

THE DRAGON LORD CARD GAME

THE DRAGON LORD CARD GAME IS A STRATEGIC ADVENTURE CARD GAME FOR TWO PLAYERS. IT IS BASED ON **THE DRAGON LORD SAGA**, A GRAPHIC NOVEL SERIES PRODUCED BY **JONNY JIMISON** AND PUBLISHED BY **RABBIT ROOM PRESS**.

THIS IS THE RULEBOOK FOR THE FIRST EDITION, A QUICK-PLAYING 18-CARD DECK. WE HOPE TO EXPAND AND IMPROVE THIS GAME WITH FURTHER DECKS AND REVISED RULES, AND WE NEED YOUR HELP! AFTER PLAYING, **PLEASE VISIT THE LINK** ON THE RIGHT TO FILL OUT A SURVEY ABOUT YOUR GAME EXPERIENCE. WE VALUE YOUR HONEST FEEDBACK TO HELP SHAPE THE FUTURE EDITIONS OF THE GAME. AS A THANK-YOU FOR SHARING YOUR FEEDBACK, AT THE END OF THE SURVEY, YOU WILL GAIN ACCESS TO A **NEW PRINT-AND-PLAY CARD** THAT YOU CAN SHUFFLE INTO YOUR DECK!



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ALSO AVAILABLE AT THE SAME LINK ONLINE:

- ASK QUESTIONS ABOUT SPECIFIC CARDS OR RULES
- PURCHASE EXTRA DECKS FOR FRIENDS AND FAMILY
- DOWNLOAD NEW VERSIONS OF THE RULEBOOK AS WE REVISE AND UPDATE THE GAME MECHANICS AND RULEBOOK DESCRIPTIONS
- DOWNLOAD ADDITIONAL RULES FOR THE SET-COLLECTING VERSION OF THE GAME (COMING SOON)

THANK YOU FOR PLAYING!

1 Getting Set Up

- The two players sit across the table from one another. The youngest player is player one.
- Player one gets the **Marco** and **Scout** cards, player two gets the **Martin** and **Lingo** cards.
- Place the remaining cards (the Path Deck) in between the two players, to the left of player one.



2 What Are These Cards Exactly Though

Before we get started, let's meet the cards.

Card Name and Description

Set Collecting - This won't be used in this version of the game.

Attack Points - High attack points will allow you to capture monsters and collect their quest points.



Quest Points - You want lots of these at game end.

Action Symbol - This indicates the action taken by the card.

Speed Points - High speed points allow you to play a card before the other player.

3 Building the Path

The Dragon Lord Card Game is a game of **creating and resolving paths**. Each turn consists of exploring the path, and interacting with it to see where your journey takes you.

Player one begins the path by flipping over the top card of the path deck.



You'll either meet a **character** (green border cards), encounter a **monster** (blue border cards), experience an **event** (purple border cards), or find an **item** (red border cards) that might help in your journey.

After each card, both players have the opportunity to play a card from their hand (for more, see **Section 5 - Playing Hand Cards**).

If neither player wants to play a card, continue the path with the next card from the path deck.



If one player wants to play a card, that card becomes the next card of the path.



MARTIN'S HIGHER SPEED MEANS HE GOES FIRST.

IN A TIE, ROCK-PAPER-SCISSORS. 3 OUT OF 5.

If both players want to play a card, the cards play in order of their speed points.



The path builds one card at a time, starting next to the Path Deck and extending toward the opposite side of the table. There are three rules of path-building:

The first card for each path must be drawn from the path deck. Begin the day by seeing what the path holds! **Each player must play at least one card to each path.** Don't just let the adventure happen to you - take action! **When the path reaches six cards, the path is over.** It's been a long day... time to make camp!

4 Resolving the Path

When the path is six cards long, it's time to resolve the path.

Each player takes the two cards on their right. This will leave two cards in the middle, which are then discarded into a pile opposite the Path Deck.

If a player failed to play at least one card to the path, they must discard one of their cards to the discard pile.



The goal of the game is to collect quest points. Each player collects the two cards on their right at the end of each path, and the **quest points in the top right of each card** add to their point total. **Continue to build and resolve paths until the path deck runs out (see Section 10).**

