

Mads L. Brynnum

DRAGON'S ROLL



HABA

**The Cooperative
Strategy Game**



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The Cooperative Strategy Game

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Playing Time: approximately 20 Minutes

A dragon-powered dice game for 2–4 players, ages 8 and up.

After many adventures and the flourishing of your kingdom, peace has finally returned. But it doesn't last long - dark wings gather in the sky. The dragons are back! Led by powerful master dragons, wild hordes descend upon your cities, fields, and everything you've built. Only together can you stop the looming threat. Face off against wave after wave of dragon attacks, battling scaly foes as a team. Ancient spell scrolls filled with magic will aid you, unleashing new powers and evolving your strategy.

Each master dragon is unique and only through teamwork can you save your kingdom from a fiery end.

Can you defeat the master dragons before everything goes up in flames?

WHAT'S INCLUDED:

1 black dragon die
6 purple dice
6 yellow dice
5 pink dice
5 turquoise dice



A total of 42 cards:

12 Scrolls



Front



Back

18 Dragon cards (Dragons)



Front



Back

3 Landscape cards



6 Master Dragons



Front



Back

3 City cards



Front



Back

A FEW NOTES BEFORE YOUR FIRST GAME:

Dragon's Roll includes 6 different Master Dragons, each with increasing levels of difficulty. You'll find an overview of all Master Dragons and their abilities on page 9-10.

To get started, we recommend defeating the Master Dragons one by one in a campaign over multiple games. You don't have to play with the same group each time, but it's still a good idea to face the Master Dragons in the suggested order.

The following section explains how to play the first game of the campaign.

Of course, you can also challenge any Master Dragon individually, outside of the campaign.

For more details, see page 8.



BEFORE YOU BEGIN:

1. Make sure there is enough space in the center of the table for a **3 x 3 grid of Dragon cards**.
2. Place one **Landscape card** next to each row of the grid.
3. Place one **City card** face up below each column of the grid.
4. For your first game, we recommend playing against **Master Dragon Trollok**. Place him face up (with the yellow side showing) above the grid.
5. Shuffle all **Scrolls** face down. Draw one and place it face up below the City cards. The rest of the Scrolls are not used in this game.
6. Shuffle all **Dragon cards** face down to form a draw pile above the Master Dragon.
7. Draw **3 Dragons** from the draw pile and place them face up in the spaces of the top row of the grid.
8. Place the **Dragon die** within reach.
9. Each player chooses a color and takes the matching **dice**.

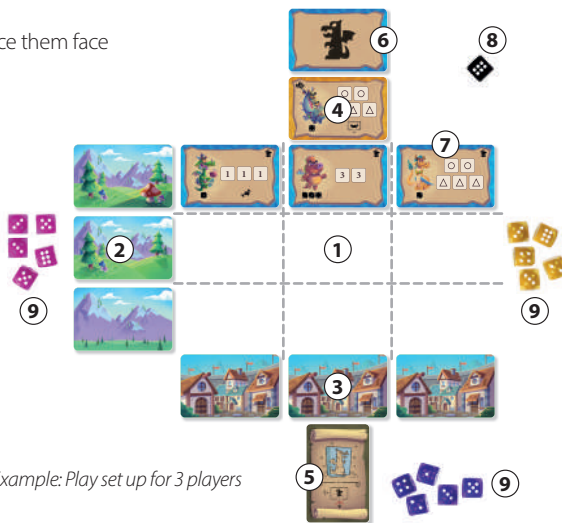
Note: In a 2-player game, each player takes 6 dice of one color.
In a 3- or 4-player game, each player takes 5 dice of one color.

You won't need the remaining dice in this game.

The Landscape and City cards help you visualize the grid.

In the campaign, after each successful game, you'll face the Master Dragon of the next difficulty level.

In the campaign, all previously earned Scrolls remain available and are placed face up. You also gain one additional random Scroll.



Example: Play set up for 3 players



LET'S GET STARTED:

Play proceeds clockwise. The player who most recently played King of the Dice goes first.

