

# Three Dragons

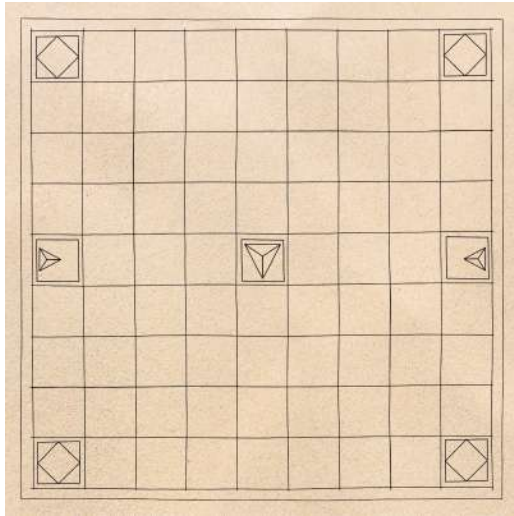
A 2-player board game inspired by ancient board games petteia and tafl.

## Components

Gamboard

11 light color pieces (D6 dice for expansion versions)

11 dark color pieces (D6 dice expansion versions)



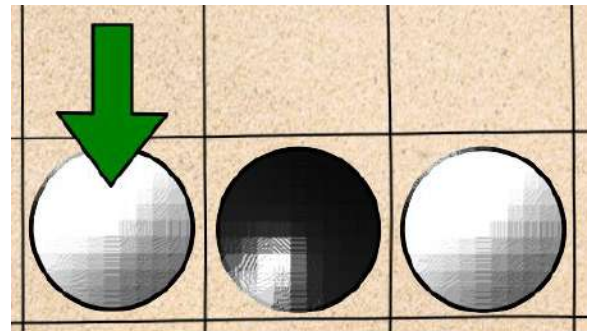
The game is named for the three triangular symbols across the center of the board representing dragon caves. These spaces add challenge to the gameplay as obstacles in the center of the board. (In a variant game, they are also used to spawn dragon pieces).

In the four corners are “mountains”. Both the mountains and the dragon caves cannot be moved across or occupied by player pieces.

**Note:** Two variants that add complexity and more strategic choices for players are included at the end of this rules document.

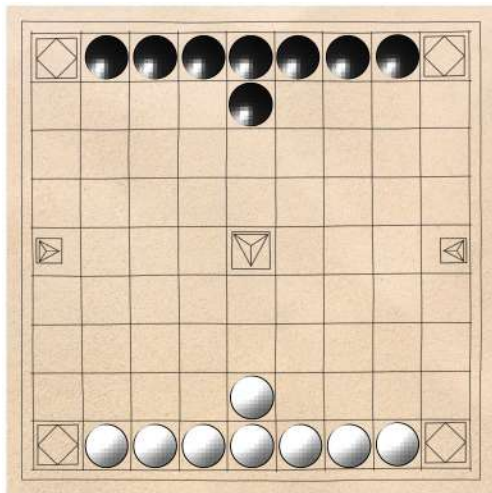
## Key Concept: Custodial Capture:

Custodial Capture (as with other tafl and petteia games): Surrounding the opponent’s piece on two opposite sides with two player pieces, or one player piece and a mountain or dragon cave. Remove the enemy piece.



## Base Gameplay

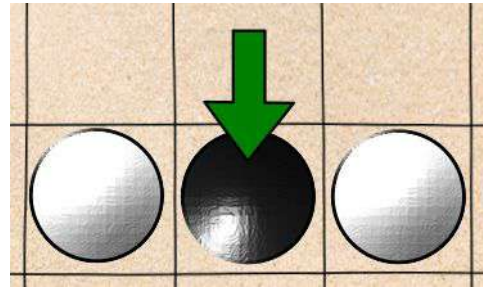
1. Set up the game pieces as shown.



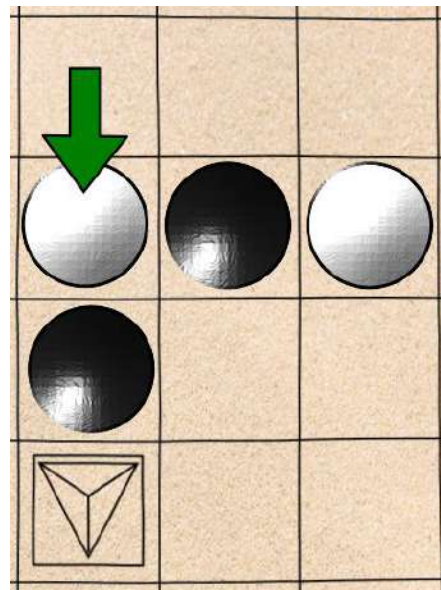
2. White moves first. Each turn, a player must move one of their pieces as a rook in chess: orthogonally any number of squares. Pieces may not occupy or cross the corner mountain spaces or the triangular dragon cave spaces, or other pieces (theirs or opponents).
3. As captures are made, remove the captured opponent's piece from the game.
4. Play continues turn by turn until one player is reduced to one piece. The other player is then declared the winner.

