

HOW TO PLAY DRAGON BREEDS

The rulebook for the OVERWORLD 2 and UNDERWORLD 2024 sets.

OBJECTIVE: Eliminate all other players.

GAMEPLAY SUMMARY: Players select one available Dragon Summoner, then compete against other Summoners and their elemental breeds until one player is left standing. When a player is K.O.'d for the first time, they return to life in their Dragonform. However, after a second K.O., that player is eliminated.

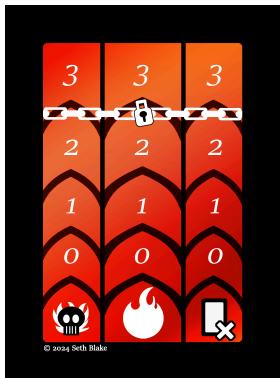
Player count	Time
2	3–60 minutes
3–4	1–2 hours
5+	2–3 hours

SORTING COMPONENTS

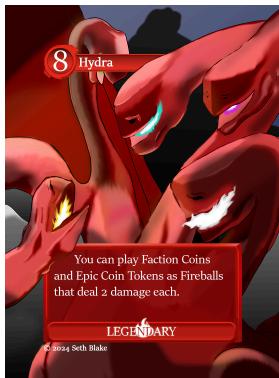
To begin, each player chooses one of the available Dragon Summoners, then collects that Summoner's:



1 Identity Card



1 Quest Card



2 Legendary Dragons



18 non-legendary dragons

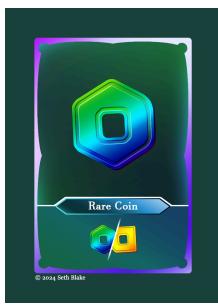


12 Faction Coins

As well as 10 starter cards:



