

Dragonharth Game Rules

Number of Players: 1-4

Setup: Standard

Length of Game: 1 hour

Age: 12 +

Components:

- (5) soldiers each of all game colors (red, blue, yellow, green)
- (5) special characters
- (1) d6 dice
- (1) card die
- (4) card decks (Fortune, Weapon, Creature, Spell)
- (4) castles, one in each game color
- (12) catapults
- (5) dragons, one in each game color plus a black dragon
- (4) dragon eggs, one in each game color
- (4) baby dragons, one in each game color
- (40) projectiles in assorted colors
- (16) green resource markers
- (6) regular-size workers, one in each color
- (6) giant-size workers, one in each color
- Assorted gold, silver, and bronze pieces
- Assorted resources

Goal

The goal of the game is to become the most powerful kingdom in the land (i.e., the player who ends the game with the most resources, wins).

How to Win

Players cannot win the game if they simply manage their own resources, because there is not enough room in their corner of the world to produce all the resources they need. In order to win, players must also claim the resources of neighboring kingdoms. This goal can be achieved in the following ways:

- **Catapult attacks.** These projectile attacks do damage to fields, buildings, and personnel, thereby reducing enemy resources
- **Invading Armies.** These armies can, like catapult attacks, destroy enemy fields, buildings, and personnel, but they can also annex enemy territory and claim the associated resources for their kingdom
- **Dragon attacks.** Players can do major damage to their enemies by launching using dragons to attack their enemies. Note: only fully-grown dragons can be used for dragon attacks. Baby dragons are not powerful enough to launch attacks against enemies.
- **Stealth attacks.** A stealth attack is an indirect attack against an enemy. An example is giving a dragon egg to an opponent. No kingdom will refuse this gift, for fear of offending the Dragon Lords, even though they know a baby dragon will eat them out of house and home
- **Alliances.** Kingdoms may form alliances with other countries and with the Dragon Lords on Dragonharth (the floating sky island in the middle of the game board). Alliances should be considered temporary, as allies who work together to destroy a mutual enemy will quickly revert to opponents

Game Setup

The players roll the six-sided die (d6) and the highest number goes first, with play proceeding clockwise. The first player picks the color they want to be (red, yellow, blue, or green) and positions herself by the same-colored kingdom on the game board. Each army is led by a different special character (leader):

1. Green Army: Sares (female fighter)
2. Blue Army: Ironcat (feline warrior)
3. Purple Army: Konu (male soldier)
4. Red Army: Baskul (half-lion, half-man)

The other players then pick their colors and position themselves near their kingdoms. Players shuffle the card decks and place them on the table, then each player takes the following to start the game:

- (2) \$100 gold pieces
- (4) \$50 silver pieces
- (4) \$25 bronze pieces
- (4) Primary resources (the main resources produced by each kingdom, worth 4 points each - see the Revenue Chart below)
- (1) each of the following resource tiles: bridge, river, wall, village, fire, soldier camp
- (2) each of the following cards: Fortune, Weapon, Spell, Creature

Player Turns

Once the game setup has been completed, the first player starts the game. On their turn, a player may do the following:

- Purchase resources from the store
- Barter with other players to trade or sell resources. Players may not sell or trade their soldiers or special characters
- Roll to invade other kingdoms with soldiers or a special character (leader)
- Roll to fight for a field in another kingdom (the player's soldier or leader must be adjacent to the field)
- Place workers on fields or remove them
- Declare war or form an alliance with another kingdom
- Every turn: roll the Card Die (the d6 with the card images on it) and take the appropriate game card.
- Every turn: take \$100 from the store.

D.I.C.E. System

Players must effectively manage their kingdoms during the game. Failure to do so can lead to death and destruction. The factors that players must consider have been combined into the D.I.C.E. (Dragon/Income/Chaos/Expense) tracking system, explained below.

Dragon Factor

The Dragon Lords are the overlords of the land. They play multiple roles, acting as landlords, warlords, peacekeepers, and the bank. The Dragon Factor need only be considered when a player is incapable of meeting their monthly financial obligations. Their losses can be covered by the Dragon Lords with a high-interest, high-penalty loan (note: the Dragons will wipe out players who don't pay back what they borrow).

