

HUNGRY DRAGONS

ハングリー ドラゴンズ



GAME DESIGN
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ARTWORK
© Paul Calderwood

ADVENTURE AWAITS...

You have waited for the mother dragon to leave on her nightly flight to feed. She has left her little dragons behind in the nest for a short while and now is your chance to swoop and get the dragon gold.

When you get there, the little dragons are hungry and guarding the gold. You search the piles of rocks in the cave to find something tasty for them to eat. You're in luck, there are all sorts of igneous rocks lying around - just what little dragons like to chomp!

Gather the rocks and feed the little dragons their favourite snacks so that they snooze and you can pilfer the gold!

There are also other treasures to be found deeper in the cave. Try your luck at finding rubies and emeralds, but watch out for bats!

Hungry Dragons is a set collection card game for 2-4 treasure hunters. Collect the right combination of rocks and feed the little dragons - will you get the best treasure?

SETUP

Remove the cards marked 'Dragon Gold' on their backs with face values of 7 and 8. Shuffle these and place them in a square of four cards, face-down so that players cannot see what value the cards are.

Next, shuffle the remaining Dragon Gold cards and place these face-down around the square of four - you should now have a 4x4 grid of dragon gold cards.



PLACE
REMAINING
CARDS
AROUND
THE
OUTSIDE

Take the little dragon cards and shuffle these together. Place them on top of the dragon gold cards so that the light side is face up and you can see each little dragon's favourite rocks (the darker side with the sleeping dragons should be face-down). This is the Dragon Nest

Shuffle the grey cards with the pick-axe and shovel icon on their backs and lay them face-down in a line of 9 cards as shown. This is the Mine Track.



MINE
TRACK

DRAGON
NEST

SETUP (CONTINUED)

Next, shuffle the 6 types of Igneous Rock Cards and deal each player 9 cards.

Take the remaining Igneous Rock Cards, shuffle these with the 5 Mine Explorer Cards (with values 1, 3, 5, 7 and 9) and place these in a face-down pile. This will be the Draw Pile.

Take the 1st card from the top of the Draw Pile and place it face-up next to the Draw Pile. This is now the Discard Pile.

Choose a starting player using any criteria you like - for example, last person to see a film with a dragon in it! You are now ready to begin...

IGNEOUS ROCK CARDS



MINE EXPLORER CARDS



GAMEPLAY (CONTINUED)

LITTLE DRAGON CARDS ARE FLIPPED OVER AFTER THEY HAVE BEEN FED



A little dragon after it has been set down to sleep - the card has been flipped over to the sleeping side to show that it has been fed and its gold has been taken.

If a player draws a mine explorer card, they have the option to venture along the mine track in search of other treasures. They may also choose to simply discard this card without mining by discarding the card face-up on the discard pile.

If the player chooses to go mining, they cannot feed a little dragon during their turn - instead, players should:

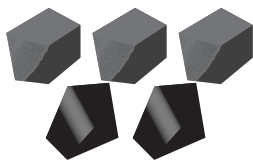
- Count the corresponding number of cards along the Mine Track, beginning at the bottom left card (if the card has a value of 3, count 3 cards starting bottom left) and flip that card over.
- If it is treasure, take the Treasure Card for scoring at the end of the game and put the Mine Explorer Card in its place on the Mine Track.
- If it is a bat, leave the Bat Card in place (face-up on the Mine Track) and place the Mine Explorer Card on top of it. The player must place all their Igneous Rock Cards at the bottom of the Draw Pile (the player can keep any additional Mine Explorer Cards they already had in their hand)

GAMEPLAY

During each turn, draw cards from the the draw pile (optionally, also take the top card from the discard pile) up to a maximum hand size of 10 cards. Players start with 9 cards, so only 1 card should be drawn on the 1st turn.

Then discard any 1 card face-up to the discard pile.

If, after discarding, a player has a combination of cards matching the combination displayed on a little dragon, they may feed the little dragon.

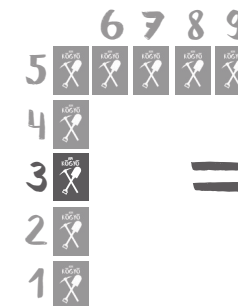


DIFFERENT ROCKS DISPLAYED
AT BOTTOM OF EACH
LITTLE DRAGON CARD

The above combination requires 3 Basalt cards and 2 Obsidian cards.

To feed a little dragon:

- Discard the matching igneous rock cards face-up to the discard pile
- Lift the little dragon up
- Take the dragon gold card underneath (you can look at it but don't show it to other players - keep this for scoring at the end of the game)
- Set the little dragon down to sleep (flip the little dragon card over so that the darker side shows face-up).



BAT OR TREASURE?



Players can only feed one dragon or use one Mine Explorer Card per turn.

Once a player has fed a dragon or mined, the next player, going clockwise around the table can begin their turn by drawing, discarding and then choosing to feed a dragon or mine if able to. Play continues clockwise until all little dragons have been fed. The player with the most treasure points is the winner!

If the Draw Pile is depleted, shuffle the discard pile to form a new Draw Pile. Then take the top card from the new Draw Pile to create a new Discard Pile.