2 (non-token) Fireballs



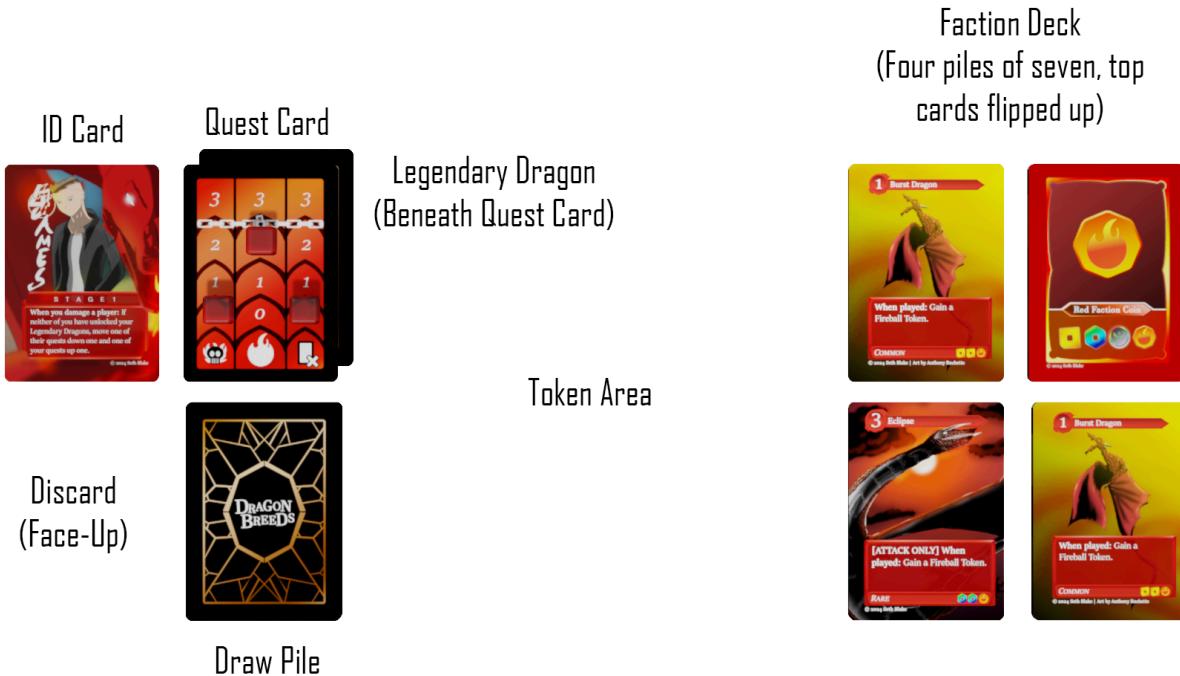
2 Rare Coins



6 Common Coins

Players also each get 3 colored cubes corresponding to their color (NOTE: the Teal faction has silver cubes).

SET UP



Character cards begin in the top-left of the player space, set to their stage-1 or "humanform" side. Place their quest card numbers-up beside it.

Then, each contestant selects one of their two Legendary Dragons secretly and places it face-down beneath their Quest Card. The other Legendary Dragons are removed from play.

Place three colored cubes on the designated starting tiles on their Quest Card (zero for the outside quests, and 2 for the middle quest).

Each contestant has one objective unique to their faction, which is written on the back of each Quest Card. The remaining two objectives are the same for all players: collect three Faction Coins and trash three cards from their hand.

Each contestant begins with a player deck of *6 common coins*, *2 rare coins*, *2 Fireballs*, and *2 Faction Coins* of their color. These twelve cards are shuffled and placed face-down on the left side of their playspace, below their character or quest. This is their draw pile. Leave space beside it to be their discard pile. At the start of the game, all players draw a hand of 5 cards from their draw pile.

Each contestant's remaining 10 Faction Coins and 18 non-Legendary Dragons are shuffled together, then separated into four face-down piles of seven cards. When the game begins, all players flip over the top card of each of these four piles. These piles comprise the player's Faction Deck, and the top face-up cards are their supply, where they will be able to purchase cards during the game.

Finally, place all double-sided token cards aside but within reach.

TYPES OF CARDS

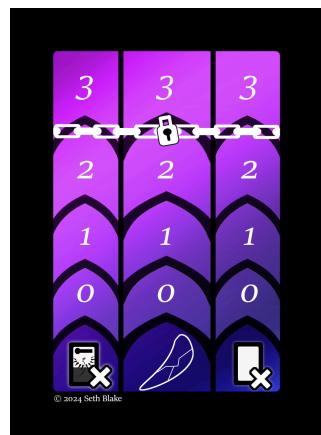
1 - IDENTITY CARDS

Identity Cards denote a player's faction. They begin at stage 1, which gives an ability that triggers upon damaging enemy players. If the damage K.O.'s the player, this ability does not trigger if it relies on the damaged player's cards.

All players begin with a breakpoint of 4. If a player takes damage equal to or greater than their breakpoint in a single turn, they are K.O.'d.



The first time a player is K.O.'d, they are temporarily removed from the game, and are immune to all attacks and abilities, as if dead, until their next turn, when they come back as an enraged player. Enraged players flip their identity card to stage 2 and gain a new ability and a new breakpoint of 2. When this new breakpoint is reached, the player is eliminated from the game and all cards of their faction deck and starting hand are removed as well, including cards in the trash, and all abilities related to said faction are canceled.



2 - QUESTS

Quest Cards are used to keep track of each players' quests. When a player completes each of their quests 3 times each, they will unlock their chosen Legendary Dragons.

Each Quest Card has one unique quest on the left, a center quest which is "Gain a Faction Coin of your color", and one on the right which is "Trash a card from your hand."

Three small, plastic cubes are used to keep track of how many times a player has completed a quest throughout the game.

When a player completes a quest, they move the corresponding cube up one space.

The unique quest of each faction is written on the back of their Quest Card.

3 - DRAGONS

Dragons come in four rarities: Common, Rare, Epic, and Legendary.

Once you purchase dragons, you will have the possibility of drawing them during your Player Deck's cycle. If you begin your turn with dragons in your hand, you can attack one other player of your choice with as many dragons as you choose. That is, if you choose to attack at all.