## Gameplay Notes:

1. A player may move their piece between two opponent pieces (or an opponent piece and a cave or mountain square) and **not** be captured.



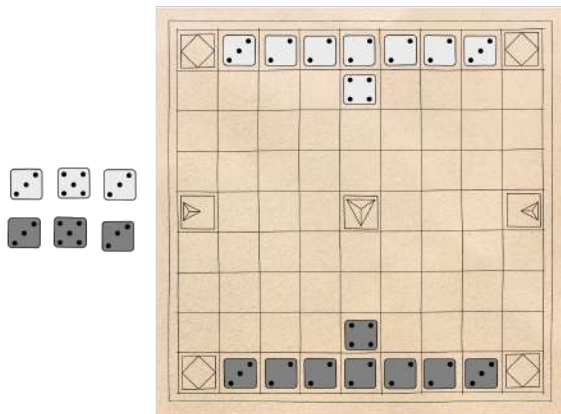
2. A player's move may result in capturing more than one opponent piece.



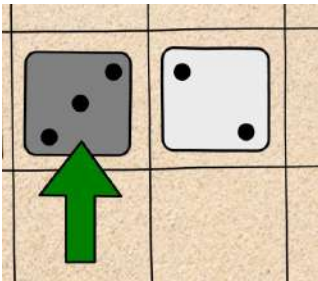
## Game Variants for More Advanced Play

### Variant 1: Capture By Strength

1. Use D6 dice for player pieces, with the pips indicating the strength of each piece.
2. Set up pieces as shown in the set-up diagram below.



3. Play as normal, with the addition of a second way to capture opponent pieces: “capture by strength”: Ending a move adjacent to an opponent’s piece where the opponent’s strength is less than the player’s piece.



**Note: after the capture by strength is complete, reduce the strength of the attacking piece by 1.**

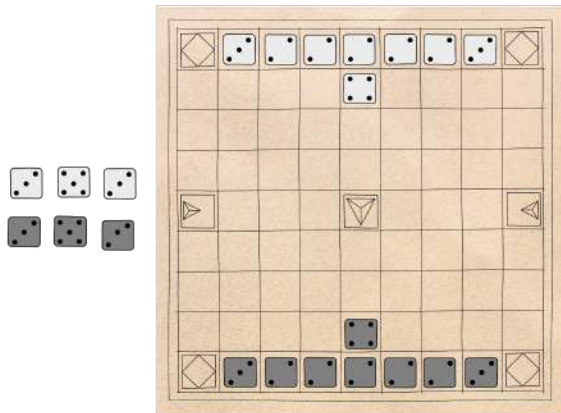
### **Gameplay Notes for Capture by Strength Variant:**

1. Ending a move adjacent to an opponent’s piece with a higher strength **does not** result in the capture of the moved piece.
2. Capture by Strength can **only** capture one opponent piece, even if the player’s piece ends its move adjacent to more than one opponent. The player chooses which opponent piece is removed.
3. If a player’s move results in both a custodial capture and a capture by strength of a different piece, the player decides which capture to make.

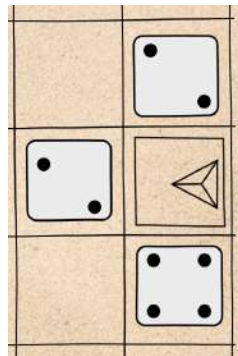
### **Variant 2:**

#### **Capture by Strength + Dragons**

1. Set up the board using D6 dice the same as Capture by Strength variant.
2. In addition, for each player, set aside 3 player dice to be used as the dragons (if earned). The center dragon if earned will be set to a value of 5, the side dragons will be set to a value of 3.



If a player is the first to surround a dragon cave on all sides, they place their corresponding dragon piece on the dragon cave (remove the opponent's set aside dragon die for that cave to remember that a dragon has come from that cave).



These dragon pieces can now be used as any other piece for the player. Only one dragon can be tamed from each cave.

Note: Once the dragon piece moves off the dragon cave, it may not move over or occupy any dragon cave.

Game design by Scott Allen Czysz

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