

# DRAGON RAKER

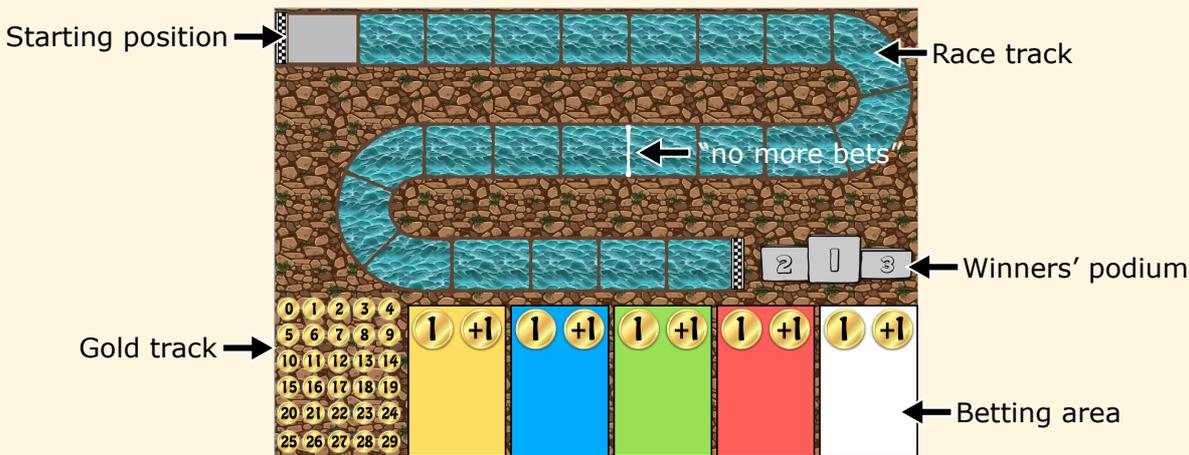
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## Overview

*Dragon Racer* is a betting game for 2 to 5 players, ages 7+, that lasts about 30 minutes. The game is played in 3 rounds and in each round you will place bets, trying to guess correctly which Dragons will finish in 1st, 2nd or 3rd place. You will earn Gold for correctly placed bets and the player with the most Gold at the end of the game will be the winner.

## Components

— 1 Race track board



— 40 Movement cards



— 6 Ability cards



— 40 Player tokens, 8 per player:

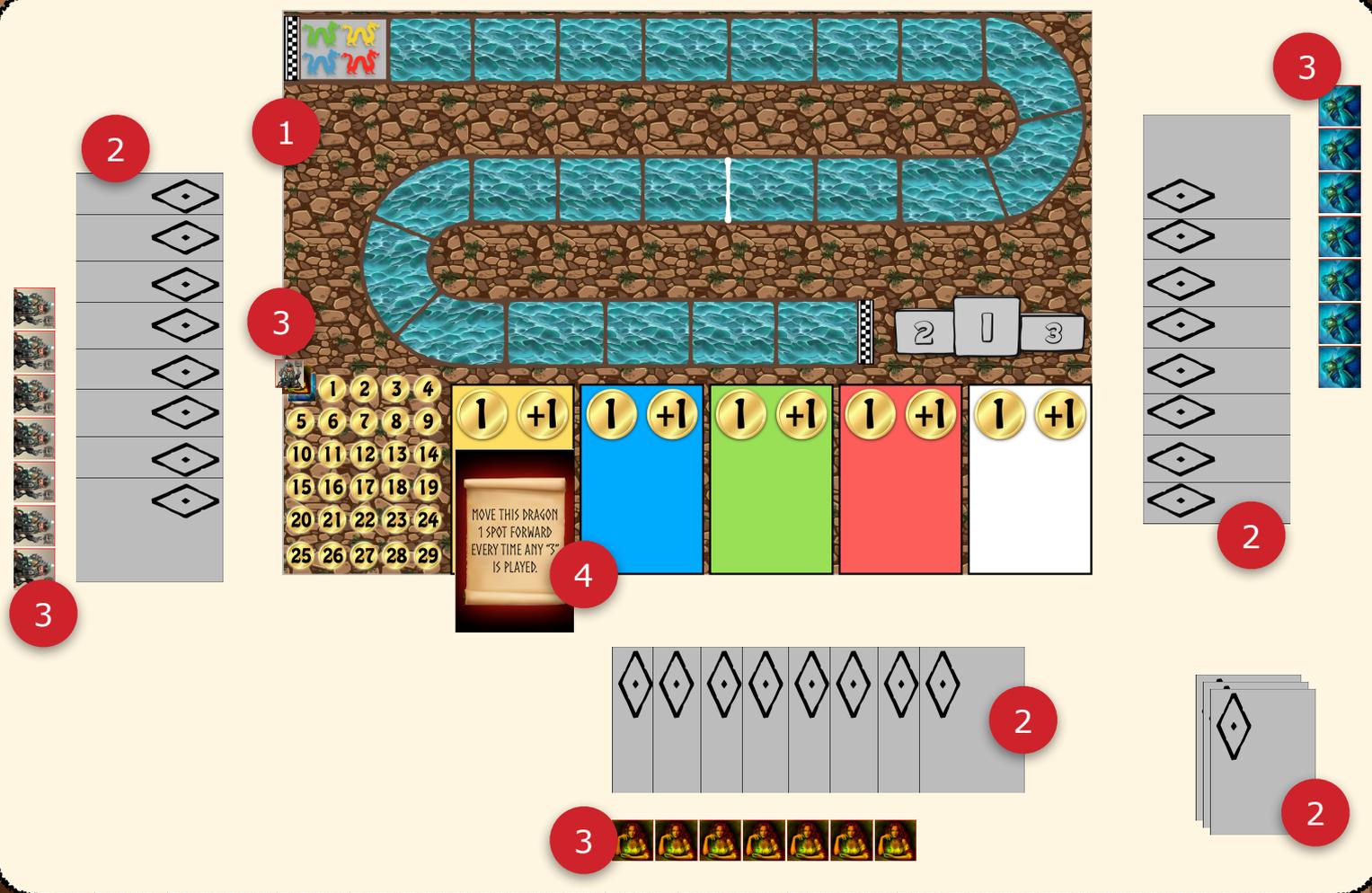


— 5 wooden Dragons



## Setup

1. Place the race track in the middle of the table. Place the Red, Green, Blue and Yellow Dragons at the starting position. In a 5 player game add the white Dragon as well.
2. In games with less than 5 players remove all the white movement cards. Shuffle the rest into a deck and deal to each player 8 cards, setting aside any leftover cards. Each color corresponds to the same coloured Dragon. In 5 player games shuffle all the white cards into the deck as well.
3. Each player chooses a character and takes all 8 of their their tokens. Place the score token on the "0" spot of the Gold track and keep the rest in front of you.
4. Lastly, draw a random ability card and place it in the Yellow betting area. Skip this step for your first game and/or if you play with younger children.



### Round overview

The game is played in 3 rounds and each round has 8 turns. During a turn, all players will select and play a movement card from their hand, starting with the 1st player and going in clockwise order. For the first turn of the first round the player seated on the left of the player that dealt the movement cards, will play the first card.

After all players have played a card, determine which Dragon moves. Firstly, if there are movement cards with the same number, immediately cancel them and turn them face down. **Then, the Dragon with the highest numbered movement card will move as many spaces as the number difference to the second highest card.** So at the end of each turn only one or no Dragon will move on the race track. The player with the highest not cancelled movement card becomes the 1st player for the next turn.

If you play a card with the number 1, immediately choose **any** Dragon and move it 2 spaces forward. You do the same when you play a card numbered 2 but you move a Dragon of your choice only 1 space forward.