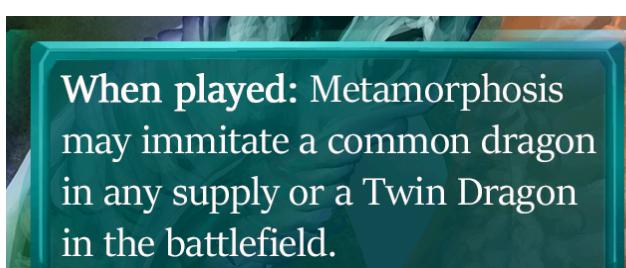
SV

The strength of a dragon is determined by its Strength Value, denoted by the number in the top left of a dragon's card, beside its name. A dragon's SV determines how much health it has at any given time as well as how much damage it deals.



NAME

A dragon's name is visible either in the top bar of the card or within their ability. Dragons with the same name are identical. Each player has 9 different types of dragons. There are three unique Legendary Dragons, and there are three of each of the 6 types of non-Legendary dragons in every faction.



ABILITIES

There are two types of abilities: activated and passive. Activated abilities have a trigger (i.e. when played, when blocked, when another dragon's ability would resolve, etc). If the trigger criteria is met multiple times, the ability may be activated that many times.

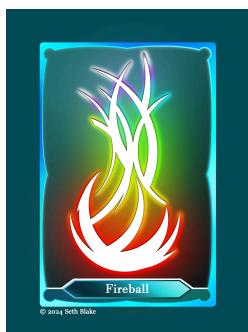
Passive abilities only require dragons to be on the battlefield (i.e. Crusher, Rockslide), with a few passives being active outside of the battlefield (i.e. Sharpwing, Razortail). Some dragons have both activated and passive abilities (i.e. Destroyer).

There are some abilities that increase dragons' SV, but there are others that increase the damage dragons deal, but not their SV. (i.e. Venomous, Geyser).

PURCHASING INFORMATION



The rarity and cost of a dragon are printed in the lower bar of that dragon's card. Legendary dragons cannot be purchased, and must be unlocked by completing quests, so they do not have a coin cost printed on them. Common, Rare, and Epic dragons, however, have their cost printed on the lower-right of their card.



4 - FIREBALLS

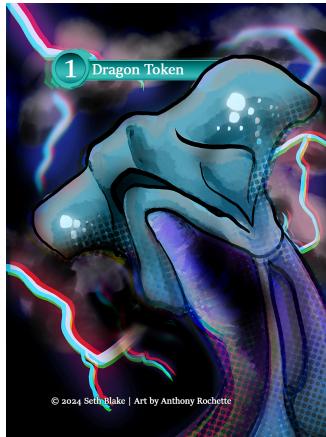
Fireballs can be played during combat to deal 1 damage to enemy dragons, but cannot be used to damage players directly.

Fireballs are a separate instance of damage from combat damage, so they operate slightly differently. They may be played on any opposing dragon, unless otherwise specified. The damage dealt reduces the SV of the targeted dragon. Players can only play Fireballs in combat in which they are the current attacker or defender.

5 - COINS

There are four types of coins in Dragon Breeds: Common, Rare, Epic, and Faction.

At the bottom of each coin card is a set of symbols. Coin cards can each be used to pay for 1 of the symbols printed on a card if that symbol is also printed in the coin's set of symbols.



6 - EPIC COIN AND FIREBALL TOKENS
Token Cards are double sided cards, though only one of their sides is ever used at any given time. These are cards that can be gained temporarily by dragons' abilities.

ESSENTIAL MECHANICS

DECK CYCLE

The abilities of the Crests are powerful, but inconsistent. Every turn, you will cycle through the same set of magic coins and powers, but will only have access to five of them at a time.

At the end of each turn, every card in your hand will be discarded, and you will draw five more cards from your draw pile on the left.

When you need to draw, but your draw pile is empty, you shuffle your discard, then draw as many as you need.

Important: Only shuffle your discard when you need to draw a card right then. Shuffling too early can disrupt the flow of play.

