

DRAGON RANCH

Rules of the Game



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Games

In western Avganir, the Ruler of the Realm has a collection of essences from creatures long extinct: dragons! He has chosen you and a few other breeders from the region, to return these legendary creatures to their former glory. Use the essences he grants you to bring back the dragons, and outshine your competitors to make your Dragon Ranch the most famous in the West.

In Dragon Ranch, you want to be the most prolific breeder of Dragons.
But to do this, you will need to feed and nurture them.

Goal of the Game

Each player is a dragon trainer, and will try to obtain the greatest number of dragons and Victory Points (VP) by the end of the game.

Characteristics

Number of players: 2-5 (with a solitaire variant)



Duration: 30 minutes - for ages 8 and up



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Contents

195 Tokens

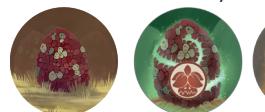
50 Mandrake tokens



35 Griffin tokens



60 Egg/Dragon tokens
(35 level 1, 20 level 2 and 5 level 3)



39 Gold Ingot tokens



1 First player token



5 Medal tokens



5 Score tokens



108 Essence cards

27 Griffin cards



27 Farmer cards



27 Mandrake cards



27 Dragon cards



30 Power minicards

20 blue



10 red



< 5 Player Aid sheets

and 1 rule booklet

1 Score track >



Setup

1

Essence cards

- ② For a 2-player game: Use 17 cards of each essence (i.e. remove 10 of each) + all 30 Power cards. Return the other Essence cards to the box.
- ② For a 3-player game: Use 22 cards of each essence (i.e. remove 5 of each) + all 30 Power cards. Return the other Essence cards to the box.
- ② For a 4- or 5-player game: Use all of the cards.

2

Place the Score track in the middle of the table.

3

Stack each type of token by category beside the score track.

4

Each player chooses a Score token color, and places the token on the number 0 on the Score track.

5

Shuffle the Essence cards and deal 5 to each player. Keep your cards in your hand, and don't let the other players see them. The remaining Essence cards are the face-down deck.

6

Shuffle the Power cards and place 4 face up beside this Power card deck.

7

Shuffle the Medal tokens and place them face down beside the Score track.

8

Give each player a Player Aid sheet.



Flow of the Game

A game lasts 2 seasons, each comprising 3 phases.

Flow of a Season

Each season works the same way, and involves 3 phases.

Phase 1: Develop Your Ranches

On your turn, you must perform only one of the following 3 actions:

- 1) **Create a combination** with several of the cards in your hand (see **Essence Card Combinations**). Then discard the cards of your combination, and draw enough cards to get your hand back to 5 cards.
Note: You can only make one combination per turn.



- 2) **Draw 1 Essence card** and add 1 Gold Ingot to your supply.

Do not create a combination this turn.

Note: Your hand is limited to 7 cards. If you have more than 7 cards in your hand at the end of your turn, you must choose cards to discard to get your hand back down to 7.



- 3) **Discard 2 Essence cards** from your hand to draw 2 new Essence cards and add 1 Gold Ingot to your supply.

Do not create a combination this turn.



- After you have completed your action, it is now your left neighbor's turn. Continue taking turns clockwise like this until the deck is completely exhausted. Then finish the round, so each player has taken the same number of turns (stop just before the first player's next turn). After this final round, discard all of your Essence cards.
- The first player passes the First Player token to the left.

Phase 2: Feed Your Ranches

The first player feeds their ranch first.

- ② **Step 1:** Each player feeds each of their griffins 1 Mandrake token, placing the Mandrake token beside the Griffin token.

- Discard each Griffin token that has nothing to eat (they starved).
- Discard the Mandrake tokens that are beside Griffin tokens (they were eaten).



- ③ **Step 2:** Each player feeds each of their dragons 1 Griffin token, placing the Griffin token beside the Dragon token.

- Discard each Dragon token that has nothing to eat (they starved).
- Discard the Griffin tokens that are beside Dragon tokens (they were eaten).



