

# DRAGON'S FURY

## Winning the Game

Complete sets of three of a kind or a run of three consecutive numbers in the same color. Reduce your opponent's health to, or below zero.

## Components

32 Number cards, 4 Draw Two cards, 2 Block cards, 2 Swap cards, 4 Play a Dragon cards, 4 Remove a Dragon cards, and 40 Dragon Cards (10 Red, 10 Blue, 10 Green, and 10 Yellow).

## Setup

Each player chooses a color of Dragons to play. The player receives all Dragons of the chosen color.

The oldest Player Deals first, and distributes 6 cards to each player one at a time in a clock-wise fashion.

The deck is placed in the Deck area (See figure 1-1), reveal the top card, and place it next to the deck, this will be the discard pile (See figure 1-1).

Each player is assigned 500 Starting health. (See Alternate Rules.)

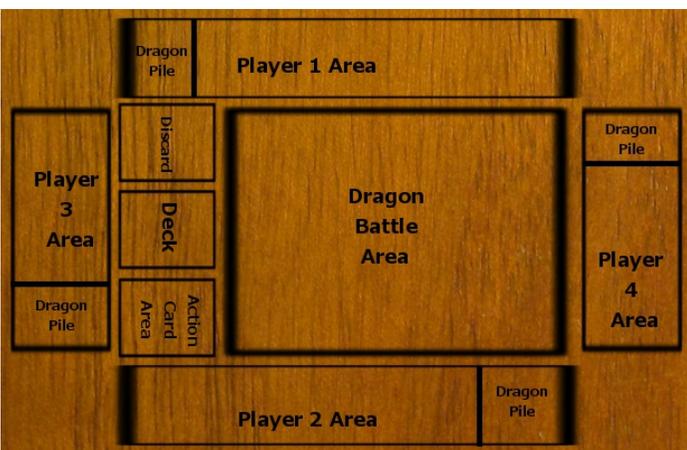


Figure 1-1

## Playing the Game

The player immediately to the left of the dealer goes first. Players start their turn by drawing 1 card from the top of the deck, or choosing to pickup cards from the discard pile. A player may select any card in the discard pile to pickup, but must also put in their hand all other cards to the top of the pile. There is no maximum on the number of cards any player may have in their hand at a time.

A player may play any number of cards on their turn. Cards are played by collecting three cards of the same number or three consecutively numbered cards of the same color, placing them on the table in the player area. (Figure 1-1) Cards may also be played on previously played sets the player owns. (Example: Putting a fourth three on a set, or extending a run in either direction). Action cards may also be played (See Action Cards.)

Any set or run will earn a Dragon card to be played immediately. (See Dragon Combat)

At the end of a turn a player will discard one card. Play will continue in a clockwise fashion.

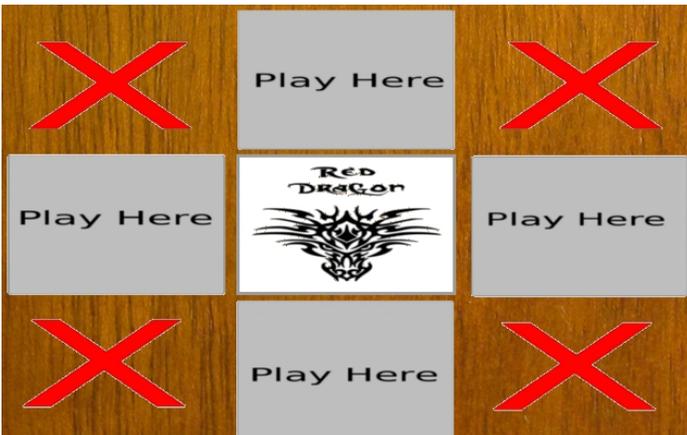
When a player runs out of cards, they must wait until their next turn to draw 6 new cards from the top of the deck. This is their entire turn. No discard will occur, and the next player will begin their turn.

Anytime a player would draw cards from the deck, and no additional cards remain, all action cards, runs, and sets must be shuffled together to reform the deck, and be placed in the Deck Area.

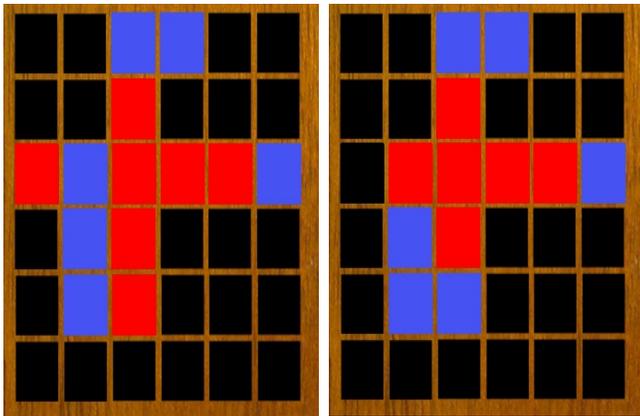
## Dragon Combat

Dragons are played immediately when they are earned. The first Dragon is played face up in the Dragon Battle Area. Any subsequent Dragon may be played above, below, left, or right of any other Dragon in play. (Figure 1-2) There may not be more than 6 Dragons in a single row or column. Any Dragon blocked, Swapped, or otherwise removed from play is immediately placed into the owners Dragon Pile. (Figure 1-1) Arranging 4 Dragons in a row wins the Dragon Battle (See Damage).

(See Figure 1-3 and 1-4 for winning options)



**Figure 1-2**



**Figure 1-3**

**Figure 1-4**

## Damage

Each of the Dragon Battle's winners opponents lose 50 health. Damage is totaled for the cards left in hand at the end of a round for ALL players. Each player takes this total as damage against their health. Damage points are located at the bottom of each card.

## Action Cards

All Action cards are played face up in a pile of their own called the Action Card pile, and do not go into the Discard pile. A player may elect to discard any Action Card into the Discard pile as the discard requirement for their turn.

**Draw Two** – Player draws two additional cards from the top of the deck.

**Swap** – Players may swap any opposing Dragon for one of their own. A swap may not be played without an opposing Dragon in the Battle Area.

**Remove a Dragon** – Players remove any Dragon from the Battle Area.

**Play a Dragon** – Players may immediately play a Dragon in the Battle Area.

**Block** – Blocks protect an empty space or Dragon once per Block card. The Block may keep other players from placing a Dragon, Removing a Dragon, or swapping a Dragon. Blocks are played on an opponents turn to protect any space, or Dragon.

## Alternate Rules

For a faster game, players may start at 200 Health, and for a longer game players may start at 1000 Health.

## Credits

The following people made this game possible.

**Game Concept:** Kallan Dahn  
Kelly Dahn

**Artwork:** Kallan Dahn

## Legal

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