

RULEBOOK

DRAKO

A game for 2 players
aged 8 years and up



The sun was shining mercilessly. The small quiet valley, filled with flies buzzing toward a carcass lying in the middle, seemed to be utterly deserted. The young dragon didn't stop to wonder what a dead sheep was doing in such a place. The smell of blood was too tempting - the flying beast descended.

Shadows from a few trees growing sparsely along the valley's edge made it impossible to see the massive dwarf standing motionless. Despite the sweat flowing under his battered but still incredibly strong chainmail, despite the annoying itch under his thick beard, despite dreams of a mug of cold ale, Morin had not lowered his cocked crossbow for even a moment. He was waiting. Suddenly he saw a small movement on the opposite side of the valley. He frowned. Brald had a powerful physique and could barely squeeze himself and his huge shield between the rocks at the edge of the valley. After nearly an hour of waiting, the handle of Brald's carved nasty-looking axe had slipped suddenly along a smooth rock, catching Morin's attention. Brald glanced to the right, where he expected to meet a reproaching glare from his second brother, hidden in the bushes. But bearded Urpen, whose skin was covered with scars, was completely focused on a dark speck in the sky, which was growing at an alarming rate. He squeezed the net in his mighty hand. He waited.

A red dragon with thundering wings appeared as if from nowhere. His claws seized the dead animal, but before he could fly away with it, the experienced hunters' clever trap caught him. Massive iron teeth sprang out of the gravel, trapping the dragon's leg. Thick scales protected the monster from injury, but the heavy chain attached to the trap forced him to land and try to free his leg. At the same time, a crossbow bolt flew past his head. The dragon roared, turned, and spat fire at the trees from where the shot came. Morin, standing just three meters away, quickly cocked the crossbow again. They had little time, and the dragon was at the height of his strength.

Brald remembered the burned village, which they had passed on the way to the mountains, and he picked up his shield. Without hesitation, he strode out of the shadows and approached the beast.



GOAL OF THE GAME AND VICTORY CONDITIONS

In the game Drako, one player leads a team of three dwarves, whose purpose is to defeat the dragon. This must be done within a certain time - before the player's deck of cards runs out - to win the game. Each dwarf has his own characteristics and skills (*see the player mat with the dwarves' characters and abilities, p. 10*).

The second player directs the dragon, whose purpose is to survive or to defeat the dwarves. If the dwarves' deck is exhausted, the dragon flies away, and the dragon player wins. The dragon player can also win by defeating all the dwarves (*although this happens quite rarely, because the dragon is weakened and trapped in a small area*).

Before the game, players decide (*randomly or according to preference*) which of them will play the dwarves and which will play the dragon. If you are playing for the first time, the younger player should play the dwarves.

GAME COMPONENTS:

pieces for the dwarf player



dwarf player mat



deck of 38
dwarf cards



fury marker



net marker



3 dwarf
figures

pieces for the dragon player



dragon player mat



deck of 38
dragon cards



1 dragon
figure

25 wound markers



board



GAME PREPARATION

Before the first game, gently punch out the markers.

Place the board in the middle of the table (1), with wound markers nearby (2), so that both players have easy access to them.

The dragon player sets up the dragon pieces - the player mat goes in front of the player (3), the dragon figure goes on the middle of the board (4), and the dragon cards are shuffled and placed face down in a stack (5). Then he draws 4 cards from the deck and looks at them - they are his starting hand (6).

The dwarf player sets up the dwarf pieces - the player mat goes in front of the player (7), and the dwarf cards are shuffled and placed face down in a stack (8). Then he draws 4 cards from the deck and looks at them - they are his starting hand (9).

The net and fury markers should be placed near the dwarf player mat (10).



If you are playing for the first time, place the dwarf figures as shown in the picture (11).

In subsequent games, the dwarf player, after looking at their starting hand, may place the dwarf figures on any of the board hexes not adjacent to the dragon - depending on the player's strategy plans.

***Advanced rule:** If you want to have more control over the game, each player may exchange their entire starting hand once, before play begins. The first starting hand is shuffled back into the deck, then 4 new cards are drawn.*

SEQUENCE OF PLAY

Players take their turns one after the other, **starting with the dragon player.**

In the first turn, the dragon player performs only one action. In every later turn, players perform 2 actions.