Note:

- Level-2 and level-3 dragons still only eat 1 giffin.
- Eggs do not need to eat.
- You can choose not to feed a creature, and just let it die (discarding it, as usual).



Example:

It is Julian's turn to feed his ranch. He has 2 mandrakes, 3 griffins, 2 level-1 dragons, 1 level-2 dragon, and 1 level-1 egg. Julian must start by feeding his griffins. 2 have mandrakes to eat, but the 3rd starves. He discards the 3rd giffin and the 2 eaten mandrakes. Next, he must feed his dragons. Only 2 have griffins to eat, so he must choose which to feed. He decides to feed his level-2 dragon and 1 of the level-1 dragons. Because he let the 2nd level-1 dragon starve, he discards it. He also discards the 2 eaten griffins. The egg does not need to eat. So, at the end of the season, Julian has 1 level-2 dragon, 1 level-1 dragon, and 1 level-1 egg.



Phase 3: Breed Your Creatures

The first player breeds their creatures first.

Pair Your Tokens

You can **pair Creature tokens** in your ranch to get new tokens, according to the options below :

2 Mandrake tokens → Add 1 Mandrake token to your ranch.



2 Griffin tokens → Add 1 Griffin token to your ranch.



2 Dragon tokens → Add 1 Egg token, whose level matches the lower-level dragon of the pair, to your ranch.



1 Dragon token + 1 Egg token → Flip the Egg token over to hatch into a Dragon token.



Pay 1 Gold Ingot Per Pair

Your first pair each season is free, but for each of the others, you must pay 1 Gold Ingot.

Note:

- Each token can only be paired once per breeding phase.
- The new tokens you get from breeding cannot be used for breeding this season.
- Remember that you will need to feed the new creatures (except eggs) next season.
- If you get a level-2 egg, take whichever one you like.
- Any dragon can be paired with any egg to hatch it, regardless of their levels.

Example: Vincent has 3 mandrakes, 1 griffin, 2 level-1 dragons, 1 level-2 egg, and 2 gold ingots. He chooses to pair a dragon with his egg so he can hatch it, flipping it to its dragon side. Then he chooses to pay 1 gold ingot to pair his 2 mandrakes to get a new mandrake.



End of the season

After breeding is done, determine which players receive the Medal tokens (see **Medal Tokens**), tally players' points on the Score track, and start season 2. Shuffle the discarded Essence cards to become the new face-down deck for the next season.

Example: At the end of season 1, Louise has a level-1 dragon (1 VP), a level-2 dragon (2 VP), and a level-2 egg. She advances 3 points on the Score track.



Essence Card Combinations

On your turn, you can discard 2 or more Essence cards from your hand to combine essences in order to expand your ranch.

2 Mandrake Essence cards

- Effect: Add 1 Mandrake token to your ranch.
- Improved combination: Each Farmer card you add to the basic combination gives you an additional Mandrake token.



2 Griffin Essence cards

- Effect: Add 1 Griffin token to your ranch.
- Improved combination: Each Farmer card you add to the basic combination gives you an additional Griffin token.



2 Dragon Essence cards

- Effect: Add 1 Level-1 Egg token to your ranch.
- Improved combination: Each Farmer card you add to the basic combination gives you an additional Level-1 Egg token.



1 Dragon Essence card + 1 Mandrake Essence card

- Effect: Flip 1 of your Egg tokens over to hatch into a dragon.
- Improved combination: Each Farmer card you add to the basic combination lets you hatch an additional Egg token.

Note: This combination allows you to hatch an egg of any level.



1 Mandrake Essence card + 1 Griffin Essence card

Effect: Take 2 Gold Ingots.

You cannot improve this combination.



1 Dragon Essence card + 1 Griffin Essence card

Effect: Replace 1 of your Egg tokens with an Egg token of the next level.

You cannot improve this combination.



Note:

- When you take a higher-level egg, you can take whichever one of that level you like.
- No level-3 eggs are allowed in season 1.
- Remember to discard the cards you play.
- After hatching, a dragon can no longer level up.
- You can always use a Gold Ingot token in a combination to replace any other card (Mandrake Essence, Griffin Essence, Dragon Essence, Farmer); however, you can only use 2 Gold Ingots in any given combination.

