

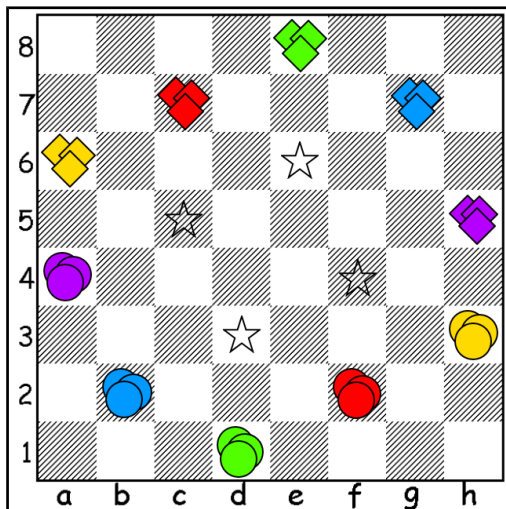
# Ejderhalar – 2 players – v1.5

“Ejderhalar” means “Dragons” in Turkish.  
-by Arhan “arhpositive” Bakan

*In this ancient dance of Chinese dragons, both players alter the shape and size of the five beasts they control and strike the opposing dragons with well timed attacks in order to take over the battlefield.*

**Important Note:** “Next to” means “orthogonally adjacent to” in the context of this rulebook.

**Important Note:** A “token” is a single piece. A “stack” is two or three tokens on top of each other in a square. A “dragon” is three identical tokens, which may be next to or on top of each other.



Setting Up The Board

## Game Setup

1. Use a chess board or draw an 8 by 8 grid on a piece of paper.
2. Place 4 markers representing control points on C5, D3, E6 and F4.
3. For Player One, place 5 dragons by stacking 3 identical tokens on A4, B2, D1, F2 and H3.

For Player Two, place 5 dragons by stacking 3 identical tokens on A6, C7, E8, G7 and H5.

- *Dragons of a player are differentiated by the color of tokens, while opposing players are differentiated by the shape of tokens in the context of this rulebook.*

## Goal of the Game

Have at least one token on 3 out of 4 control points on the board at any point in the game to win immediately.

## Playing the Game

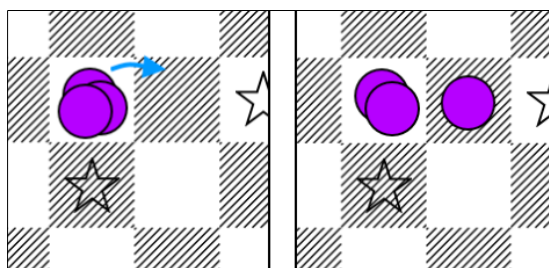
Take turns with your opponent to make move actions. The starting player must make one move action in their first turn. Then, each player must make two move actions per turn until the game ends. Each move action may trigger a push action which may be executed right after the move action.

## Move Action

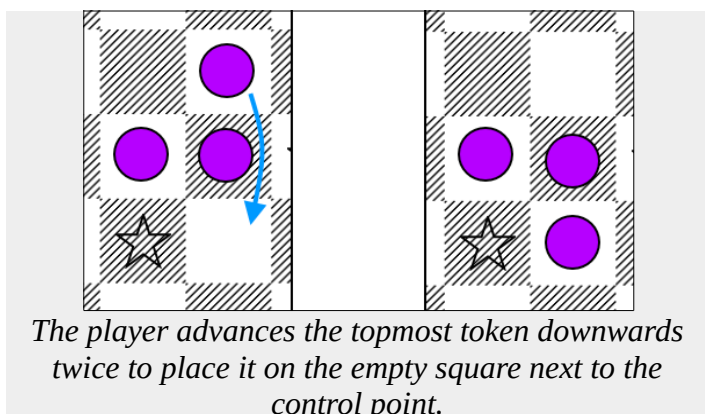
When you’re making a move action, follow these steps:

1. Pick up one of your tokens from anywhere on the game board. Tokens from a stack should be picked up from the top.

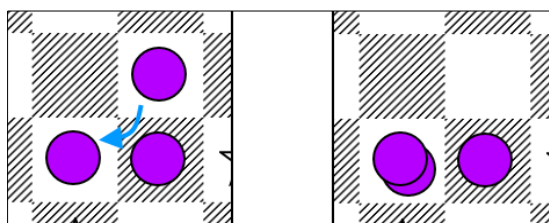
- You may vertically or horizontally advance this token one square at a time on top of other tokens of the same dragon occupying other squares. Backtracking is forbidden.
- Place this token either on top of another token or stack of the same dragon, or on an empty square next to it.



