RULEBOOK

SEA DRAGONS

8+ years old *2 to 5 players* *40 minutes*

Humankind has become more daring when sailing the seas. More and more pirate ships are venturing into the forbidden seas, endangering the underwater realms and the strange creatures that inhabit them. As Sea Dragons you will have to protect the seas by sinking pirate ships, collecting their treasures, and becoming the legendary protectors of the aquatic realms.

SEA DRAGONS

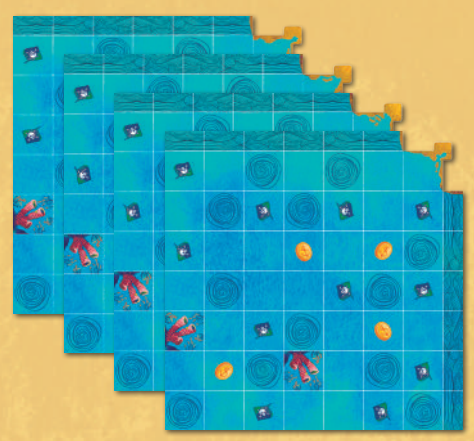
Game objective

In *Sea Dragons* you will have to position your clan of dragons to collect treasures and protect the aquatic realms from the daring pirates that sail them.

In each turn, you are going to play one of the 2 pattern cards from your hand to place a Sea Dragon on the board, increasing your presence in the 4 sea realms. But be careful! You will not be able to place your own Sea Dragons next to each other and placing one next to another player's Dragon will grant them gold.

Your objective is to score the most victory points by collecting treasures, completing missions and obtaining majorities in the 4 realms at the end of the game.

Components



4 double-sided modular Sea boards

1 Central Island

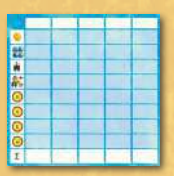
54 Dragon Heads in 5 colours

190 Dragon Bodies in 5 colours

44 Pirate Ship Tokens (12 green, 11 purple, 11 red and 10 dark blue)

60 1-Gold Tokens

16 5-Gold Tokens



1 Scorepad

26 Small Pattern Cards

36 Medium Pattern Cards

18 Large Pattern Cards

33 Mission Cards

24 Coral Reef Cards

1 Rulebook

Game set up

A Assemble the Main Board by joining the 4 modular Sea boards at random to the Central Island. Each board has two sides that you can flip over freely.

B Place 44 Pirate Ship Tokens randomly in all designated spaces with the icon on the Main Board.

C Shuffle each pile of Pattern Cards (Medium, Small and Large) separately and place them face down near the Main Board. Then reveal 2 cards from each pile to form the card market, as shown in the picture.

D Shuffle the pile of Mission Cards and place them face down near the Main Board. Then reveal the first 4 cards in a row, as shown in the picture.

E Shuffle the pile of Coral Reef Cards and place it face down near the main board.

F Place the Gold Coins to one side of the Main Board, forming a reserve.

G Deal the Dragon Bodies of one colour to each player. These are an unlimited resource, if they run out they can be replaced with other items. Depending on the number of players, the following colours will be used:

2 Players: Orange and Green.
3 Players: Orange, Green and Purple.
4 Players: Orange, Green, Purple and Pink.
5 Players: Orange, Green, Purple, Pink and Yellow.

H Deal each player the Dragon Heads of their colour. The amount dealt also depends on the number of players:

2 Players: 14 Dragon Heads.
3 Players: 11 Dragon Heads.
4 Players: 8 Dragon Heads.
5 Players: 7 Dragon Heads.

I Deal each player four 1-Gold Coins, and 2 Medium Pattern Cards from the pile to make up their starting hand.

Example of set up for 4 players.

Gameplay

A game of *Sea Dragons* is played in rounds of turns. The game is started by the last person to board a ship, the turns continue clockwise.

During their turn, players must perform the following actions in order or pass:

I Play a Pattern Card
II Complete a Mission (optional)
III Draw a Pattern Card

It is then the next player's turn.