**There can never be two Dragons on the same spot of the race track**, so any time a Dragon ends their movement on a spot already occupied by another Dragon, move them to the next available empty spot.

### Betting

During each round you must place exactly two bets. To place a bet you must instead play your movement card face down. Its number is 0 and its color grey, so it doesn't correspond to any Dragon. Then, select exactly one placement token and at least one Gold token, and place them all in a face down pile on the betting area of a Dragon of your choice. The other players will know which Dragon you bet, but they will not know for what position and for how many Gold, so bluffing is never a bad idea!

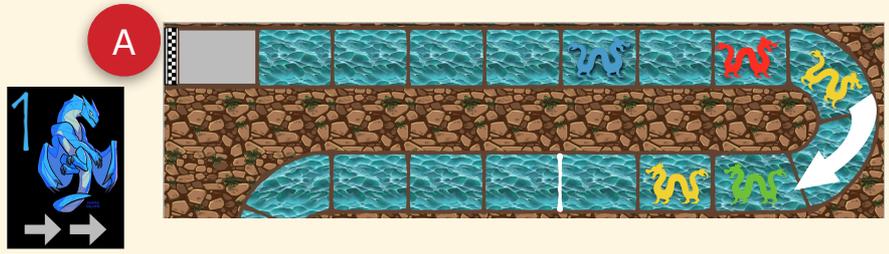
If you are the first player to bet on a Dragon in a round, you will earn an extra Gold no matter what happens in the race and another Gold if you actually win the bet. There can be any number of bets on each Dragon, but only the first player that betted on them will earn these bonuses.

Also, the "2nd" and "3rd" place tokens show an extra 1 and 2 Gold respectively. You only earn those extra Gold if you win the bet.

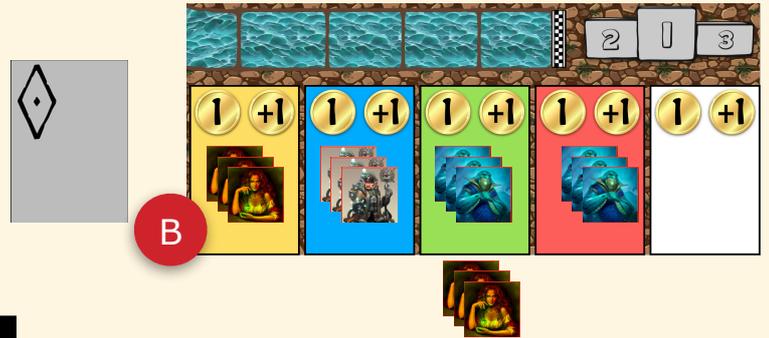
If at the end of a turn a Dragon has passed the "No more bets" line, **no more bets can be placed for the remainder of the round.** So if you haven't placed any bets until then, you will be unable to win any Gold this round.

### Example of a turn

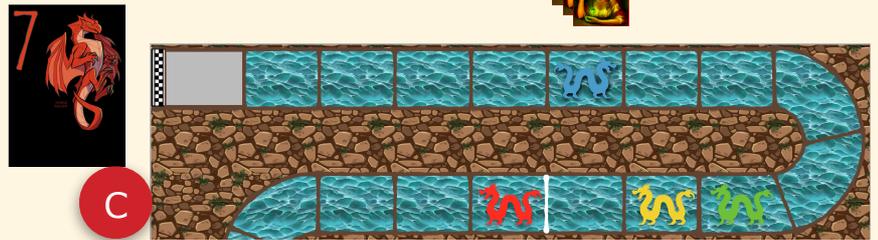
A) Joan is the 1st player for this turn and she will play this card. It's a "1", so she will choose a Dragon to immediately move two spots forward. She chooses the yellow dragon, but as it is ending its movement on an occupied spot, it will move again to the next available spot.



