

## Dragon Conquest

### Overview

In Dragon Conquest, three players play the role of adventurers, and one player plays the role of a dragon. Throughout the game, the adventurers are concerned with navigating a treacherous dungeon, competing with one another over the bounty of the dragon that inhabits it; and, the dragon is concerned with killing all the dungeon invading adventurers in an attempt to protect its lair.

### Components

- 40 action cards
- 24 dungeon cards
- 4 character miniatures
- 40 health tokens
- 8 status tokens

### Setup

1. Each player decides on the character they want to be.
2. Each player takes the miniature corresponding to their character.
3. Each player takes the set of 10 action cards corresponding to their character, shuffles them, and places them face down in front of them.
4. Each player takes the number of health tokens equal to their character's total health.
5. Arrange the dungeon cards into 4 rows of 6 cards.
6. The dragon player places their miniature on a dungeon card on one far side of the dungeon, and each adventurer places their miniature on a dungeon card on the opposite side of the dungeon that is not in the same row as the dragon:

D					
					A1
					A2
					A3

*Valid*

					A2
D					
					A1
					A3

*Valid*

D					A1
					A2
					A3

*Invalid*

### Round Overview

Each round consists of four phases:

1. Draw phase
2. Action phase
3. Resolution phase
4. Discard phase

### 1. Draw Phase

Each player draws up to 6 cards from their action deck. If there are not enough cards left in the deck for 6 to be drawn, then draw as many cards as there are left, reshuffle the discard pile into the deck, and draw the remainder.

### 2. Action Phase

Each player sets 4 actions cards from their hand face down in front of them. The players may openly discuss which cards they are to play, and may be deceptive about their strategy.

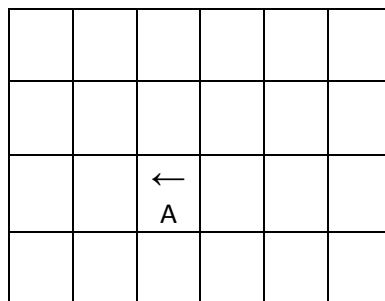
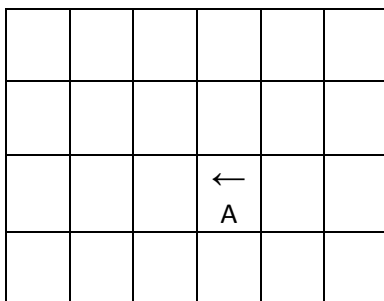
### 3. Resolution Phase

Once each player has decided on their actions, the players then reveal the first card in their playing fields, and resolve the actions in order from fastest character to slowest. The order is as follows: the thief, followed by the mage, followed by the warrior, and finally the dragon. Each player's second card is then revealed and resolved in the same order, and then the third, and so on until all sets of action cards have been resolved.

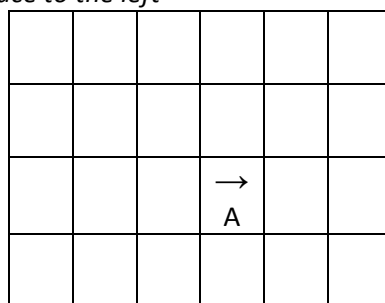
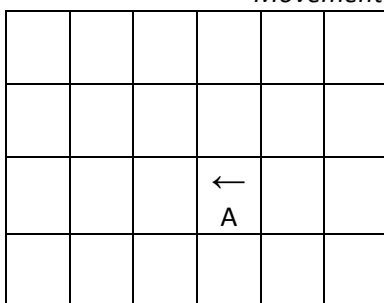
There are three main types of action cards: movement cards, attack cards and utility cards. While all the specifics are given on the actual cards, we will go into some generalizations on them below.

#### Movement Cards

A movement card can either be used to rotate a character to face a certain direction, or to move a character one space forward in the direction they are facing. Characters can only face up, down, left, or right, not diagonal.

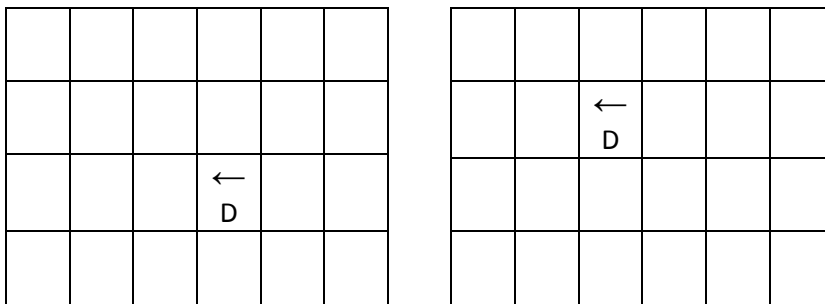


*Movement 1 space to the left*



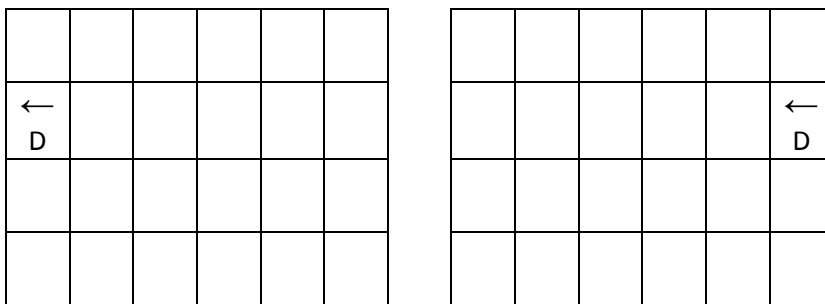
*180 degree rotation*

Dragons have the ability to move to a position one space diagonal from where they are facing:



*Movement 1 space to the top left*

Finally, movements can be made off the edges of the dungeon. When a character moves off one side of the dungeon, they will end up on the opposing side of the dungeon in the same row/column.

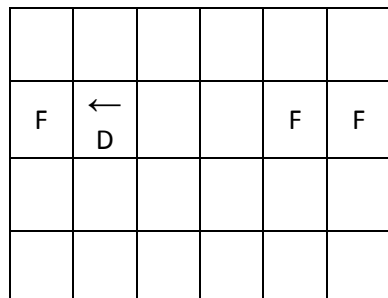


*Movement 1 space to the left, off of the board*

### Attack Cards

An attack card is used to deal damage to other characters in the game. Each attack card has a range and a certain area of effect. Unless otherwise stated on the attack card, friendly-fire is permitted where adventurers can hurt or even kill other adventurers in their quest to slay the dragon. When a character takes damage, they remove a number of health tokens equal to the damage of the attack. If a character has no health tokens left, then they are out of the game.

An attack card may end up going off an edge of a dungeon. When this happens, the attack will end up on the opposing side of the dungeon, similar to movement.



*A fireball attack with a range of 3 and an area of effect of 1 space*

### **Utility Cards**

A utility card is used to buff or debuff characters in the game. Similar to attack cards, utility cards each have a range and a certain area of effect, and are subject to the same rules as movements and attacks when it comes to dungeon boundaries. When a buff or debuff is applied to a character, they claim the corresponding status token for the specified duration.

### **4. Discard Phase**

Each player takes their played action cards and places them into their discard pile. Each player may then choose to discard any number of leftover action cards in their hand. A player may want to discard the leftover cards in their hand to be able to draw more useful cards in the next round.

### **Victory**

If the dragon is slain, then the adventurer that landed the killing blow wins the game. If all adventurers are dead, then the dragon wins.

## Appendix

### Thief Cards

Card	Effect

### Mage Cards

Card	Effect

### Warrior Cards

Card	Effect

### Dragon Cards

Card	Effect