Example: Matthew plays a Mandrake Essence card and pays 2 gold ingots to stand in for another Mandrake Essence card and a Farmer card. Thus, he adds 2 mandrakes to his ranch.



End of the Game

- 1) The game ends at the end of season 2.
- 2) The player with the most Victory Points (VP) wins.

Victory Points

1 level-1 Dragon token = 1 VP



1 level-2 Dragon token = 2 VP



1 level-3 Dragon token = 3 VP



1 Medal token = 3 VP



1 red Power card = 1 VP or 2 VP

Track the points you score on the Score track at the end of each season; however, score the Medal tokens at the end of the game.

Note: In the event of a tie, use the number of eggs the tied players have to break the ties. The tied player with more level-3 eggs wins. If it is still a tie, the tied player with more level-2 eggs wins. If it is still a tie, the tied player with more level-1 eggs wins. If it is still a tie, the tied player with more gold ingots wins.



The winner becomes the official dragon breeder for the Realm.

Dragon Powers

② When you hatch a level-1 dragon, you can take a face-up blue Power card.



② When you hatch either a level-2 or level-3 dragon, you can take a face-up blue or red Power card.



② Hatching a level-2 or level-3 dragon also has another effect:

Yellow Dragon (level 2)

- Effect: When it hatches, take a Gold Ingot token.



Green Dragon (level 2)

- Effect: When it hatches, take a Mandrake token.



Blue Dragon (level 2)

- Effect: When it hatches, take a Griffin token.



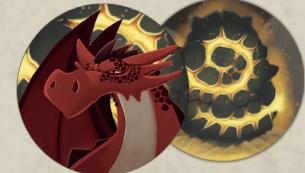
Purple Dragon (level 2)

- Effect: When it hatches, take a Level-1 Egg token.



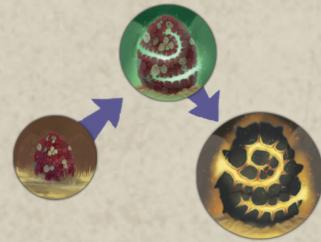
Red Dragon (level 3)

- Effect: When it hatches, steal a Level-1 Egg, Mandrake, Griffin, or Gold Ingot token from an opponent and add it to your ranch.



Note:

- A level-1 egg cannot directly become a level-3 egg. It must first become a level-2 egg. That means it takes several turns for a level-1 egg to become a level-3 egg.
- You cannot take Power cards during the feeding and breeding phases.
- Making a level-2 egg into a level-3 egg does not activate the hatching power: This only happens when the dragon hatches.



Power Cards

At the beginning of the season, there will be 4 Power cards revealed beside the deck.

When an egg hatches, you can choose a face-up Power card.

Immediately replace this card with another one from the deck.

When the deck becomes empty shuffle the discards to form a new deck.

Keep blue Power cards in your hand; they will allow you to influence the flow of the game.

Place red Power cards directly in front of you; they will allow you to score Victory Points if their conditions are fulfilled.

You can use a blue Power card only on your turn, but whenever you like.

You can play no more than 1 blue Power card per turn.

When you play a blue Power card, its effect applies immediately, and then you discard it.

At the end of a season, you keep any blue Power cards you have not played.

At the end of a season, keep your red Power cards. They enable you to gain VP in both seasons.

Note:

- You cannot take or play Power cards during the feeding and breeding phases.
- You could take several Power cards in the same turn if you hatch several dragons at the same time.



Blue Powers

Basic token = mandrake / griffin / egg



PLAY 2 COMBINATIONS INSTEAD OF ONLY 1 THIS TURN.



PLAY WITH A COMBINATION AS ANY ESSENCE CARD YOU WISH.



PLAY WITH A COMBINATION AS 2 FARMER CARDS.



DESTROY 1 BASIC TOKEN BELONGING TO AN OPPONENT.