I Play a Pattern Card

Choose one of the 2 Pattern Cards in your hand and discard it in front of you. Then take a Dragon Head and the Dragon Bodies needed to complete the Dragon shape of the discarded card and put the Dragon on the Main Board following the shape of the Pattern Card.

There are certain rules to consider when placing a Dragon:

- Each space on the board can hold only one Dragon piece.
- You may only place a Dragon orthogonally adjacent to the Main Island or other's players Dragons. **Never orthogonally to your own.**
- The pattern showed on the card may be rotated or mirrored when placing the pieces on the board. It doesn´t matter where the Dragon head is placed on the corresponding shape.
- If any of the occupied spaces is a whirlpool or part of the sea current, you must pay the reserve two Gold Coins for each occupied space of this type. If you do not have enough gold to pay for those spaces, you cannot place your Dragon there, but you can use the gold that you got for placing the Dragon in that position.

Whirlpool

Sea Current

If one of the spaces occupied by your Dragon has a Pirate Ship token or a printed symbol, you receive the corresponding reward immediately. There are the following types of rewards:

Pirate Ships: Put the ship token in your reserve face up and visible to everyone else. It will help you complete missions that will grant you Victory Points at the end of the game.

Gold: Receive one Gold Coin and place it in your reserve.

Coral Reef: Draw 2 cards from the Coral Reef pile. Choose one of them to keep it in your hand and return the other to the bottom of the pile. Look at the types of Coral Reef on page 5.

In addition, players with Dragons adjacent to the newly placed Dragon receive one Gold from the common reserve for each dragon that they are adjacent to. This means that if the Dragon is adjacent to 2 Dragons of the same player, this person receives 2 Gold Coins from the reserve.

Example: Smaug, who plays with the color purple, plays the following Pattern Card to place his dragon in the indicated spaces.

Then, he places in the board 1 Dragon Head and 4 Dragon Bodies adjacent to a Pink Dragon and a Green Dragon in the shape of the card in a mirrored way. This allows him to take the Red and Green Ships from the board and 1 Gold coin from the reserve. As he covered a space containing a whirlpool, he must pay 2 Gold Coins to the reserve.

Then Haku and Mushu, that play with the colors Pink and Green respectively, get 1 Gold coin from the reserve.

Important: covering whirlpool spaces will reduce the VP value recieved for majorities in the Sea Realm, see page 6.

II Complete a Mission (optional)

During your turn, you may optionally complete and take **one** of the available Mission cards to your reserve. To do so, you must return the ship tokens indicated on the card from your reserve to the box (you can leave them in the ship graveyard illustrated inside the cover). You may also return 2 ships of the same colour and use them as a ship of any colour.

The cards obtained grant Victory Points; but they may also bring Coral Reefs with them. If so, you must draw 2 Coral Reef cards, choose one and leave the other at the bottom of the pile, just as if you had taken a Coral Reef from the main board.

Then, replenish the mission market by revealing a new card from the pile.

Important: you can only complete one mission per turn.

III Draw a Pattern Card

Next, you must draw a new Pattern Card from those available near the main board. It can be either one face-up card or the first card from the pile. **The card you draw must be from a different pile than the pattern you just dicarded.**

If you draw one of the face-up cards, you must replenish the market by revealing a new card from the corresponding pile.

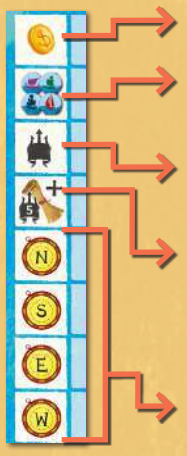
* Pass

You can always decide to pass instead of taking the actions just described. This might be by choice or because you cannot play any of your cards, because you have no coins available to occupy whirlpool or sea currents spaces.

If you pass, return a Dragon Head to the box of the game, change one Pattern Card from your hand with anyone available near the main board, and take two Gold Coins from the common pile.