The possible actions are:

- **draw 2 cards**
- **play 1 card**

Actions can be freely combined, i.e., a player can draw 2 cards and play 1, or play 1 card and draw 2, or play 2 cards, or draw 4 cards. The player must perform two actions - passing an action is not allowed.

The only exception is a situation which can happen at the end of the game, if the dwarf player still has cards and the dragon player does not. Then the dragon player passes and waits for the results of the opponent's moves.

Drawing 2 cards

The player draws 2 cards from his deck and adds them to his hand. There is a hand limit of 6. If a player has more than 6 cards after drawing 2 cards, then the player must discard down to 6.

Playing 1 card

The player plays a card from his hand and chooses to use **one of the options** presented symbolically in the upper left corner of the card.

After playing a card, it is discarded from the game.

Most of the symbols allow a move or an attack, as described below.

Move

By playing a card to move, a player can make one (*or possibly more*) of his figures move up to as many hexes as the card's movement points (*the number next to the symbol*). Not all movement points must be used; it is even legal to not move at all. (*The card is still discarded.*)

Attack

By playing a card to attack, a player can make one (*or possibly more*) of his figures attack with the card's attack value (*the number next to the symbol*).

If a player plays a card to attack, the opponent may immediately respond by playing a card with a defense symbol (*which does not count as one of the player's 2 actions*). This blocks the attack (*and both cards are discarded*).

If the attack is successful (*not blocked*), the target figure takes damage - place as many wound markers as the card's attack value onto the owner's player mat. If a dwarf is attacked, the wound markers go onto that specific dwarf's space on the player mat.

If the dragon is attacked, the 4 upper spaces receive the first 4 wounds. They represent the dragon's armor. Then **the dwarf player** decides where later wound markers are placed (*on spaces representing various abilities*). After all spaces for a given ability are wounded, the dragon can not use that ability (*see the dragon player mat and abilities, p. 9*).

After all of a figure's spaces are wounded, the figure is killed and removed from the board.



SYMBOLE NA KARTACH KRASNOLUDÓW



1 dwarf moves - 1 dwarf can move up to as many hexes as the card's movement value.



2 dwarves move - 1 or 2 dwarves can move, each up to as many hexes as the card's movement value.



1 dwarf attacks - 1 dwarf adjacent to the dragon can attack the dragon, using the card's attack value. The attack can be blocked by a defense card.



2 dwarves attack - 1 or 2 dwarves adjacent to the dragon can each attack the dragon simultaneously, each using the card's attack value. The dragon can play 1 or 2 defense cards to block 1 or both attacks.



Defense - this can block a single attack by the dragon.



Crossbow attack - if the dwarf with the archery ability is in a straight line of hexes with the dragon, with no other dwarf between them, then the dwarf can shoot the dragon using the card's attack value. The attack can be blocked by a defense card.



Net - if the dwarf with the net ability is still alive, he may immobilize the dragon. The dwarf can do this from anywhere on the board. He puts the net marker onto the dragon. While netted, the dragon can not move (flying or walking), but can attack and defend. To escape free of the net, the dragon player must spend 2 actions in a single turn doing nothing else (effectively passing a turn). (The net may then be used again later.) The net can not be blocked by a defense card.





Example: John draws 2 cards as his first action, then plays a card with the „2 dwarves move” symbol in order to move 2 dwarves one hex each toward the dragon.



Example: On a later turn, John plays a card with the „Crossbow attack” symbol. His dwarf with the archery ability is in a hex row with the dragon, so he can shoot. Kate, the dragon player, plays a defense card in reaction to this attack, so the dragon receives no wounds, and both cards are discarded. Then John plays another card, with the „2 dwarves attack” symbol, so that his 2 dwarves adjacent to the dragon can attack. Kate has no more defense cards, and so both attacks succeed - the dragon receives 2 wounds.

SYMBOLS ON THE DRAGON CARDS



Move - the dragon can move up to as many hexes as the card's movement value (if the dragon can walk - see the dragon player mat and abilities, p. 9).



Flight - the dragon can move to any empty hex on the board (if the dragon can fly - see the dragon player mat and abilities, p. 9).



Attack - the dragon can attack an adjacent dwarf, using the card's attack value. The attack can be blocked by a defense card.



