

# DRAGON'S HOARD

THE CARD GAME

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## Game Overview:

Each player plays a dragon hunting for treasure. Collect sheep from the farmer's fields and use them to buy treasures, but watch out! Other players will send angry mobs and wizards your way to stop you. Defend yourself and battle your way to riches. At the end of the game, the player with the most victory points from treasures and bonuses wins the game.

## Game Content:

95 cards total

1 rule sheet

1 start card

4 reference cards

40 action cards

50 Treasure cards

### Action Cards:

5 Unique Battle, 2 of each color

5 Wizards, 1 of each color

5 Angry Mobs, 1 of each color

5 Knights, 1 of each color

5 Thief, 1 of each color

5 Shepherd 1 of each color

5 Wild Sheep, 1 of each color

### Treasure Cards:

5 Unique Lairs, 2 of each color

3 Unique Damsels, 1 of each color

2 Unique Princes, 1 of each color

5 Wishing Trees, 1 of each color

5 King's Treasure, 1 of each color

5 Treasure Chests, 1 of each color

5 Jewels, 1 of each color

5 Harps, 1 of each color

5 Rings, 1 of each color

5 Coins, 1 of each color

**Set Up:** Shuffle the deck and deal four cards to each player. Draw four more cards and place them face down (sheep side up) in the middle of the table next to the main deck. This is called the field.



Main Deck

Field of Sheep

Next pass the start card to the player to the left of the dealer. The player with the start card goes first.



**A Turn:** Begin your turn by drawing two cards. Next take up to two actions, or choose to pass. You may take both actions 1 and action 2 on the same turn, but you cannot play the same action twice. Actions can be played in any order.

**Action 1:** Play an action card from your hand.

**Action 2:** Play a treasure from your hand. If you play a lair, you cannot play another lair or treasure card on the same turn.)

**Basic Card Information:** Each card is double sided. Each side has a unique roll in the game. The sheep side (or backside) of the card is discarded as a resource to obtain treasures. The face side has all of the treasures and action cards.

Backside  
of card



Face side  
of card



## Treasure Card Navigation:

The border color is the same on both sides of the card. If you are looking for a purple treasure, it will always be on the face side of a purple back.

The treasure value equals how many victory points you'll score at the end of the game if you play this treasure.

The two purple sheep icons equal how many purple sheep cards you need to spend to play this treasure.

The wild sheep icon equals how many additional cards of any color that also need to be discarded.

(Each color type has its own symbol. All sheep icons that are not wild are the same color as the symbol.)

**Yellow**



**Orange**



**Red**



**Purple**



**Blue**



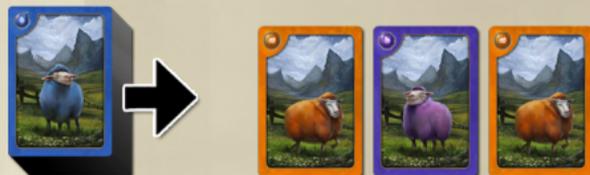
**Title**



**Drawing Cards:** Players draw two cards at the beginning of their turn. If a player starts their turn with less than four cards they draw one extra card. When a player draws a card from the field, immediately replace it with a card from the deck.



*Chris draws a purple sheep card from the field.*



*Then he moves the blue sheep from the top of the deck, and places it into the empty space in the field.*



*Chris takes the purple sheep card from the top of the deck as his second card ending his draw phase.*

**Hand Limit:** The hand limit is ten cards. However, players may still draw cards at the beginning of their turn, even if doing so puts them over the hand limit, as long as they discard back down to ten at the end of their turn.

**Playing Treasures:** To play a treasure you must discard the appropriate cards. You will find colorful sheep icons in the top left hand corner of every treasure card. These icons represent how many cards you need to discard, and what color they need to be to pay for the treasure.

Treasure Card



The amount of purple icons equals the number of purple sheep cards that need to be discarded. The amount of Wild Sheep icons equals the number of additional sheep cards that can be of any color, that also need to be discarded.