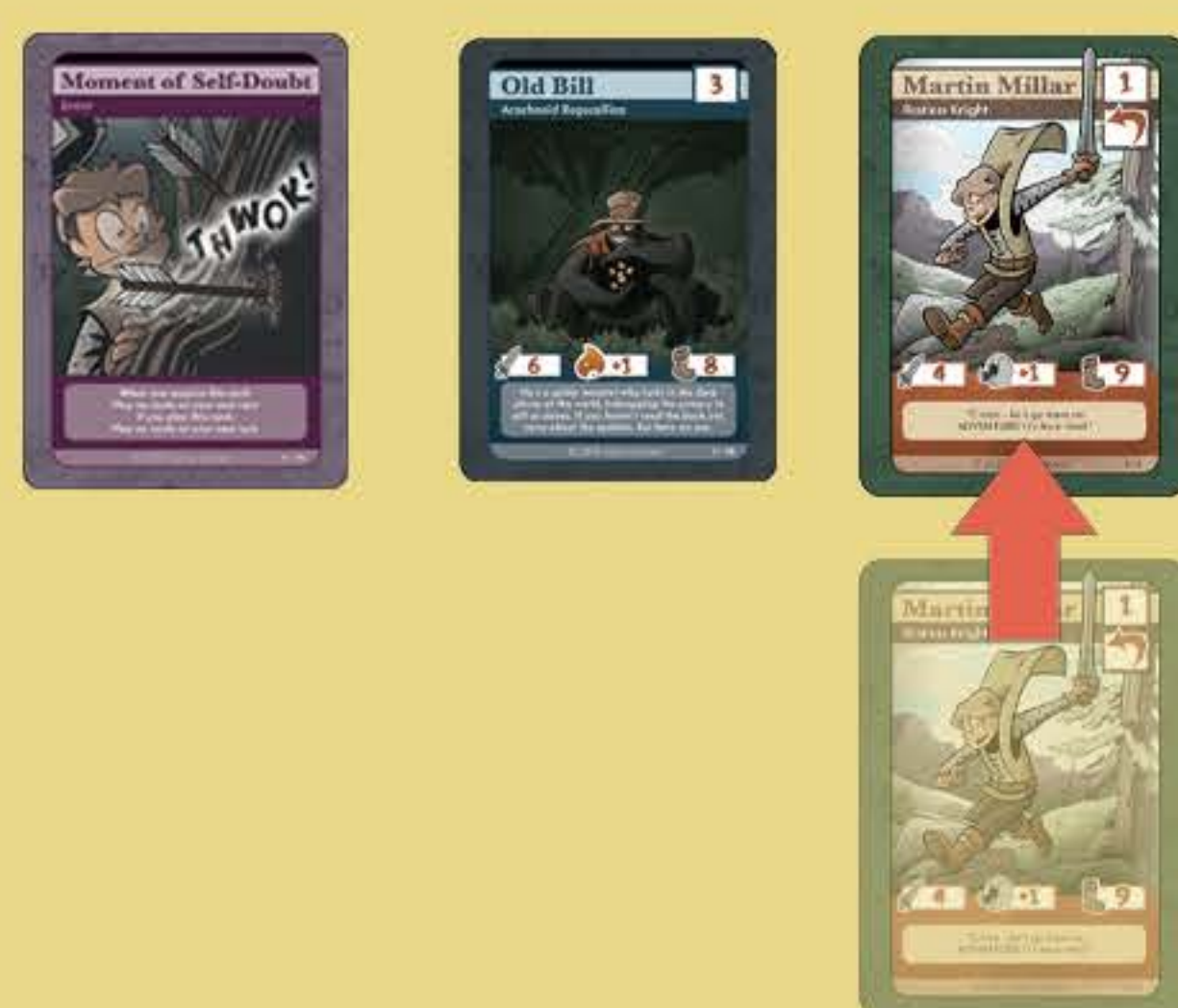
5 Playing Hand Cards

As discussed in **Section 3 - Building the Path**, you can use your hand cards to help build the path. You can play any number of hand cards, and they count toward the six cards that make up the path.

Action Symbols



If a card has one of these action symbols -- upon playing that card, you must choose a card in the path and shift it one space in the indicated direction. That card can be the card you are currently playing, if you so choose.



In this scenario, the Martin card is played as the third card in the path. Because the Martin card has the left arrow action symbol...



The player can shift the card next to Martin one space to the left, **OR...**



...the player may choose instead to shift Martin **himself** one space to the left, putting him between the other two cards.

Action Symbols

(Continued)



If a card has one of these action symbols -- upon playing that card, you must choose a card in the path and send it all the way to the end of the path in the indicated direction.



In this scenario, the player plays the Robin card to the path. The Robin card has the double arrow action symbol pointed toward the right, so the player can choose any card to go to the right end of the path...



...so in this example, the player chooses a card from the middle and sends it to the right end of the path.



If a card has one of these action symbols AND you have already played a card this turn -- upon playing this additional card, perform the earlier card's action symbol a second time. This also doubles the attack points of the earlier card, if you are facing a monster (see **Section 7 - Capturing Monsters**).



In this scenario, player one plays the Marco card to the timeline. Marco's right-arrow symbol allows him to shift the red-border sword card one spot to the right...