Each turn consists of three steps:

1. Roll the dice →
2. Check the Dragon die →
 - 2a) Move Dragons
 - 2b) Activate the Master Dragon
 - 2c) Refill Dragon cards
3. Place your dice

1. Roll the Dice

Take the Dragon die and all of your available dice, then roll them.

Any dice already placed on Dragons or the Master Dragon are not available to you.

2. Check the Dragon Die

At this point, only the Dragon die matters - your own dice won't come into play until Step 3.

However, it often helps to take a quick look at what you've rolled with your own dice to plan ahead.

2a) Move the Dragons

All dragons showing the number rolled on the Dragon die move one space closer to your city. Dragons always move in column order: first the left column, then the middle, and finally the right column.



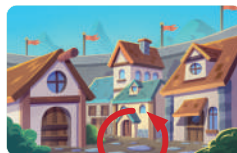
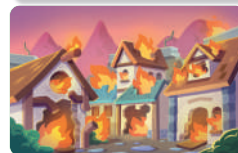
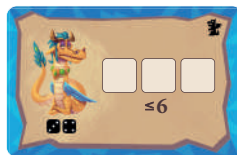
Move each matching dragon one space downward within its column to the next row in the grid. If a space is already occupied by another dragon, push that dragon down as well—each one shifts one space lower.

If a dragon moves beyond the bottom row and into the city, you take 1 damage: flip *any one* City card to its reverse side, showing the burning city. Then place the dragon on a face-up discard pile.

Important: It doesn't matter which column the dragon came from - you must always flip a City card, turning the burning side face up.



Example :



2b) Activate the Master Dragon

The Master Dragon never moves. However, each one has powerful abilities that may activate now.

If the number on the Dragon die matches the number shown on the Master Dragon, its ability is triggered.

On page 9-10, you'll find all Master Dragons and their abilities.

As a helpful reminder, each Master Dragon also displays its ability using symbols.



This Master Dragon moves one dragon with this symbol:  (in addition to the normal movement in Step 2a)





2c) Refill Dragon Cards

If the Dragon die shows a 4, 5, or 6, a new dragon *appears*. Draw one Dragon card from the draw pile and place it in an empty space in the top row of the grid:

The placement space is determined in this order:

1. Always choose the column with the fewest dragons.
2. If there is a tie, choose the column where the dragons are farthest from the top row.
3. If there's still a tie, choose the leftmost of the tied columns.

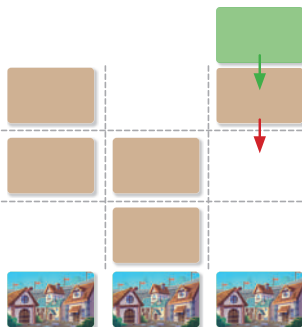
If this causes the new dragon to be placed on a space already occupied by another dragon, the existing dragon is pushed one space closer to the city - just like in Step 2a.

Example:

The new dragon is placed in the middle column.



The new dragon is placed in the right column, pushing the existing dragon one space closer to the city.



3. Place Your Dice

Dragons and the Master Dragon each have between two and six *dice conditions*.

You may now place your rolled dice on any matching *dice conditions*.



An explanation of the different *dice conditions* can be found on page 13.



However, the following rule applies:

On your turn, you must choose one die number. You may only place dice showing that number on one or more cards.

Example:

With this roll, you can either place three 6s, two 3s or one 4.



Important: If you can't place any dice, it counts as a missed roll. This means you must roll the Dragon die again and repeat steps 2a, 2b, and 2c.

Then, the next player in clockwise order takes their turn.

Defeating Dragons

As soon as **all** *dice conditions* on a dragon are filled with dice, that dragon is defeated.

At the end of the turn, return all placed dice on that dragon to their respective players, and place the dragon on the discard pile.

Defeating the Master Dragon

Your ultimate goal is to defeat the Master Dragon but to do so, you must defeat both sides of the card.

Once you defeat the yellow side, the Master Dragon becomes enraged - very enraged! Immediately roll the Dragon die and perform steps 2a, 2b, and 2c. Then flip the Master Dragon card to its red side. If you manage to defeat the red side during the game, you win!

