing spell: It can be scary for a rabbit in the woods. It is best to run away. Move 3 steps backward.
-  Drunken spell: You don't know where you will end up. Follow the same rules of the *Picnic card* (see below).
-  Immobility spell: If you are a tree you can't move, so you don't move. But because you are a big tree blocking the way any dragons that were behind you can only walk as far as the space directly behind you and may not pass any further regardless of how many steps they could take. Also dragons moving backward will stop in front of you. This will continue until you play your next card (or until the round is over).

Picnic: With rumbling tummy you stumble across a few delicious people having a picnic. When they see you they run away in all directions. Go ahead, try to catch them. On the back of each card there is a value marked in a footprint  on the right. Take the *Draw pile* and follow the footprints. The back of the first card shows the number of steps you move forward. Put the card on the discard pile. The next card shows the steps you move backward. Also put this card on the discard pile. The same way you move your dragon forward again based on the third card and backward based on the fourth card. Always discard the cards used.


Cards with Advanced icon (for more variation)

Did you play the game several times and are you looking for new challenges? We recommend to add 6 of the *Advanced cards* to your game at random. Of course you can also add more cards to the *Draw pile*. Keep in mind this will result in quite a lot of action cards compared to the regular movement cards. We recommend to remove some regular action cards if you want to add more *Advanced cards*, but it's up to you! *You own the game so you do whatever you want with it.*

2 Fake jewels: Look at these precious gems! Oh wait, they're plastic... shame it took you 2 turns to discover that! I wonder how they got here? The player may not flip the next 2 action cards and misses the next 2 turns. Turn the next 2 cards 90 degrees so you don't forget! If there are no cards left to play, the turn is over and you have had a bit of luck.

Bigfoot: Bigfoot is actually quite a nice creature. She'll hug you until all the other players finish their complete round. So each time it is your turn in the action round you pass. Don't tap your cards 90° though, when all other players have finished the round you can execute your unplayed cards. While you are hugged other cards don't affect you.

Dragon poo: Is this a pile of...? Yuk, this stinks! Try to hold your breath so you don't pass out. The player who can hold his breath the longest moves 3 spaces forward. As soon as everybody is ready shout "Dragon poooop" and everybody starts!

Grumpy Goat: A goat is running down the hill. You try to avoid it, but it drags you down the mountain. Luckily the other dragons on your path can avoid the hit and jump aside. Check the value in the footprint  on top of the *Draw pile*. Move this many spaces + 1 backward. Any dragon on your way (from the space you start until the space you end your movement) moves 1 space backward.

Health potion: You found some sort of elixir of youth. This is great, you feel only 100 years old again! For the remainder of this round you move 1 additional space for every regular movement card (1/2/3) you play from your *Storyline*.

Hypnosis: You meet the dark wizard on your path and he has such a nice pendulum, left, right, left, right... Following it with your eyes you fall in a deep sleep. You don't know exactly what you are doing. Everybody gives an unplayed card to a player on their left. The card you receive is put in the slot you freed up. Players with no unplayed cards left are skipped (they don't give a card and they don't receive one). If there is only one player with an unplayed card, nothing happens.

Lucky talisman: Are you feeling lucky? Draw the next 5 cards from the *Draw pile*. Choose one and execute it. Discard the other cards.

Magic Mirror: When you look in the magic mirror you see what the next player will do and you must do the same. The next player flips his next card and executes it. Afterwards you execute the same action as if it was in your own *Storyline*. The next player is skipped afterwards. If this was the last card played this round, nothing happens.


Old book of magic: A novice wizard lost his book. Would you

dare to try a spell? Check the symbol on the wizard's book on the top card of the *Draw pile*. This round you can only execute cards with this symbol. Turn all unplayed cards in your timeline with another symbol 90 degrees.

Spy: Two eyes are staring at you from the bushes, but before the dragons notice the spy, he already had a chance to mess up their plans. Take an unplayed card from every player (including yourself). Take a look at them and decide who'll receive which card. When there are players without unplayed cards, you don't take a card from them and you don't give them any card either.

Strange potion: You find a strange potion on your path. What to do? It smells nice, so you drink it of course! But... oh no, this doesn't seem right. Run back to find the nearest dragon toilet! Flip the next 2 cards from the raw pile. For every regular movement card move that many spaces backward. If you draw 2 other cards, nothing happens. Discard the flipped cards.

Trap: Always be careful where you step, because now you have a bear trap around your leg. Luckily you can call one of your dragon friends to help you out. Put the dragon closest to you (before or behind you) on the same space as your dragon. If there are more dragons at the same distance, you choose.

Troll: You meet a troll on your path. You think it is better to avoid this tall, strong and armed creature. Do you still have enough energy left to outrun him? Take the sum of the values in the footprints  on the backs of your unplayed cards. If this is higher than the troll value, you move 3 spaces forward. If it is lower, you move 3 spaces backward. If it is the same you succeed in befriending the troll and nothing happens.

Truth serum: When you drink from this potion, you can only tell the truth. But it has been told that a truth serum doesn't have any effect on dragons. Let's test this. Take the betting token and hold it in a hand of your choice. Don't show the other players in what hand you hold the token. Hold one fist in the air and tell all "the token is in this fist". Of course you are allowed to lie, because truth serums really don't have any effect on dragons. Pick a player of your choice. The player you selected must now decide if you were lying or not. If the player is correct, that player moves 3 spaces forward and if the player is wrong you move 3 spaces forward.

Whirlwind: Oh no! A whirlwind destroys all your carefully planned actions. Collect all unplayed cards. Shuffle all those cards and deal them randomly to the players to fill up the free slots (after the whirlwind each player still has the same amount of cards in their storyline).

Will-o'-the-wisp: You unwillingly follow the Will-o'-the-wisp to the lake. Realizing you have gotten of the path, you turn and run back. Immediately execute all your unplayed actions in reverse order (from right to left).

Witches trick: The witch really isn't a fan of the yearly dragon races. All she does is try to sabotage the race, so meeting her can have quite unpredictable consequences. Exchange your dragon with the dragon of the player to your right.

Do you still have questions after reading these rules? Contact us at support@jumpingturtlegames.be!