Game end

The game ends after everyone has played all their Dragon Heads. Take the scorebook to proceed with the Victory Point (VP) counting:



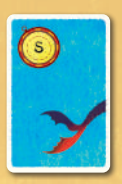
- 1 VP for each remaining Gold Coin (for Coin tokens or Coral Reef Cards).
- 1 VP for each remaining Ship (for Ship Tokens and Coral Reef Cards).
- VPs for completed Missions.
- 5 VPs for whomever has completed the most Missions. In the event of a tie, the player who has completed the Missions that give most VPs is the winner. If the tie persists, all tied players receive 5 VPs.
- VPs for Majority in each Sea Realm (see page 6).

Whomever has earned the most VPs wins. In the event of a tie, the winner is the player who has completed the most Missions. If the tie persists, all tied players share victory.

Coral Reef Cards

2-Ships Cards: This type of card counts as those 2 specific ships. They can be discarded to complete Missions or give you VPs at the end of the game if they were not used. If you complete a Mission with them and have a ship left over from the card at the end of the Mission, it is lost.

Ship wild card: This card counts as 1 Ship of your choice. It can be used to complete Missions or give you 1 VP at the end of the game if it has not been used.



Hidden Dragon Card: These dragons are hidden under the sea. Reveal this card when counting the majorities in each Sea Realm, it counts as a Dragon placed in that given Realm. Does not count for tiebreakers when defining majorities.

Coins Card: Can be discarded at any time for 4 Coins.

Majority in Sea Realms

At the end of the game, each of the 4 Sea Realms of the main board will be evaluated. These are delimited by the sea currents and are identified by the Wind Rose printed on the Central Island.

The person with the most Dragons in each Realm (on the surface or under the sea with a Coral Reef Card) gets 3 VPs for each Whirlpool that is uncovered (not covered by a Dragon Token) in that Sea Realm. The player with the second most Dragons will instead get half of those VPs, rounded down. The rest will get no VP for that Sea Realm.

In the event of a tie for first or second place, the number of Dragon Tokens (heads and bodies) in that Sea Realm of each of the players who are tied will be counted (Hidden Dragons are not counted). The tiebreaker will be the one with the most Dragon Tokens in total.

In case a tie persists for the first or second place, each tied player receives the full number of corresponding VPs. In a tie for first place, there would be no score for second place.

2-player game exception: Instead of receiving 3 VPs for each Whirlpool discovered, first place will receive 2 VPs. There are no VPs for second place and there are no VPs for ties (if the tie persists after counting the tokens).

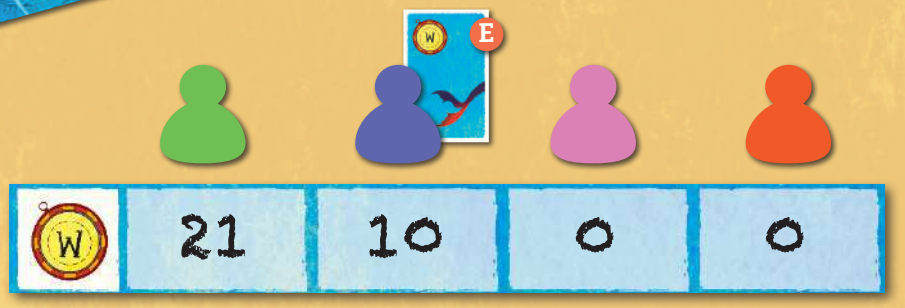
Example: The majority of the Weastern Realm (A), is being evaluated. It has 7 uncovered Whirlpools (B).

Haku, who plays with Green, has 4 dragons on the surface (C).

Smaug, who plays with Purple, has 3 dragons on the surface (D) plus 1 hidden Dragon (E) (Coral Reef Card).

The rest of the players only have 2 dragons in the surface.

Haku gets the fist place as he has more tokens placed in the board than Smaug, and gets 21 VP. Smaug gets 10 PV for being second place, while the rest does not receive VPs for this Sea Realm.



Important: a single Dragon can have a presence in 2 Sea Kingdoms if it crossed a Sea Current. Sea Current spaces do not belong to any Sea Kingdom.

GRAVITIX GAMES

FRACTAL JUEGOS

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