

Deep in the magical and mysterious past reigned the Dragoness, queen of all dragons and commander of the Dragon Knights, her trusted attendants. Every summer solstice, dragons from across the realms gathered for a grand tournament, where clans would test their strength and compete for glory. Relive those enchanted days when dragon, knight, squire, and page together celebrated the Reign of Dragoness.

### Overview

Celebrate the Reign of Dragoness by being the first to play all thirteen cards in your hand. Each player must both match the pattern set and raise the value of the cards until every player but one drops out of the challenge. The winner of each challenge sets the pattern for the next, and play continues until one player's hand is empty. Players collect points for playing all their cards first, and the player with the most points at the end of the game is dubbed Grand Champion of the Dragoness!



# Contents

#### Dragon cards

• Eight suits, or dragon clans, of twelve cards each, numbered 1-12

Note: All clans are not equally strong! Strength is indicated by the quantity of jewels below the number on each card. Here are the clans, from strongest to weakest:

- Gylden eight jewels
- Merc seven jewels
- Ridge six jewels
- Safyre five jewels
- Aetherie four jewels
- Cyklone three jewels
- Frond two jewels
- Lochen one jewel

#### Special cards

- Three Revive cards
- Three Page cards wild cards valued 1-8
- One Squire card wild card valued 9-12
- One Dragon Knight card wild card valued 1-12
- One Dragoness card valued 13

#### Reference cards

• Five reference cards for up to eight players - sharing is caring, even for dragons and knights!

## KeyTerms

Set: Two to five cards of the same number, regardless of clan. Sets may also be referred to as pairs, three of a kind, etc.

**Run:** Three to five cards in a numbered sequence, regardless of clan.

**Pattern:** The combination of cards played first, which determines what the rest of the players must play. A pattern may consist of a single card, a set of two to five cards, or a run of three to five cards. The player who begins the challenge sets the pattern.

**Challenge:** Cards played in clockwise order following the pattern set by the first player. The challenge is won by the last person to play when all players have passed. The winner then sets the pattern for the next challenge.

**Tournament:** Challenges continue, one after another, until one player plays their last card, ending the tournament and earning three points.

**Game:** After five tournaments, players' scores are all tallied. The player with the highest score wins the game and becomes Grand Champion of the Dragoness.



#### Setup

- Select one player to be the dealer.
- Consult the table below to determine how many clans and which special cards to include.
- Shuffle the cards.
- Deal 13 cards to each player.
- Set the undealt cards to the side.

Players	3-4	5	6	7-8
Clans	Five	Six	Seven	All eight
Dragoness	1	1	1	1
Page	1	1	2	3
Squire	1	1	1	1
Dragon Knight	1	1	1	1
Revive	1	2	2	3

## Basic game play: Earn your scales

The player with the lowest card (lowest number, not including wilds, and least powerful clan) goes first. *This is one time when the weakest dragon in your hand has the advantage!* 

Note: the lowest card in the deck is the Lochen 1 (one jewel). However, since the entire deck is rarely dealt, the Lochen 1 (one jewel) may not be in play. In that case, the second lowest card, the Frond 1 (two jewels) would be the lowest. So as not to give away players' hands, it may be best to ask whether anyone has the #1 card with one jewel, then the #1 card with two jewels, and so on until the lowest card is identified.

The first player sets the pattern for the challenge by playing either a single card, a set, or a run. The first play must include that lowest card—let that lowly dragon have his moment of glory!



Play moves clockwise. At your turn, you can either:

Follow the pattern exactly (both the quantity of cards played and the type of play-a pair for a pair, a run of four for a run of four, etc.). However, the highest card you play must beat the previous player's highest card! To beat it, your play must either contain a higher numbered card or an equal numbered card with more jewels.

*Example:* Chris plays a pair of sevens, a Frond and an Aetherie. Rachel also has a pair of sevens, a Cyklone and a Safyre. Because the Safyre clan (five jewels) is stronger than the Aetherie clan (four jewels), she can play her pair.



**Pass-but be a cautious contender!** As soon as you pass, you are out of the challenge. The only exception is when the Revive card is played, resetting the value and giving all players the opportunity to reenter the challenge.

You might pass because you don't have cards that can beat those just played, or because you have powerful cards you want to save for a later challenge!



When everyone has passed, the player who played last sets the pattern for the next challenge.

## Special Cards

The Dragoness is the most powerful dragon in the realm and the most powerful card in the deck! She may be played either as a 13 in a run or individually as the highest single card, and she cannot be reset by a Revive card. However, she must be played according to the pattern set in the challenge.

