

DRAGON RANCH MINI

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In Dragon Ranch Mini, players are trying to become the most successful dragon breeder! Manage your ranch by combining your cards. Feed your creatures and breed new ones.

Score the most points and emerge victorious!

Rulebook

2 players – 15 min. – age 7+

Playable with 4 players if you own 2 copies of the game.

Components (54 cards)

- 16 dragon cards:
 - 4 red dragons
 - 4 green dragons
 - 4 blue dragons
 - 4 yellow dragons
- 18 griffon cards
- 20 mandrake cards



Goal of the Game

Be the player with the most points at the end of the game.

Setup

- Shuffle the cards and place them in a face down draw pile in the center of the table.
- Make room for a discard pile next to the draw pile. Any removed cards will be placed face up.
- All players draw 5 cards and add them to their hand, keeping them secret from their opponents.
- The youngest player starts the game.
- Players take turns in clockwise order.

Gameplay

The game is played in 3 phases:

1. Breeding Phase
2. Feeding Phase
3. Reproduction Phase



1. Breeding Phase

On your turn, you may perform 1 of the following 2 actions:

Play a combination of identical cards from your hand (only dragon cards, or only griffon cards, or only mandrake cards):

- You must discard one of the cards from your combination.
- Place the remaining cards face up in front of you. They are now part of your ranch.
- Examples :
 - ◊ John plays 3 mandrake cards: he discards 1 and places the other 2 in front of himself, in his ranch.
 - ◊ Elisa plays 4 dragon cards: 1 blue dragon, 1 yellow dragon, and 2 green dragons. She discards the yellow dragon and places the other dragons in front of herself, in her ranch.

Note: You can always combine dragons, regardless of their color.

➤ Discard 1 card and draw 2 cards, if you choose this action, you don't get to play a card combination:

Warning! You may never have more than 7 cards in your hand!

- End of a turn: Once you've carried out an action, refill your hand to 5 cards. Now, it's the next player's turn.
- End of the breeding phase:
 - The breeding phase ends when one of the players takes the final card from the draw pile.
 - If this was the player that started the game, their opponent(s) may carry out one final turn.

2. Feeding Phase

A. Players feed their griffons:

- Each player must discard a number of mandrake cards from their ranch, equal to the amount of griffons in their ranch.
- If you don't have enough mandrake cards, griffons that couldn't be fed are discarded.
- You may choose not to feed one or more of your griffons in order to keep one or more of your mandrakes. In this case, the griffons that weren't fed are discarded.

Note: 1 mandrake can only feed 1 griffon.

B. Players feed their dragons:

- Each player must discard a number of griffon cards from their ranch, equal to the amount of dragons in their ranch.
- If you don't have enough griffon cards, dragons that couldn't be fed are discarded.
- You may choose not to feed one or more of your dragons in order to keep one or more of your griffons. In this case, the dragons that weren't fed are discarded.

Note: 1 griffon can only feed 1 dragon.

3. Reproduction Phase

Each player now creates as many couples of the same type as they can using the remaining cards in their ranch (mandrake couples, griffon couples and dragon couples).

For each couple you create this way, you may place one of your remaining hand cards into your ranch (the card has to be of the same type as your couple).

Example :

Ron created 1 dragon couple and 2 mandrake couples. He has 2 dragons and 1 mandrake left in his hand. He may place 1 dragon card and 1 mandrake card in front of himself, in his ranch.

Note: Each card in your ranch may only be used once to form a couple. You're not allowed to use hand cards for creating couples.

End of the game and scoring victory points (VP)

- The game ends after the reproduction phase.
- The player with the most mandrakes scores 2 VP and the player with the most griffons scores 3 VP. If there's a tie, nobody scores any VP.

For the dragons



- Each green dragon scores:
 - ◇ 1 VP per mandrake in your ranch.



- Each blue dragon scores:
 - ◇ 2 VP per griffon in your ranch.



- Each red dragon scores:
 - ◇ 1 VP per red dragon in your ranch.



- Each yellow dragon scores:
 - ◇ 1 VP if you only have 1 color of dragon in your ranch.
 - ◇ 2 VP if you have 2 colors of dragons in your ranch.
 - ◇ 3 VP if you have 3 colors of dragons in your ranch.
 - ◇ 4 VP if you have 4 colors of dragons in your ranch.

Winner

The player who scored the most VP is the winner. If there's a tie, the player with the most dragons wins. If there's still a tie, the player with the most griffons wins. If the tie still persists, the player with the most mandrakes wins.

English Translation: Jo Lefebure for The Geeky Pen



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