Dragon Loans

The Dragons add a cumulative 20% interest charge every month a player does not pay back their loan, up to but no higher than 100% (see the chart below)

Income

Players derive income by adding all their resources, both foreign (from other player's fields) and domestic (from their own fields). Primary resources yield 4 income points per turn and standard resources yield 2 income points per turn. Each income point is worth \$25. So, if a player had 2 primary resources (8 income points), and 2 standard resources (4 income points), their total income would be 12 x \$25 per income point or \$300.

Chaos Factor

The Chaos Factor must only be considered when a player does not meet their monthly financial obligations and does not secure a loan from the Dragon Lords, or when they don't pay their workers. Chaos represents how workers and resources react to irresponsible behavior by owners. Workers rebel, steal, and commit treasonous acts, and resources break down without regular maintenance and become unreliable.

Chaos Calculation

The chaos factor increases by 1 every turn (which equals one month) the player consecutively fails to meet their financial obligations (has a negative cash flow). It can go as high as 5, but no higher. The Chaos factor is calculated by rolling a die, which gives a range of possible chaos numbers. The die rolled changes each time the chaos factor goes up, increasing by an additional 2 numbers. The first die rolled is a d4 (blue die) then a d6 (white die). The next round step up is a d8 (red die), then a d10 (green die), and finally a d12 (orange die). The number rolled is the Chaos Factor, and it is subtracted from the income points for that player on their turn. For example, if a player had 12 income points, but the Chaos Factor they rolled was 8, their income points on that turn would equal 4 (which is the 12 income points minus the Chaos Factor of 8).

Expenses

Players must tally up their expenses every round and subtract the total expenses from their income. This produces their revenue, which is then indicated by the Revenue Marker (green circle in square). See the chart below.

Expense Calculation (Workers and Fields)

Every field must have one worker on it if a player wants to gain a benefit from the associated resource. Workers cost 1 resource point per month (turn). Fields generate 2 resource points per month. Giant workers (who are twice as tall as regular workers) cost 2 points per month. They are either assigned to work on Primary Resources (which generate 4 points per month), or they can be positioned to stand in two fields (one foot in each) and work both of them.

Kingdoms

Each kingdom (country) occupies one corner of the game board and possesses one-quarter of the land's resources. Each kingdom has one castle and a standing army of five battalions of foot soldiers, with one overall commander. Though the kingdoms have multiple resources, each one specializes in producing a specific resource, which is tied to the element they worship (see below).

The Green Kingdom (Earthbeasts)

- Key element: earth
- Primary resource: lumber
- Commandar: Saras
- Sigil: Earthbeast (a monster that roams the woods and hills of the land)

The Red Kingdom (Jackals)

- Key element: fire
- Primary resource: livestock
- Commandar: Baskul
- Sigil: Fire Jackal (a vicious spellcaster that engulfs enemies in flame)

The Blue Kingdom (Wicked)

- Key element: water
- Primary resource: crops
- Commandar: Ironcat
- Sigil: Water Wicked (a vengeful creature that lives beneath the waves)

The Gold Kingdom (Axes)

- Key element: air
- Primary resource: mining
- Commandar: Konu
- Sigil: Air Axe (a fearsome winged flyer)

Dragonharth

The sky island floating over the center of the board is the Dragonharth. It is home to the Dragon Lords, who rule the land. Kingdoms are required to pay a tax of \$100 to the Dragons every turn (this money is placed on top of the Dragonharth and can be loaned to players). If a country cannot pay the tax, the dragons will suggest the country take a loan to cover their expenses, or, if the loan offer is refused, they will attack. If a country pays the tax for three turns in a row, they will be rewarded with a dragon egg.

Dragon Eggs

Dragon eggs are awarded to countries who dutifully pay their taxes for three turns in a row. There are also a few black market eggs available to purchase in the store. Countries may not refuse the gift of a dragon egg, regardless of who is giving it, as it will trigger a dragon attack.

