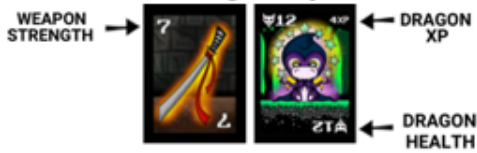


SLAYER MODE

2-4 Players 15 Minutes

In slayer mode collect dragons, raise your XP and become the dragon slayer!



SET UP

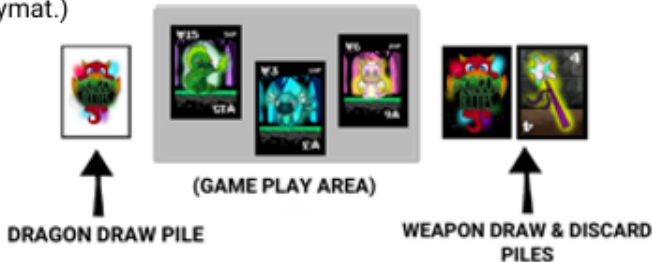
Shuffle both the dragon and weapon decks separately (Never mix the two decks. The dragons have white card backs and the weapons have black to help keep them separate).

Place the dragon deck to the left of your game play area.

Draw 3 dragon cards face up in the middle of the game play area.

Place the weapon deck to the right side of the game play area.

You will need a pen and paper to keep score. (or a Dragon Bites playmat.)



For a 2 player game: deal 7 weapon cards to each player.
For a 3 player game: deal 5 weapon cards to each player.
For a 4 player game: deal 4 weapon cards to each player.

GAME PLAY

This game plays in turns and rounds. During a turn players take turns laying one weapon card onto any one of the 3 dragons. This continues until no player can slay a dragon or all three dragon cards have been claimed, the completes a full turn. A round is completed when there are either no more weapon cards or dragon cards to draw from, this is when you add up your points and reset the table.

Start by picking a player to go first (cut the deck, flip a coin, rock paper scissors). Draw 3 dragon

cards and place them face up in the center of the game play area.

PLAYING WEAPON CARDS

On your turn deal 1 weapon card from your hand onto the bottom of one of the three dragon cards in the game play area. (Make sure you leave the health value at either the top or bottom of the dragon card visible).



DRAGON BITES

The goal is to add up enough weapons to **equal exactly** the health value of the dragon underneath.

The weapons played onto dragon cards must add up to **EXACTLY** the health of the dragon. A card that would make the total of all the weapons exceed the health of the dragon in play cannot be used. **You cannot retain low value weapons in your hand. If you have a playable card you must play it.** All weapons must be played unless they exceed a dragon's health.

CLAIMING DRAGON CARDS

When a dragon's health has been matched with the weapon cards the player that laid the last weapon on that dragon claims the card. (Players keep collected dragons on the table in front of them.) Return used weapons to the discard pile. (While the point of the game is to collect dragons you may also need to make strategic plays to prevent your opponents from collecting dragons).

A turn is over when either all three dragons are collected or players have no more playable weapon cards (or any weapon cards at all). If a player only has weapon cards that exceed the available dragon(s) health, their turn is skipped and the game moves onto the next player.

At the end of the turn discard the weapon cards on any remaining dragons (these dragons remain in the game play area during the next turn). Draw back up to 3 dragons. Players draw back to the required weapon card amount.

A round is over when all players cannot draw back up to the needed amount of weapon cards. At this point players add up the XP on their collected dragon cards. (Keep track of your own XP, remember the first player to 100 wins!) Discard all dragon cards from the table, shuffle the deck and draw 3 new ones. Discard any remaining weapon cards from your hand, shuffle the weapon deck and draw back up to the required amount. This is the beginning of a new round unless a player has reached 100XP.

WINNING THE GAME

A game is won when one player has reached 100XP (or 50XP for a shorter game). If players tie with more than 100XP, the player with the highest XP wins.