*The player advances the topmost token in the stack to an empty square next to it.*



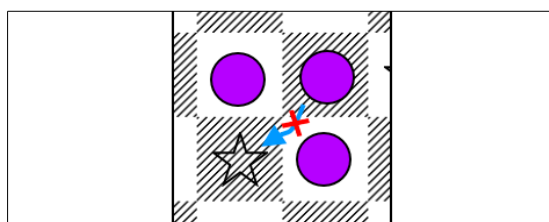
*The player advances the topmost token downwards twice to place it on the empty square next to the control point.*



*The player advances the topmost token downwards and then to the left to place it on top of another token.*

There are a couple of additional rules to consider:

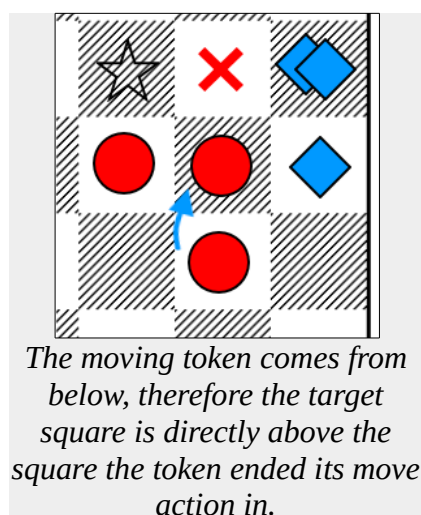
- You can't move a token which is next to two other tokens of the same dragon. This would split the connection between the tokens of a dragon.
- You can't use both of your move actions in a single turn to move the same token twice.



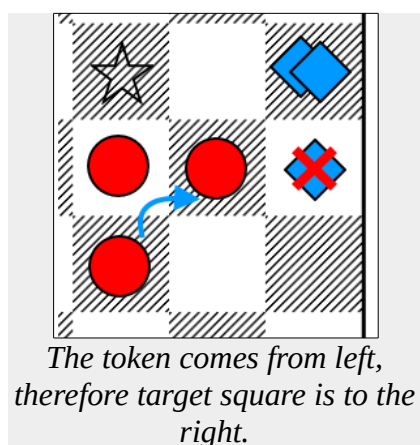
*This move action is forbidden because advancing the middle token downwards would split the connection between the tokens of a dragon.*

## Target Square

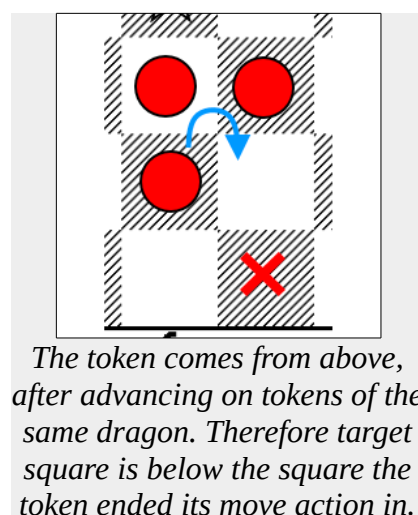
After you make a move action, the opposite square of the last square your token came from is the "Target Square". You can think of it as the square in the direction that your dragon "wants" to continue moving towards. *Your dragon wants to push whatever is in the target square, therefore it hurls its body against it.*



*The moving token comes from below, therefore the target square is directly above the square the token ended its move action in.*



*The token comes from left, therefore target square is to the right.*



*The token comes from above, after advancing on tokens of the same dragon. Therefore target square is below the square the token ended its move action in.*

## Push Action

Right after you make a move action, if the target square is occupied by an enemy token or stack, you may immediately make a push action. Pushing is an optional bonus action.

When you're making a push action, follow these steps:

1. Compare token counts between the square your move action ended in and the target square. If your token count is greater than or equal to the enemy token count, you may push the enemy dragon. Otherwise, the push is ineffective.
2. If the token counts are equal, the push has 1 strength. A "2 vs 1" or "3 vs 2" push has 2 strength. A "3 vs 1" push has 3 strength. *Strength = Difference between token counts + 1*

3. For each strength point the push has, move the enemy token or stack being pushed one square, picking up tokens of the same dragon on its way between moves, following these rules:

- a) If the enemy token or stack has exactly one enemy token or stack of the same dragon next to it, move to token or stack on top of that.
- b) If the enemy token has two separate enemy tokens of the same dragon next to it:

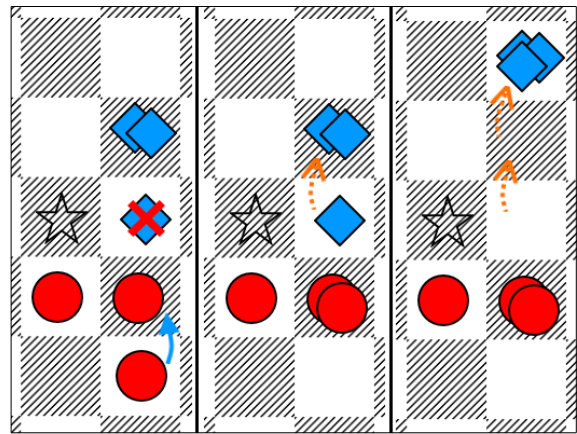
- If one of these tokens is behind the token being pushed, move the other two tokens on top of that.