Baby Dragons

Dragon eggs hatch one turn after they are received (at that point, a player must trade their dragon egg in for a baby dragon). Baby dragons grow rapidly and consume vast amounts of resources: 5 resource points every turn. Dragon babies take 3 turns to become fully-grown (adult) dragons. Baby dragons cannot be used to launch a dragon attack.

Adult Dragons

Once a dragon is fully-grown, it consumes 10 resource points per turn. Fully-grown dragons may be used to launch a dragon attack. An adult dragon has been placed over each castle, positioned for a dragon attack. This dragon cannot be utilized until a player has completed the steps to grow a dragon to adulthood.

War & Peace

A declaration of war (or of a peaceful alliance) with another country/kingdom can happen in several ways:

- A player may choose to announce they are at war or have formed an alliance with another kingdom, at any time for any reason
- Once a player moves a game piece across one of the red border lines that separate the kingdoms, war is automatically declared between the countries
- Firing catapults and launching dragon attacks at another country is a declaration of war
- Countries that were allies can declare war if the opposing country breaks any agreements made when the alliance was formed
- Countries at war can choose to declare peace at any time and become allies

Movement

Movement in the game is controlled by rolling the d12. Players can move one piece (a soldier or special character) as many spaces as the number they roll on the d12.

Dragonfields

The grey area in the center of the board cannot be used to produce resources because the Dragon Lords have claimed it as their own. Players may cross these fields, if they pay \$100 to the Dragon Lords (to pay, a player places \$100 on top of the Dragonharth). Any player who crosses the Dragon fields without paying the required fee will incur the wrath of the Dragon Lords and will have their castle attacked by the black dragon.

Battle

Battle is conducted via the d6 plus any cards the players choose to play for the attack. Each card has a Battle Points number in the upper-right-hand corner, which is added to the die roll to produce the Battle Score. Whichever party has the higher Battle Score, wins the battle. This will result in the losing party losing an amount of resource points equal to the damage done by the attacker.

Moving Armies

Each soldier game piece represents a battalion of foot soldiers. However, the leader game piece only represents one individual. If a player's soldiers and leader are located on adjoining spaces on the game board, when one soldier or the leader moves, all the other pieces move with them. For example, imagine a game where the leader of the red army is going to invade a neighboring kingdom with two soldier pieces next to him on the board, and the associated player is rolling a die in order to move the army. The player rolls a 4, so they move the piece closest to the direction they want to go 4 spaces. Next, they move the two soldier pieces 4 spaces each, so they end up on spaces adjoining the leader, in the same configuration they were before the move.

Multipart Battles

The soldiers and leader fight battles together in the same way they move together. Using the above example of the red army leader and two soldier pieces next to each other on the board, imagine they are attacked by the green army leader with two soldier pieces adjacent to her on the board. There will be three battles that take place, all on the same turn, with the two soldier pieces of each army fighting each other and the two leaders fighting. Players will roll the die and play whatever cards they want for each battle, and when the battle is over, the losing pieces will be removed from the board.

Catapult Attacks

Players may conduct one catapult attack against an opponent per turn. War is automatically declared with any country that is the target of an attack (see Declaring War and Peace above). Because catapults are difficult to master, if a projectile is accidentally sent flying off the board, a player may retake the shot. Catapults shoot projectiles (see chart below for the damage projectiles do to their targets). Each player begins the game with 10 projectiles and may purchase more from the store at a cost of \$25 each.

Each player has 3 catapults, which are aimed at neighboring kingdoms. Catapults are fired by first dropping in a projectile, then clicking on the “Flick tool” on the toolbar on the left of the game screen. The player places their cursor at the end of the catapult (the part that is sticking up) then holds down their right mouse button and pulls a line that appears on the screen a specific distance, in the direction of the target (usually about three-quarters of the way to the target). Be careful not to make the line too long, or the projectile will shoot off the screen. The player then releases their mouse button, which causes the catapult to fire. If the projectile does not hit a target, it may be collected by the player to use on another turn. If the projectile hits anything belonging to the target kingdom (castle, dragon, resource, soldier, special character) the damage on the projectile chart is done to that country, and the attacked player moves their resource marker to the left, the number of spaces listed as the damage for that projectile.

