



Dragon vs. Kingdom

2-5 players, 20-30 minutes, 8 and up

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You're all Leaders, and while reports of a dragon approaching have been confirmed, you've still got a kingdom to grow! Each round, you can raise a Tower to defend the kingdom, build some houses to give people a place to live, or open a shop

near houses to keep everyone happy. You can also attack the dragon from your Towers in range.

On one sheet, you're the dragon instead! Move and attack the buildings that everyone else is building to score points.

Components provided

- 5 different map sheets, each with a dragon of a different color and look
- 1 scoreboard sheet design

Components required

- Print off 1 map sheet and 1 scoreboard sheet per player
- 1 uniquely colored marker or pen per player (matching the dragon colors are optional)
- 1 six-sided die of any color (ideally 1 per player)

Setup

- Give each player a copy of a map sheet, a score sheet, and a uniquely colored marker.
- Place the die near the center of the table, or give each player 1 die if you have enough.
- The map sheet you start with is the one where you are the dragon! Write your name (or the name you'd like to give your dragon) in the box in the lower left corner.
- When done, pass the map sheet to the player on your left to start the game. Keep your score sheet in front of you at all times.

Play

All turns are taken **simultaneously** by each player on the map sheet that has been passed to them. When you're finished, nudge your map sheet towards the player on your left. When **everyone** has finished taking their turns, take the incoming map sheet from the player to your right. In other words, all players should try to start each round at the same time so no one gets too far ahead (or behind).

As a Leader

Each player plays the role of a Leader on each map sheet, except on the sheet with your name or your Dragon's name (where you play as the Dragon instead). As a Leader, you can **Fight** and/or **Build** a total of two times (or three times, in a two-player game). Take all the **Fight** actions you want, then **Build** with your remaining actions, if any. **This order is very important - you cannot Build and then Fight.**



When you have completed your actions, score any earned points on your scoring sheet, then pass the map sheet clockwise.



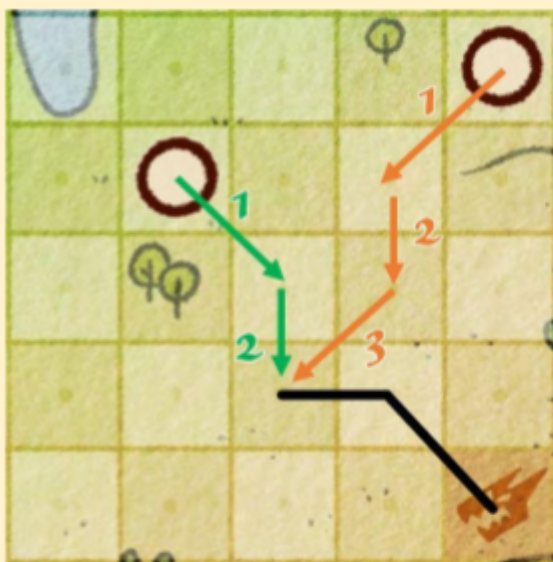
Add tally marks to the right of the type of building that scored them. Feel free to use whichever system of tally marks you like!

Fight

To Fight the dragon, count the spaces from one of your Towers to the dragon, then roll the die. **Each of your Towers can only Fight the dragon once per turn, and you cannot Fight from another player's Towers.**

- If the die roll is **equal to** the distance, cross out **1** of the dragon's hearts ().
- If the die roll is **greater than** the distance, cross out **2** of the dragon's hearts ().

A dragon's current health is equal to the number of hearts not crossed out.



In this example, the tower on the left is 2 spaces away from the dragon's current location - roll a 2 to do 1 damage, but roll a 3 or higher to do 2 damage.




The tower on the right is 3 spaces away from the dragon - roll a 3 to do 1 damage, but roll a 4 or higher to do 2 damage.

Build

To Build, draw a Building on an empty space. There are two rules when drawing Buildings:



- Buildings cannot be drawn on a lake.
- Buildings cannot be drawn where a dragon has been or has attacked.

There are three types of Buildings you can draw:

- **Draw a Tower** () - draw a circle on an empty space.
 - Your Towers can be used to Fight the dragon (see above).
 - Towers score 2 points when drawn **and** 3 points for every 1 heart of damage they do to the dragon.
- **Draw a House** - draw a square () onto an empty space.
 - Score 1 point for every Tower () that is 1 to 3 spaces away, **regardless of who drew them.**



In this example, the player drawing the House scores 2 points, since 2 towers are 1 to 3 spaces away. The tower on the far right is 4 spaces away and doesn't score.