SWAP 1 OF YOUR BASIC TOKENS WITH 1 BASIC TOKEN BELONGING TO AN OPPONENT.



TAKE 1 BASIC TOKEN FROM THE SUPPLY.



FLIP 1 DRAGON TOKEN BACK TO ITS EGG SIDE. YOU MAY PLAY THIS ON YOUR OWN DRAGON OR AN OPPONENT'S DRAGON; HOWEVER, YOU CANNOT PLAY THIS ON A LEVEL-3 DRAGON.



REPEAT THE COMBINATION THAT YOUR RIGHT NEIGHBOR JUST PLAYED. YOU CANNOT PLAY ANOTHER COMBINATION THIS TURN.

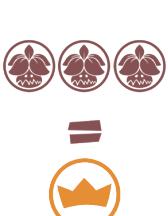


STEAL 1 GOLD INGOT TOKEN FROM AN OPPONENT.

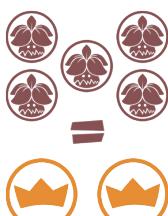


TAKE 1 RANDOM CARD FROM AN OPPONENT'S HAND AND ADD IT TO YOURS. THE CHOSEN OPPONENT CANNOT REFILL THEIR HAND UNTIL THE END OF THEIR NEXT TURN.

Red Powers



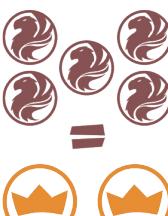
GAIN 1 VP IF YOU HAVE AT LEAST 3 MANDRAKE TOKENS AT THE END OF THE ROUND.



GAIN 2 VP IF YOU HAVE AT LEAST 5 MANDRAKE TOKENS AT THE END OF THE ROUND.



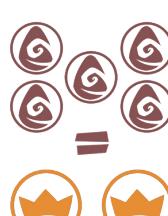
GAIN 1 VP IF YOU HAVE AT LEAST 3 GRIFFIN TOKENS AT THE END OF THE ROUND.



GAIN 2 VP IF YOU HAVE AT LEAST 5 GRIFFIN TOKENS AT THE END OF THE ROUND.



GAIN 1 VP IF YOU HAVE AT LEAST 3 EGG TOKENS AT THE END OF THE ROUND.



GAIN 2 VP IF YOU HAVE AT LEAST 5 EGG TOKENS AT THE END OF THE ROUND.



GAIN 1 VP IF YOU HAVE AT LEAST 3 DRAGON TOKENS AT THE END OF THE ROUND.



GAIN 2 VP IF YOU HAVE AT LEAST 5 DRAGON TOKENS AT THE END OF THE ROUND.



GAIN 1 VP IF YOU HAVE AT LEAST 6 CREATURE TOKENS AT THE END OF THE ROUND.



GAIN 2 VP IF YOU HAVE AT LEAST 10 CREATURE TOKENS AT THE END OF THE ROUND.

Medal Tokens

- ② Medal tokens are seasonal objectives that each earn 3 VP, but **they only score at the end of the game.**
- ② At the beginning of the first round, flip 2 random Medal tokens face up to be awarded later. At the end of the season, award the Medals.



Mandrake Medal

The player with the most Mandrake tokens at the end of this season earns this medal.



Griffin Medal

The player with the most Griffin tokens at the end of this season earns this medal.



Dragon Medal

The player with the most Dragon tokens (including all 3 levels) at the end of this season earns this medal.



Egg Medal

The player with the most Egg tokens (including all 3 levels) at the end of this season earns this medal.



Gold Ingot Medal

The player with the most Gold Ingot tokens at the end of this season earns this medal.

At the end of the season, **if players are tied for a Medal token**, then no one gets the token, which remains available until the next season.

At the beginning of season 2, flip 2 more Medal tokens face up, even if there are some face-up medals left from season 1.



Season 1



Season 2



Variant for young players or beginners

Play without power cards and Medal tokens.

Variant for hardcore players

Play 3 seasons instead of 2.

Solo Variant

Available from azaogames.com

Questions about the rules? www.azaogames.com