B) It's Mark's turn now, and he decides to place a bet. He will play one of his movement cards face down and immediately place his tokens on the betting area of a dragon. He chooses the yellow dragon, and as he is the first player to bet on it, he will earn extra Gold.

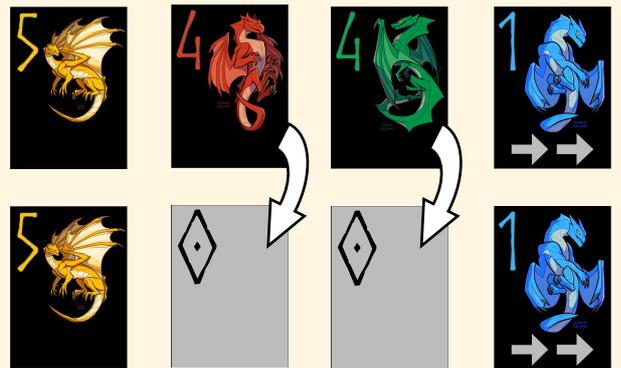


C) Suzan is last in this turn, and she will play this red "7"! The red dragon moves 6 spots, as the second highest card played was a "1". It crossed the "No more bets" line, so no more bets can be placed for the remainder of the round by any player.



### Example of cancelled cards

These are the played movement card for this turn. The two 4s are cancelled and are turned face down. So the yellow Dragon will move 4 spots.



### End of round

After 8 turns the round ends. Place on the podium the Dragons that came 1st, 2nd and 3rd. Reveal all placed Bets. Each player that succeeded moves on the score track accordingly. Don't forget the bonus Gold for the players that betted first on Dragons.

#### Example of scoring

Joan betted on the yellow dragon and won. She scores  $2+2+1+1+1=7$  Gold, as she was also the first to bet on that Dragon. Unfortunately, she lost her other bet, as the blue Dragon finished last. She still gets 1 Gold though, because she was the first to bet on it. Mark won his green Dragon bet, scoring 4 Gold. Suzan lost her green Dragon bet but still get 1 Gold. On the other hand her red Dragon bet will pay her 9 Gold!



Draw and place an ability card to the betting area of the Dragon that came in last. If this Dragon already has an ability, add the ability card to the second to last Dragon, etc. Skip this step if you play without ability cards. Place all Dragons back to the starting spot, shuffle the movement cards, deal 8 to each player and start a new round. For the 1st turn of the 2nd and 3rd round, the 1st player will be the player with the most Gold. In case of a tie, choose the 1st player between those tied in clockwise order from the player that dealt the movement cards.

After 3 rounds the game ends and the player with the most Gold wins the game! In case of a tie, all tied players share the victory.

## 2-player rules: "Vlad"

In a 2 player game, you play as if there were 3 active players, but the 3rd player is automated and called Vlad. Deal 8 cards to each player but also set aside a deck of 8 cards, face-down for Vlad. Vlad sits between the two players and plays a card each turn in the correct turn order. For example, if in the last turn Vlad's card was the highest, on the next turn Vlad will play first.

During the 3rd and 6th turn of a round, Vlad places a bet. Reveal a card as normal, but place this card on the betting area of the same coloured Dragon. If Vlad is the first player that placed a bet on this Dragon, no player can earn the bonus of that spot.

When Vlad plays a card numbered 1 or 2, move the Dragon of the same color as that card, 2 and 1 step respectively. Don't do that on the turns that Vlad places a bet.

## Ability cards glossary



: Do not count any cancelled movement cards. This ability is activated even if the Dragon's had the highest and the second highest numbered card.



: This ability is activated only when the Dragon had the highest numbered movement card, and not by moving the Dragon with "1" and "2" cards.



: Move the Dragon immediately after placing the bet, following the normal placement rules.



: This includes moving the Dragon with "1" and "2" cards.



: Move the Dragon immediately after a "3" is played, following the normal placement rules.



: If multiple Dragons are passed in the same movement, move all of them in placement order.