- Otherwise, choose one of these tokens and move the other two tokens on top of that.

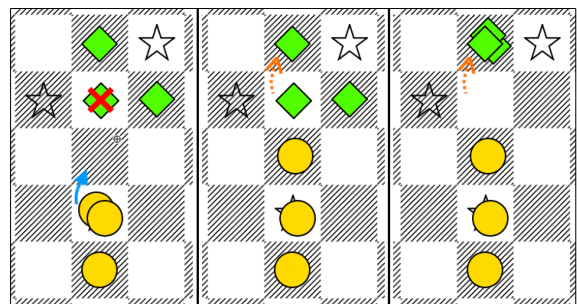
- c) If the enemy stack is the whole dragon (3 tokens), push it back to the opposite square of where the last token or stack (or the push itself) came from.

- If its back is occupied, you can choose the left or the right square and move the dragon there.
- If all three directions are occupied, the dragon can't move any further.

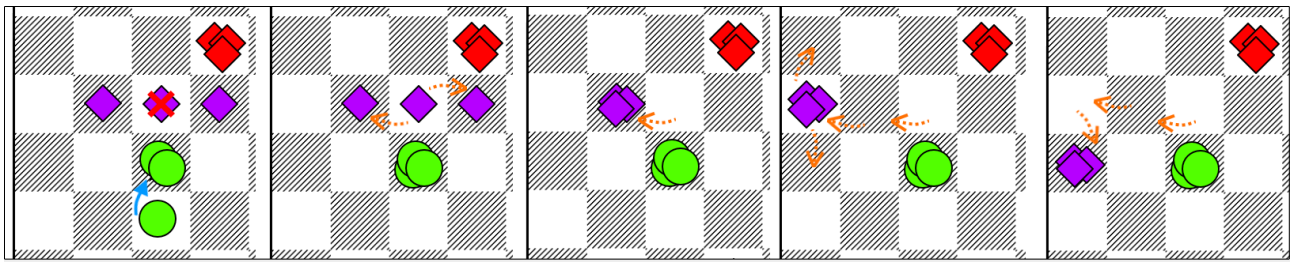
If you succeed in pushing an enemy dragon, your opponent can't use a move action on any token of that dragon on their next turn. *That dragon is stunned temporarily.*



*Push strength is 2 (2 vs 1). For the first strength point, enemy token gets placed on adjacent stack of the same dragon (rule 3a). For the second strength point, enemy dragon gets pushed back to the opposite square of where its last token came from (rule 3c).*



*Push strength is 1 (1 vs 1). For the only strength point, as there's an enemy token of the same dragon right behind the token being pushed, the other two tokens move on top of that token (rule 3b).*



*Push strength is 3 (3 vs 1). For the first strength point, you decide between pushing the enemy dragon left or right. You choose left and move the other two tokens on top of the leftmost token (rule 3b). For the second strength point, enemy stack gets pushed back to the opposite square of where its last token came from (rule 3c). For the third strength point, enemy dragon can't move backwards as it's the end of the board. You choose left and move the dragon to the square to the left.*

## Quick Overview and Reminders

- Alternate turns to make two move actions per player. (Starting player makes one move action.)
- Tokens from a stack are picked up from the top when making a move.
- Backtracking is forbidden during a move.
- All move actions have a target square.
- Move actions may trigger push actions which allow a player to push an enemy dragon off the target square.
- Using both move actions in one turn on the same token is forbidden.
- To make a push, a stack should be bigger than or equal to the opposing stack on the target square.
- Pushed dragons are stunned for one turn in which they can't be moved.
- Have tokens on 3 out of 4 control points on the board to win the game.

## Notes

This is a work-in-progress game. Board size, board setup, control point count, dragon count and token count per dragon are all experimental. Players are free to change these parameters.

Here are a few variant ideas:

1. Instead of stunning pushed dragons for one turn, use "push strength" value as the number of turns dragons stay stunned. For example, a "3 vs 1" push would stun a dragon for three turns. Place multiple markers on a dragon and take those markers back one by one at the end of each of your turns to indicate when the stun gets lifted.
2. Pushing your own dragons is allowed.

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*Thank you for reading this document. Ejderhalar is my first ever board game design, and I'm trying to get as much feedback as I can. If you have anything to say, you can DM me on Twitter @arhanbakan. Have fun.*

*- Arhan "arhpositive" Bakan*