- **Draw a Shop** - draw a triangle () onto an empty space.
 - Score points according to how many Houses () are exactly 1 space away, **regardless of who drew them:**
 - 1 House is worth 1 point, 2 Houses are worth 3 points, 3 Houses are worth 6 points, 4 Houses are worth 9 points.



In this example, the player drawing the Shop scores 3 points, since 2 Houses are exactly 1 space away. The House in the lower left is 2 spaces away and doesn't score.

As a Dragon

All players should have the sheet where they are the Dragon coming back to them at the same time. **The first time that your Dragon sheet comes back to you, draw a star on any corner to indicate where your Dragon enters the map.** For the rest of the game, you will leave a trail of destruction from this space to wherever you Move or Attack!



As a Dragon, you have 2 Energy each turn. You can spend this Energy by Moving and/or Attacking in any order you like. Unused Energy does not carry over to the next turn, and there is no penalty for not using all of your Energy.

- **For 1 Energy, Move 1-3 spaces in any direction.**
 - You may Move in any direction, orthogonally or diagonally.
 - Draw your line from the dot in the center of a square to any adjacent dot. You should have one continuous line of destruction, starting from the corner you started in.
 - You may Move through and/or stop on Lakes, or empty spaces.
 - You cannot Move through a Building until *after* you have destroyed it.
 - You may Move through and/or stop a destroyed space, but you will take 1 damage every time you do.



In this example, the dragon spends 1 energy to move 2 spaces (remembering to draw from dot to dot).

They spend 1 energy attacking, They roll a 3, which lets them burn 2 spaces in a straight line in any direction. They cross out a house and a tower to end their turn.

- **For 1 Energy, Move 1 space and Attack 1 space away in any order you want.**
- **For 1 Energy, Attack in a straight line in any direction** (orthogonally or diagonally).
 - **Roll to determine the distance of your attack, then breathe fire and cross out the spaces you attack: 1-2 = 1 space. 3-4 = 2 spaces. 5-6 = 3 spaces.**
 - Any Buildings in your line of attack are destroyed - cross them out to show they have been destroyed.
 - If there are any empty spaces in your line of attack, cross them out too! They won't score you any points, but Leaders cannot build Buildings on those destroyed spaces.
 - Write the number of points earned from each Building you destroyed in a star on your scoring sheet (fill from left to right, top row first, then bottom row).

Towers score 2 points.
Houses score 3 points.
Shops score 5 points.
Write the number of points scored in a star.



End of the game

The end of the game is triggered in one of two ways.

- Any dragon has Attacked enough Buildings, based on the number of players.
 - **2-3 players:** 8 Buildings. **4 players:** 9 Buildings. **5 players:** 10 Buildings.
- Any dragon has their last heart of health crossed out.

Finish out that turn, then end the game.

Scoring

- In general, score the points you earned on your scoring sheet as soon as you earn them.
- After the game ends, add up each row and write the subtotal in the star on the far right.









- Total up all of the points in the star in the bottom right ().
- The player with the most points wins. If tied, the tied player with the single highest score in any category wins. If still tied, look to the second highest score in any category, and so on.

Quick reference guide to the scoresheet


Always score points when you earn them, whether you're playing as a Leader or Dragon!

As the Leader

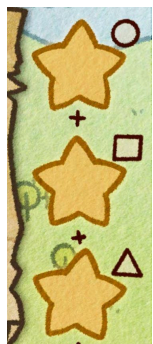


Make tally marks or write numbers in the blank space to the right of the building earning points.

	<p>Towers () score 2 points when drawn, and 3 points for each 1 heart of damage they do to the dragon.</p> <p>To fight, choose a Tower to attack from, then roll the die. If the die equals the distance between the Tower and dragon, cross out 1 heart. If the die is greater than the distance between the Tower and dragon, cross out 2 hearts instead.</p>
	<p>Houses () score 1 point per Tower that's 1, 2, or 3 spaces away, regardless of who drew them.</p>
	<p>Shops () score points based on how many Houses the Shop is adjacent to (exactly 1 space away), regardless of who drew them.</p>

As the Dragon

	<p>Score 2 points when you destroy a Tower, 3 points when you destroy a House, or 5 points when you destroy a Shop. Write the number of points you earned inside an empty star (go from left to right, top row then bottom row).</p>
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At the end of the game...

 <p>Count the points scored from the Tower, House, and Shop scoring...</p>	 <p>...add the points you scored from destroying things as a Dragon...</p>	 <p>...then total it all up in the bottom star.</p> <p>The player with the most points wins!</p>
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