Over the course of the game, you will be able to gain cards into your deck cycle, making you more versatile, and trash cards from them, making you more efficient and deadly. Doing both of these as much as possible is essential to giving you a competitive edge.

Players can only play cards to attack, defend, fireball, or purchase with cards currently in their hand or tokens they have acquired.

TOKEN CARDS

Token Cards can be gained temporarily by dragons' abilities. When a player gains a Token Card, they place it face-up in front of them, in their "token area" between their left and right card piles. At the end of a player's turn, if they have any token cards, return their cards to their sources, unless an ability specifies otherwise.

SOURCES: There are four main sources for token cards: token piles (set aside at the beginning of the game), player discards (if a token card came from a player's deck cycle), slots in supplies, and the trash pile.

NON-TOKEN CARD SOURCES: Non-token cards players own have a default source of their owner's discard.

FIREBALL TOKENS: Token Fireballs can be played during combat as if they were normal Fireballs. Return them to their pile after combat if spent, or at the end of their owner's turn if not spent.

EPIC COIN TOKENS: Epic Coin Tokens can be used for any coin related function. Return them to their pile when spent, or at the end of their owner's turn if not spent.

OTHER CARDS: Some abilities allow players to gain other cards, such as dragons and faction coins as token cards. See the combat section for more information about token dragons.

IMMUNITIES: Token cards cannot be trashed or discarded by player actions or dragon abilities.

TURN PHASES

Dragon Breeds has four turn phases:

1: COMBAT	2: MARKET	3: FLUSH	4: DRAW
Attack or skip	Purchase or trash (not both), or skip	Flush or skip	The active player returns all of their token cards and cards in hand to their sources, then all players replenish their hands and supplies as needed.



COMBAT: ATTACK, DEFEND, FIREBALL, COMBAT DAMAGE

During combat, there are four phases: attack, defense, fireballs, and combat damage.

If you have no available dragons OR have dragons but choose to skip, proceed to the market phase.

ATTACK PHASE: Choose one enemy player to attack. Then play as many dragons as you choose one at a time, in any order you choose, in front of the chosen player. The order dragons are played in determines the order their abilities are activated.

DEFENSE PHASE: Once the attacker is done playing dragons and resolving abilities, the defender may declare blockers, entering the defense phase. This is done by placing dragons opposite to the attackers. Multiple dragons can block a singular attacking dragon. If multiple dragons are used to block one dragon, if that dragon has a "When blocked" ability, it can trigger as many times as there are blockers for that dragon. Dragons can only be played on defense if they are assigned to block a dragon.

FIREBALL PHASE: Once the defender has declared blockers and resolved abilities, the Fireball phase begins. Fireballs are a separate instance of damage from combat damage, so they operate slightly differently. They may be played on any opposing dragon. The damage dealt reduces the SV of the targeted dragon by 1 by default. The attacker goes first, playing as many Fireballs as they choose, and Fireball damage is resolved, taking into account certain dragon/player abilities, before the defender plays and resolves as many Fireballs as they choose. Any dragons killed this way are removed immediately, and placed in the player's discard pile; if it was a token dragon, it is returned to the source.

COMBAT DAMAGE PHASE: Dragons deal combat damage equal to their strength value plus increases/decreases due to dragon and player abilities. After combat damage, all attacking dragons are returned to their source (see *Token Cards* section for info on sources).

Unblocked attacking dragons

Only attacking dragons that are not blocked at the beginning of the combat damage phase deal damage to the enemy player, unless otherwise specified (e.g. *Rockslide* and *Obsidian* dragons). If any damage was dealt to the opposing player, the attacker must now activate their stage 1 ability, if able.

Blocked attacking dragons

Blocked attacking dragons deal all of their damage to one of the dragons blocking them, chosen by the attacker. Excess damage is ignored.

Blocking dragons

All blocking dragons blocking the same dragon deal their combat damage to the blocked dragon. If the blocked dragon dies, it is considered "killed" by every dragon blocking it (which is important for some ability triggers, such as *Hunter's*).