(Example)

*Chris needs to discard two purple cards and one card of any color to obtain the Jewel treasure shown to the left. He discards all of his cards sheep side up, so everyone can see the color of sheep he is spending.*



**The Lair:** To play the lair card simply place it in front of you on your turn. You don't need to discard any cards. If you play a lair, you cannot play another lair or treasure card on the same turn. Players can never have two lairs of the same color.

**Bonus Points:** To get bonus points players need to have a lair and a treasure card of the same color. Each lair can hold up to four treasures. Each card you put into a lair will give you more bonus points. Filling a lair will give you ten bonus points. **Players don't need a lair to receive points from treasures they have collected, and players don't need a lair in order to play a treasure.**

#### (Bonus Point Example)

*Chris has played a purple lair and three treasures, two of them are purple and one is orange. If the game were to end now, he would get seven victory points for all his treasures, and an additional three bonus points for having two purple treasures in his purple lair.*



**Bonus Point Calculator:** You will get bonus points if you have a lair and at least one treasure of the same color by the end of the game.

**One treasure card + a lair of the same color = 1 bonus point.**

**Two treasure cards + a lair of the same color = 3 bonus points.**

**Three treasure cards + a lair of the same color = 6 bonus points.**

**Four treasure cards + a lair of the same color = 10 bonus points.**

**Action Cards:** Play the action card in front of the player whom you want it to affect. You may only play one action card per turn. If your action is defeated by a battle card you may not play a second action card.



**Angry Mob:** When you play the angry mob, all opponents must discard half their hand rounding down. Example: If your opponent had five cards in his hand, he would discard two.



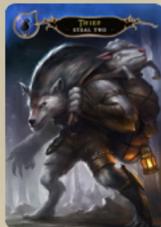
**Battle:** Play a battle card to defend yourself against any negative action played against you, unless the action is coupled with a wizard. You may also play a battle card to stop a shepherd played by an opponent.



**Knight:** Play the Knight to skip a player of your choice for one round. A player cannot be skipped consecutively.



**Shepherd:** Play the shepherd to draw two additional cards from the draw pile.



**Thief:** Play the thief to steal two cards from a player of your choice. When stealing cards you may choose any color of sheep from the backside of the player's hand.



**Wizard:** Pair the wizard with another action card to make your action unstoppable. A wizard cannot be played with a battle card.



**Wild Sheep:** The wild sheep acts as a wild card. Discard it as any color sheep when discarding cards to pay for a treasure. **The wild sheep does not count as one of your two actions. A wild sheep cannot be stopped by a battle card.**

### (Example use of the Wizard card)

*Chris plays a wizard with a thief allowing him to steal two cards from Travis. Travis cannot stop Chris's action with a battle card. Chris takes two cards from Travis's hand.*



Wizard

+



Thief

=

Unstoppable  
Thief

### (Example use of the Battle card)

*Chris plays the Knight to skip his opponent, Travis. Travis defends with a battle card. Both cards are discarded, and Chris doesn't get to skip Travis, or play another action card.*



Knight



Battle

**Ending The Game:** When a player plays down his or her tenth treasure, the game is over at the end of that round. A round starts with the player who has the start card and ends with the player who goes last. The lair card is not counted as a treasure when you add up treasures to end the game.

**(Example of ending the game)**

*Chris Travis and Nathanael are playing a game. Chris went first, Nathanael second, and Travis last. Nathanael plays down his tenth treasure, Travis gets one more turn, but Chris, who began the round, does not.*

**Scoring to Find a Winner:** Each player adds up the values of their treasures. Next calculate and add up any bonus points from their lairs. The player with the most points wins.

**Three Player Changes:** Each player always draws three cards at the start of their turn instead of two. Do not draw an extra card if you have less than four cards at the beginning of your turn. Each player may only play down three lairs during the game.

**Four Player Changes:** Each player always draws three cards at the start of their turn instead of two. Do not draw an extra card if you have less than four cards at the beginning of your turn. Each player may only play down two lairs during the game. As soon as a player plays down his eighth treasure the game is over at the end of the round.

## **A special thanks to all who helped make this game possible.**

The idea for Dragon's Hoard first jumped into my head August 15th 2011. Two years later and with the amazing support of nearly two thousand kickstarter backers, it is now a dream come true. A special thanks to all of you for helping me make this game a reality.

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