More on this can be found on page 8.



Whether you place your dice on Dragons, the Master Dragon —or a mix of both— is entirely up to you. Just don't lose sight of your true goal: the Master Dragon.

Once it's defeated, the other dragons retreat, and you win the game!

No More Dragons in the Grid?

If you defeat the last dragon in the grid, you're rewarded with a brief moment of relief and a chance to repair the city: You may flip one burning City card back to its front side.

But Beware: If the grid is empty because a dragon just attacked and was discarded, immediately reveal 3 new dragons and place them in the top row of the grid.



Draw Pile Empty?

If a dragon is supposed to *appear* but the draw pile is empty - great job, you're holding your ground!

You're rewarded once again: Flip one burning City card back to its front side.

Then, shuffle the discard pile face down to form a new draw pile, and the dragon still appears as usual.

Scrolls

At the start of each game, you'll have a certain number of Scrolls available. Each scroll can be used once during the game. In general, any scroll can be used at any time by any player. After use, flip the scroll face down.

If you're playing a campaign, any used Scrolls become available again in the next game and are placed face up at the start.

A detailed explanation of all Scrolls can be found from page 11.

WHEN DOES THE GAME END:

If your entire city is burning at any point - that is, all 3 City cards are flipped - you **immediately lose the game**.

If you defeat the Master Dragon - first the yellow side, then the red - you **immediately win the game**.

Playing the Campaign?

If you win, your next game will be against the Master Dragon of the next difficulty level. You'll also gain one additional random Scroll, and all previously earned Scrolls will be available again.

If you lose, simply try again against the same Master Dragon using the same Scrolls.

Nightmare Mode: If you lose, you must restart the entire campaign from the beginning - facing *Master Dragon Trollok* with just one new random Scroll.

Want to Play a Single Game?

Of course, you can also face any Master Dragon outside of the campaign.

The only difference is that at the start of the game, you'll receive a number of random Scrolls based on the Master Dragon's level.



MASTER DRAGONS

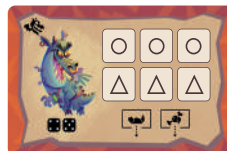
Below is an overview of all Master Dragons and their abilities when *activated*.

Level 1: Master Dragon Trollok

New to the game. No one really knows how he became a Master Dragon ...



Move one dragon with this symbol .



Move one dragon with this symbol  and one dragon with this symbol .

Level 2: Master Dragon Showoff

Very full of himself and loves giving orders. Rightfully so? That's up for debate ...



Move any one dragon.



Move any two dragons.
Note: If only one dragon is in play, you move just that one.

Level 3: Master Dragon Dragini

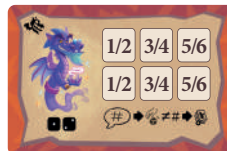
All talk, no flame? ...



Call out a number from 1 to 6, then roll the Dragon die.

If the die shows the chosen number, nothing happens.

Otherwise, a new dragon appears.



Has the same ability as on the yellow side.



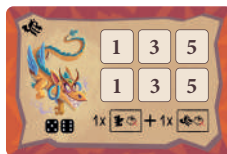
Level 4: Master Dragon Dracelle

Has already won Dragon Idol eleven times.



Return one die already placed on a dragon to its owner.

That die cannot be used again this turn.



Return one die already placed on a dragon and one die placed on *Master Dragon Dracelle* to their respective players.

These dice cannot be used again this turn.

Level 5: Master Dragon Greedmaw

The name says it all. Loves coins. Loves gems. Loves anything that sparkles!



Master Dragon Greedmaw has a passive ability that applies at all times and to every die: Whenever you would place a die on *Master Dragon Greedmaw*, you must re-roll it first.

Only if the die still meets a placement condition after the re-roll may you place it. Otherwise, return it to the player - it cannot be used again this turn.

Note: Even if the die must be returned, this does not count as a *missed roll*!



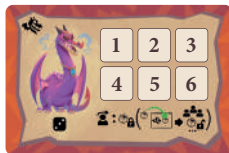
Has the same ability on the yellow side.