If a defending dragon takes damage equal to its SV, it is killed and returned to its source. If it survives defense, it is returned to the defending player's hand; if it was a token dragon, it returns face-up in front of them in their token area.

MARKET: PURCHASE OR TRASH (NOT BOTH)



During a player's market phase, they can purchase cards from their supply or trash a card from their hand, but not both.

If you cannot or choose not to perform any of these actions, you skip and move on to the flush phase.

PURCHASING: To purchase a card, you must pay one coin for every coin symbol on its bottom-right, matching each symbol on the purchased card with one of the symbols printed in the lower-middle of the coin card. All coins used for purchasing are returned to their sources and all purchased cards are placed in their owner's discard.

Players can only purchase face-up cards in their own supply. Once a card is purchased, leave the next card face-down until the draw phase.

TRASHING: If you have exactly 10 cards in your Player Deck (adding up your discard, draw pile, and hand sizes), none of your cards can be trashed by player actions or dragon abilities.

To trash a card, take any card from your hand and place it in the trash pile. You may organize the trash pile as is most convenient, but in-game there is only one "trash pile" that all trashed cards belong to.

FLUSH

During the flush phase, you can cycle through your faction deck by rotating through the cards in your supply.

To flush a card, you must pay one coin—it doesn't matter what type. You may then take any face-up from your supply and place it on the bottom of your faction deck. You may repeat this process as long as you have face-up cards left to flush. Do not flip face-up any cards in the supply until the draw phase.

If you cannot or choose not to perform this action, advance to the next phase.

DRAW

During the draw phase, you conclude the current turn and prepare for the next one. This is the only mandatory phase.

ACTIVE PLAYER ONLY: The active player ends their turn by returning all cards in their hand and token area to their sources. Reminder: cards from a player's player deck cycle return treat their owner's discard as a source.

REPLENISHING HANDS: Once the active player returns all of their cards from their hand and token area, all players with less than 5 cards in hand draw from their draw pile until they have 5 cards in hand, unless specified otherwise (see Jemma's Dragonform). If a player runs out of cards to draw, they shuffle their discard, replenish their draw pile, and keep drawing.

REPLENISHING SUPPLIES: Unless an ability specifies otherwise, all players flip over any face-down cards they have in their supply slots..

KEYWORDS (UNDERWORLD)

Each faction has its own gimmick that it focuses on, sometimes introducing new keywords and mechanics.

BLACK

Ambush: Dragons with this keyword may be played during the fireball phase instead of the attack phase. If so, they deal damage equal to their Ambush value to an enemy dragon. This does not count as fireball damage, but is resolved in the same way. Dragons with ambush can only ambush while attacking; they cannot ambush on defense.

WHITE

Refract: When certain conditions have been met, some dragons can Refract attacking dragons through time and space to a future turn. The refracted dragons are flipped face down, and their owner chooses a player that is not the refracting player for them to attack. On their owner's next turn, the refracted dragons flip up and attack. This does not activate "When played" abilities because the dragons are only transported. Their owner may still attack any player they choose with dragons from their hand (allowing them to attack an additional player or the same player the refracted dragons are attacking). If a player is forced to attack themselves with their own dragons, they must K.O. the refracting player that turn to not take damage. Players cannot block or Fireball their own dragons. If the player who performed the refraction is K.O.'d, all refracted dragons immediately return to their sources.

PURPLE

Transmute: Dragons with the "Transmute" keyword can be transmuted instead of played. Transmuted dragons are played on top of other friendly dragons. All SV and abilities are added together and treated as one dragon with the name of each individual dragon. If the transmutation's breakpoint is reached, all the dragons in the transmutation are killed.

Token Dragons from the Trash: When a dragon is trashed, they are still considered a part of their original faction. When the player of the dragon's original faction is eliminated, the dragon is removed from the game.

TEAL

Imitate: When a dragon imitates another dragon, it changes its ability and name to that dragon's ability and name, but not to its SV or color. If the ability is a "when played" trigger, immediately trigger that ability. This does not override conditions such as [ATTACK ONLY].