Miles





**Example:** Miles sets the pattern for the challenge with a run of three: 4-5-6. Leah plays a higher run: 8-9-10. Evan doesn't have a numerical run, but he holds the Dragoness, as well as an 11 and 12. He decides to play the Dragoness in a run of 11-12-13 and wins the challenge.



The **Dragon Knight** is the Dragoness's most trusted aid and second in command. He is a wild card that can be used in place of any number to make sets or runs, and as the strongest of all the knights, he will beat any equal number regardless of jewel count. When played alone, he is always a 12.



The **Page** and **Squire** cards are wild and stand in for any number within the range they specify: 1-8 for the Page, and 9-12 for the Squire. But as the lowliest of knights, they can not beat any card of equal number, regardless of jewel count. If played on their own, the Page is always an 8, and the Squire is always a 9.

For reference: Dragon Knight: 1-12 Page: 1-8 Squire: 9-12



Revive cards rouse all bested challengers and allow you to reset any pile down to a lower number. When you play the Revive card, you must play again immediately, continuing the pattern set by the first player in the challenge; however, your high card does not need

to beat the value of any cards played in the challenge.

Note: an unused Revive card does not need to be played in order for you go out. If you play all your cards, but still have a Revive card in your hand, you may show your unused Revive card and win the tournament.

In basic game play, a Revive card **may not** be played on top of the Dragoness, a 12, or a wild card played as a 12.

*Example:* Sarah holds the Revive card, plus two pairs, sevens and nines. She leads with a pair of sevens. David plays a pair of eights. Lance plays a pair of tens. Sarah plays the Revive card, then immediately plays her pair of nines.

## → Scoring

The first player to lay down their last card wins the tournament and earns three points. The player with the fewest cards left after the winner earns two points, and the player with the next fewest cards left earns one point.

If two or more players tie for second place, each player earns two points, and no third place score is awarded. If two or more players tie for third place, each player earns one point.

After five tournaments, the player with the highest overall score is crowned Grand Champion of the Dragoness and wins the game!

## - Advanced game play: = Strategize like a Dragon!

Incorporate any or all of these advanced rules for a more strategic and even grander tournament!

**Ultimate revival:** As an advanced play option, the Revive card may be played on top of a 12 card. The Dragoness is still the highest card and may not be reset.

**Tactical passing**: To introduce another layer of strategy, players could have the option to play or pass with every turn. With this adjustment, you might pass one turn and reenter the challenge when play comes back around to you, as long as play continues. The challenge ends when all players have passed in a full round.

**Conjuring and calculating:** If you like the strategic challenge of counting or tracking cards in play, try reducing the number of clans used to equal the number of players (five clans for five players, six clans for six players, etc.). This does not apply to games with fewer than four players.



**Dragon hordes:** Another advanced option is to invite the Dragon Hordes to participate in the grand tournament. The Hordes are a fearsome, merciless bunch of competitors. Watch your back when they come to play!

A Horde is a certain set, pattern, or even single card that may be played regardless of the pattern established at the beginning of the challenge. The player who plays a Horde wins the challenge and takes control, setting the pattern for the next challenge—unless, that is, another Horde enters the fray!

#### There are two types of Hordes:

The Dragoness: In advanced game play, the Dragoness is gifted with special powers. She may be played on any turn as a single-card horde, regardless of the pattern, and wins the challenge.

Horde sets and runs: Multi-card Hordes come in two varieties and depend on the number of players. For two to four players, Hordes consist of four of a kind (four cards of the same number, regardless of clan) or a suited run of four (sequential cards of the same clan). For five or more players, Hordes are five of a kind or a suited run of five. Like the Dragoness, Horde sets and runs may be deployed independent of the pattern set at the beginning of the challenge, and the player who plays the Horde wins the challenge. **Example:** Alex holds a pair of elevens and a run of five Ridge dragon cards: 2-3-4-5-6. Kate sets the pattern with a pair of threes. Alex must now decide whether to play his high pair, with the hope of winning the challenge and taking control, or play his Horde out of sequence, getting rid of his lowest cards and definitely taking control.

**Example:** Hannah holds five twelves, a low pair, a 9, 10, and 11. Jack sets the pattern with a run of four: 6-7-8-9. Hannah must now decide whether to play her Horde and automatically take control, or break up her Horde in order to play a higher run, saving a high set of four for later in the tournament.

Dragon Hordes may be ruthless, but they are still subject to the Dragoness and her laws:

- While a Horde beats all patterns, it cannot be played on the Dragoness.
- Only one wild card may be used to form a Horde.
- The only cards that can beat a Dragon Horde are another Horde.

Fasten your armor, polish your claws, and get ready for the most majestic tournament in all the realms!

## Have a question?

Grandpa is eager to hear from you. Grandpa@grandpabecksgames.com Call (M-F, 9-5PST) or Text: 206.498.1959

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