Level 6: Master Dragon Dragomir

Old dwarven legends tell of him dwelling in a mountain full of gemstones ...



Reveal one new dragon.



The next player in clockwise order must *lock* one die: they place it next to this Master Dragon.

As soon as a die is placed on *Master Dragon Dragomir*, all *locked* dice next to him are *unlocked* and returned to their respective players. However, those dice cannot be used again this turn.



DRAGON



Simple Normling

Often misunderstood, this dragon is really just looking for new friends...

This dragon moves when *Master Dragon Trollok's* ability is activated.



Snobbish Nobling

Clearly talked into joining - has much more important things to do.

No special effect.



Greedy Trolling

A proud carnivore – but only organic, of course!

This dragon moves when *Master Dragon Trollok's* (red side) ability is activated.



Greedy Grabbler

Just trying to cozy up to Master Dragon Greedmaw.

No special effect.



Disguised Forestling

Lives in harmony with nature and is often overlooked because of it.

„Ouch, watch where you're going!“

If this dragon is in the top row, no dice may be placed on it. Scrolls, however, can still be used on it as usual.

SCROLLS



Freeze

„Ice, Ice, Baby!“

Ignore the movement of one dragon.



Time Reverser

„If I could tuuum back tiime...“

Reroll the dragon die.



Dimensional Portal

"Ph'nglui mglw'nafh Cthulhu R'l'yeheh wga'h'nagl fhtagn"

Choose a dragon and name a number from 1 to 6. Then roll the dragon die. If you roll the chosen number, nothing happens. Otherwise, you defeat the dragon.

Note: In both cases, the scroll is spent and must be turned face down.



Earthquake

"Bumpety-bump..."

Choose a dragon on which you've placed at least one die this turn. Then, for each dragon directly adjacent (horizontally and vertically), roll the dragon die. If the number rolled fulfills a *die requirement* on that dragon, you may place one of your available dice there.



Final Blow

"Boink!"

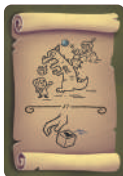
Defeat any dragon that has only one remaining unmet *die requirement*.



Web Trap

"Ewww, a spider!"

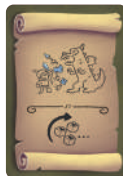
If the dragon die shows a 4, 5, or 6, no dragons *appear* this turn.



Ambush

"Duck-Duck – Goose"

Roll one of your available dice and place it immediately.



Speed Boost

"Agaiiinin!"

Reroll all of your available dice.



Illusion

"Whoa, am I seeing double?"

Turn two of your rolled dice to match the face of another die you rolled.

However, you may not place any dice on the Master Dragon this turn.



Lightning Strike

"Let the grilling season begin!"

Choose a column.

For each dragon in that column, roll one of your available dice.

If the result matches a *die requirement* on that dragon, you may place the die accordingly.



Redirect

"Left! No, wait - the other left!"

Move any number of already placed dice from one dragon to another and place them there.

You may ignore the *die requirements* on the new dragon.



Helping Hands

"Best Friends forever!"

Roll two of your available dice and add them to the current player's roll.

If they can't or choose not to place them according to the usual rules, you get those dice back at the end of their turn.

DIE REQUIREMENTS

Dragons and Dragon Masters have different die requirements, which are explained here with examples.



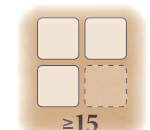
Only dice showing the specified number may be placed here.



Only dice showing the specified numbers may be placed here. However, each of these spaces may hold dice with different numbers.



Each symbol stands for a number of your choice. Different symbols may not represent the same number.



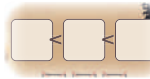
The total of all placed dice must be 15 or higher.



The total of all placed dice must be 6 or lower.



The total of all placed dice must be exactly 12.



The total of the dice values must increase from left to right.



If the *die requirement* space is outlined, the dragon can still be defeated without placing a die on that space - as long as the overall requirement on the card is fulfilled.

Dear Players, at www.haba-play.com/Ersatzteile it's easy to ask whether a missing part of a toy or game can still be delivered.