

DRAGON MASTER

A TACTICAL CARD GAME BY REINER KNIZIA
FOR 2 DRAGON TAMERS AGED 8 AND UP

INTRODUCTION

In *Dragon Master* you try to tame a variety of dragons and keep them in your menagerie. Using few rules and cards, you aim to collect a powerful assortment of dragons, in order to score more points than your opponent. But take care! Every card you play might help your opponent just as much!

COMPONENTS

20 Dragon Cards, as follows



Dragon Egg
(printed value of 0)



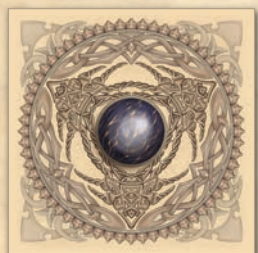
Emerald Dragon
(printed value of 1)



Sapphire Dragon
(printed value of 2)



Ruby Dragon
(printed value of 3)



Card Back

3 Wooden
Dragon Figures



SETUP

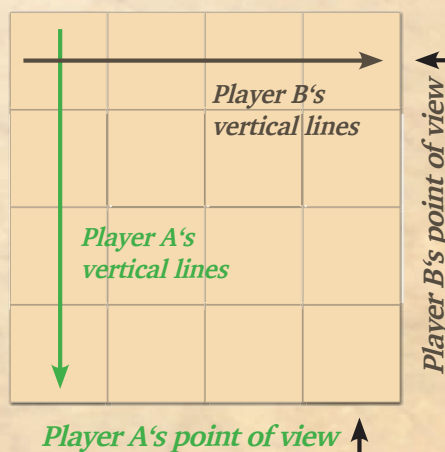
Do not sit opposite each other, unlike in many other games. Sit over the corner, facing neighboring sides of the square playing area.

Shuffle the 20 Dragon Cards and deal 8 to each player. Look at your cards. They now form your Hand. Place the remaining 4 cards back in the box without looking at them. You won't need them in this game.

Randomly determine a Starting Player.

GOAL OF THE GAME

In *Dragon Master* you aim to create vertical lines that score lots of points. As you sit on neighboring (rather than opposite) sides of the playing area, your horizontal lines appear as vertical lines for your opponent, and vice versa. Make sure they contain only few points. Finally, you score points for your least valuable line. The player with more points wins.



COURSE OF PLAY

Beginning with the Starting Player, you alternate in playing a single card from your Hand into the common playing area, face up. The first card is placed anywhere into the playing area.

The following rules apply for all further cards:

- **Cards must be placed next to each other.** Every card you play must be placed adjacent to a previously placed card, so that at least one side faces another card.



- **Every card you play must be placed into a 4x4 grid.** You may not form a 5th row or column.

In the end, the starting card might be located anywhere in the grid.

- **All kinds of cards can be placed next to each other.** There is no further restriction on where to place a card with a certain value. However, how you place the cards affects your points in the End Game Scoring.

The **game ends** when both of you have played all your 8 cards into the playing area. The 4x4 grid is now complete. Continue with the End Game Scoring.

END GAME SCORING – TALLYING YOUR LINES

Count each of your 4 vertical lines individually, as follows.

If a printed value is present only **once** in a line, the card awards **points equal to the printed value**. So, the card awards 0 to 3 points.

If a printed value is present **twice** in a line, the cards **jointly** award points equal to **ten times the printed value**. So,

2 cards with a printed value of 1 award 10 points;

2 cards with a printed value of 2 award 20 points;

2 cards with a printed value of 3 award 30 points.

If a printed value is present **three times** in a line, the cards **jointly** award 100 points.

Note: This is the only way to score points with Dragon Eggs (printed value of 0).

Compare the score of your vertical lines, which scored the least amount of points, each. Whoever has the higher score in this line wins.

In case of a tie, compare the score of your vertical line, with the second to last amount of points. If necessary, continue comparing lines with increasing number of points. If all lines awarded the same number of points, the game ends in a draw.

Note: If 2 lines scored the least number of points, these points will be used for least and second to least, and so on.

SCORING EXAMPLE

				→ 33	<i>Player B</i>
				→ 6	
				→ 102	
				→ 6	
↓ 100	↓ 6	↓ 12	↓ 20		<i>Player A</i>

Both players score 6 points in the least valuable line. Player A scores 12 points in the second to last valuable line, player B scores 6. Player A wins the game.

TOURNAMENT MODE

If you prefer to play more than 1 game of *Dragon Master*, use the 3 Dragon Figures. The winner of each game receives 1 Dragon Figure. Whoever has 2 Dragon Figures, wins the tournament.

CREDITS

Designer: Reiner Knizia

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