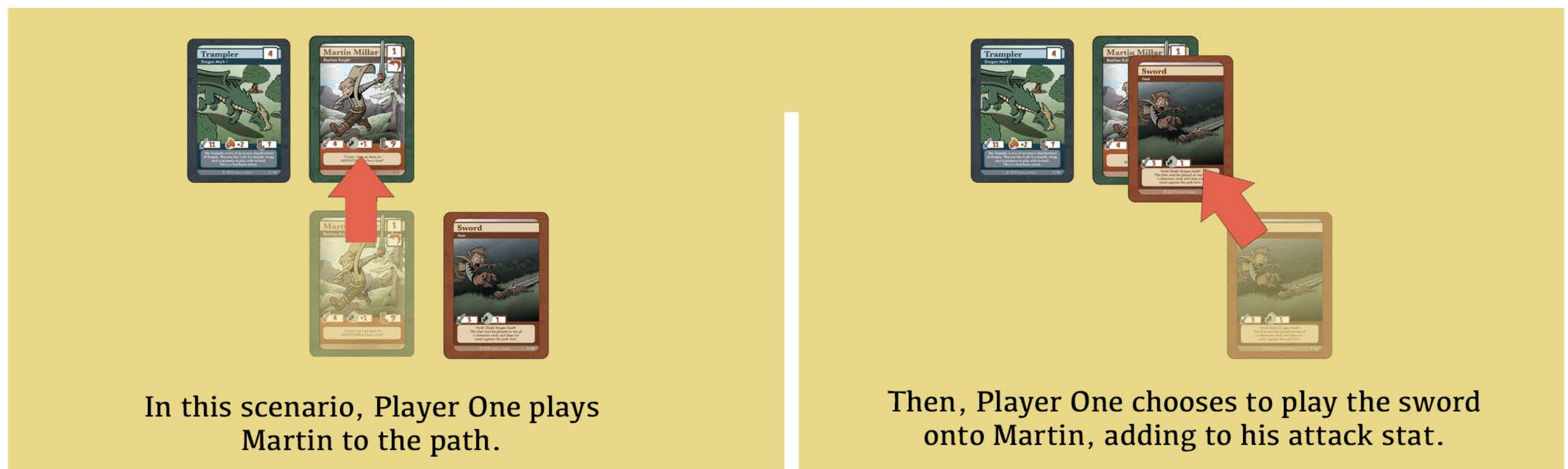
...and then they play the Satchel card. The Satchel's plus symbol allows them to use a previously used ability, so they use Marco's arrow ability again, shifting the sword **another** spot to the right.

Equipping Weapons

The Sword card works differently than other playable cards.

When the Sword card appears from the Path Deck, it takes a spot on the path like any other card, and counts toward the six-card path limit.

If you play the sword card from your hand, you must play a character first. You may then play the sword onto that character card, giving them an attack point boost. This does not count toward the six-card path limit.



6 Action Cards

The purple-border action cards have instructions on them. Follow these instructions upon taking an action card into your hand.

Disambiguation: When a card says “play no cards on your next turn,” you must play the entire next path without playing cards from your hand. As stated in **Section 4 - Resolving the Path**, this causes you to discard a card when resolving the path. This on-card text will be revised for clarity in the next printing of the cards.



7 Capturing Monsters

The blue-border monster cards can be captured if they are among the two cards on your right that you take into your hand when resolving the path - **if** you have enough attack points!

If a monster would go into your hand, check all cards you played to this path. If their attack points total higher than the monster's attack points, you have successfully captured that monster, and it enters your hand. You can't play monsters on future paths, but their quest points will count toward your total at the end of the game.

NOTE: Attack points **stack**, so you can combine the attack points on multiple cards to capture a monster.

The attack points on monsters do not stack against you.



In this scenario, the bandit card is one of the two cards on the right, so Player One should be able to capture it. If Player One played Scout, they can take the bandit into their hand, because Scout has the same number of attack points as the bandit. When there is a tie in any statistic, blue-border cards always lose.

If the attack points on cards you played this path do **not** total higher than the monster's attack points, that monster escapes into the discard pile!

NOTE: Even if you play a card that gets discarded among the middle two cards, you can still use its attack points to capture a monster.



But in **this** scenario, the bandit card is still one of the two cards on the right, but Player One played Lingo, instead of Scout. Lingo has fewer attack points than the bandit, so the bandit escapes into the discard pile! The bandit also steals a card (See **Section 8: The Bandit**).

8

The Bandit

The bandit card works differently than any other card in the game. He doesn't want to fight - he just wants to **steal your stuff!**

He has no quest points for you or against you, but if he enters the discard pile at any time, he steals a random card from each player's hand and takes it to the discards with him.



9

Collecting Other Cards

If one or both of the cards you collect when resolving the path are characters or items, those cards go into your hand. You may play them on future paths.



10

Winning and Losing

The game continues until the Path Deck runs out of cards. At the end of the game, if you find yourself without enough cards to complete a six-card path, shuffle the discards and draw enough cards from them to finish the path. Once that six-card path is complete, the game ends.

At this point, count the quest points in the top right of the cards.

- **Exploration mode:** The player with the most quest points wins! If there's a tie, your journeys were equally great and you are required to high-five (in a non-tying game, high-fiving is encouraged but optional).
- **Survival mode:** In addition to the quest points the players collected, count the quest points on the **monsters** in the discard pile. If either player has fewer quest points than the monsters, both players lose because they left the countryside vulnerable to monster attacks. This is why we can't have nice things.