Projectile Damage Chart

Color	Type	Resource Damage
Black	Hot tar	1
Red	Bricks	2
Grey	Boulder	3
Purple	Poison	4
Orange	Lava	5
Blue	Iceberg	6
Green	Acid	7
Brown	Spears	8
Yellow	Fire bomb	9

Dragon Attacks

A dragon is hovering over each castle and there is also one hovering over the Dragonharth (the sky island floating above the center of the board). The black dragon in the center of the board will attack players who do the following:

- Are delinquent in paying their taxes
- Cross the Dragonfields without paying a tax
- Refuse to accept a dragon egg
- Anger the Dragon Lords for any reason, including: mistreating animals or workers, being overly prideful, speaking poorly of the dragons, etc.

Dragon attacks may be repelled by firing projectiles from a catapult. If a projectile hits a dragon before it hits any part of a country's resources, the attack is nullified.

Dragon attacks work in a similar way to using the catapult. First, the game host unlocks the dragon. Next, the player clicks on the Flick tool and places it at the rear end of the dragon, right-clicks on their mouse, and pulls the flick line back, while aiming at the target. When they release the mouse button, the dragon is launched at the target.

If the dragon hits the castle or any of the attacked kingdom's resources or workers, they lose resource points equal to the damage the dragon does on that turn.

The game host will use the black dragon to attack countries that anger the Dragon Lords (see information above).

Soldier/Special Character Attacks

Soldier and special character attacks can only take place when the attacker lands on a space adjacent to whatever they are attacking. Players roll the d6 and add in Battle Points from any cards they choose to use during battle. Defenders are allowed to place the same number and type of cards as the attacker. The player with the highest Battle Score wins. The cards are returned to the bottom of the appropriate decks after the battle is concluded. These characters can attack the following:

- Enemy soldiers and special characters (leaders)
- Enemy resources

If a player attacks an enemy resource and loses, they go away with nothing. If they win, they place a worker on that field to indicate that resource now belongs to them. The enemy who they attacked now loses any resource points associated with that field on subsequent turns, and the attacker gains those points. If the defender had a worker on the field that was lost, that worker is returned to their home base.

If a soldier or special character attacks another soldier or special character, whoever wins the battle slays the other character. That character is removed from the board. They may be returned to the game via a Resurrection Spell.

Resources

Resources are the objects which are placed on fields on the game board. They produce revenue for players each round. Regular resources may be purchased from the store for \$50 each. Primary resources may be purchased for \$100 each. Primary resources are the main resources produced by a kingdom. For example, the primary resource of the gold kingdom is energy, which is represented by the gold windmill object.

Revenue Chart

Resource	Team	Color	Cost to Buy from Store if Standard Resource	Cost to Buy from Store if Primary Resource	Regular Revenue (income points per turn)	Primary Revenue (income points per turn)*
Lumber	Beasts	Green	\$50	\$100	2	4
Mining	Axes	Yellow	\$50	\$100	2	4
Livestock	Jackals	Red	\$50	\$100	2	4
Crops	Wickeds	Blue	\$50	\$100	2	4
Village	NA	NA	\$50	NA	2	NA

*Requires either two regular workers or a giant worker

Store

The store holds items players may want to purchase, including:

- Revenue-generating Resources
 - Mining, Crops, Livestock, Lumber, Village (standard resource: \$50, primary resource: \$100)
- Regular Resources
 - Bridges, Fire, Walls, River, Road (\$25)
 - Soldier Camp (\$50)
- Projectiles (\$25)
- Workers (\$25, giants \$50)
- Dragon eggs (\$500)
- Weapon, Fortune, Spell, and Creature Cards (\$100)
- Soldiers (\$100)

TURN: 0 1 2 3 4 5
 INTEREST: 0 20% 40% 60% 80% 100%

DRAGON

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

INCOME

TURN: 0 1 2 3 4 5
 DIE: 0 d4 d6 d8 d10 d12

CHAOS

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

EXPENSES