Fire attack - the dragon can breathe fire in a straight line of hexes in one of the 6 directions (if the dragon can breathe fire - see the dragon player mat and abilities, p. 9). All the dwarves in the line of attack each take damage equal to the card's attack value. The attack can be blocked by one or more defense cards - each defense card protects one dwarf.



Defense - this can block a single attack by the dwarves.



Example: Kate plays two cards in her turn. First she chooses „Move” - the dragon moves two hexes, to get into a better attack position and to get out of the archer's hex row.

For her second card, she chooses „Fire attack”. Because 2 dwarves are standing in the line of attack, they can both be wounded. However John has one defense card, which he uses to block the attack on one of the 2 dwarves. The other dwarf receives 2 wounds.

DRAGON PLAYER MAT AND ABILITIES

The dragon player mat has spaces for wound markers received during play. The first 4 wounds are placed on the top 4 spaces - these have no direct effect. Later wounds are assigned by the dwarf player to specific abilities - Flight, Movement, and Fire breathing.

After all of an ability's spaces are wounded, the dragon can not use that ability any more. After all of the dragon's spaces are wounded, the dragon is defeated and the dragon player loses the game.

Flight - allows the dragon to use a card with the Flight symbol to move quickly to any empty hex on the board.



Fire breathing - allows the dragon to use a card with the Fire attack symbol to attack all dwarves in one direction in a line of hexes.



Movement - allows the dragon to use a card with the Move symbol to move on the board.

DWARF PLAYER MAT AND ABILITIES

The dwarf player has three unique characters with different abilities. During the game wound markers will be placed on the corresponding spaces of the dwarf who was attacked.

Each dwarf has a different number of wound spaces. If all of a dwarf's spaces are wounded, the dwarf is killed and removed from the board. If all 3 dwarves are killed, the dwarves are defeated and the dwarf player loses the game.



Fury - once during the game, this dwarf may declare a Fury turn. This dwarf receives a wound marker, and then the dwarf player can perform 3 actions instead of the normal 2. The 3 actions may be done by any dwarves as usual. After the Fury turn, the player discards his Fury marker to note that Fury cannot be done again during the game.



Archery - allows this dwarf to use a card with the Crossbow attack symbol to attack the dragon from far away if they are in the same line of hexes.

Net - allows this dwarf to use a card with the Net symbol to immobilize the dragon.

GAME END

The game can end in 3 ways:

- The dragon is killed - the dwarf player wins.
- The dwarves are killed - the dragon player wins.
- The dragon is still alive after the last dwarf card is played - the dragon player wins.

AUTHOR'S NOTES

Drako is an asymmetrical game. Playing the dragon is different from playing the dwarves. The dragon should certainly not enter battle too eagerly, as it could end badly for him. The dwarves, meanwhile, should use the power of the net and fury. It is also important to use the cards wisely. The dwarf player must remember that he loses when his cards run out, and the dragon player must be careful not to use up his cards too early while the dwarves still have cards to play, because that is dangerous.

I invite you to my website <http://folko.gry-planszowe.pl> where over time I will try to publish some articles about the game.

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Morin, dragging his crippled leg, crawled to Brald, who was lying motionless. He pushed aside his brother's shield, blackened from the dragon's fire, and put his ear next to his brother's mouth. Holding his own breath for a moment, he heard his unconscious brother's breathing. Relieved, Morin collapsed, and pain stabbed his torn leg. He touched the pulsing wound on his cheek - it would eventually heal, leaving a sizable scar, another for his already considerable collection. Close by, Urpen sat against the rocks, the only brother practically unwounded, his fist clutching a severed claw from the dragon. The dwarf was staring silently at the dragon flying away toward the mountain peaks. The beast's flight was uneven due to its severely torn wing, and from time to time it suddenly dropped lower, but eventually it disappeared from their sight. Urpen stood up, and with difficulty he threw his unconscious brother onto his back and helped Morin stand up on his healthy leg. The dwarves, supporting each other, slowly moved toward the valley's exit.

- I was thinking about using the dragon's teeth for the next trap - Morin said, still breathing with difficulty.

- Yes, the teeth should break through its scales - Urpen agreed.

- That's what I said...! - Brald groaned from behind. Urpen smiled, carrying his brother.