

BATTLE MODE

2-4 Players 15 Minutes

In battle mode collect weapons to defeat dragons. The first to defeat the boss dragon wins!



EVERY PLAYER IS DEALT A SPACE BLASTER CARD



DEFEAT THIS DRAGON TO WIN!

SET UP

Deal a "space blaster" weapon card to each player. (You will keep your weapons on the table face up in front of you, or use a Dragon Bites playmat to keep you organized)

Shuffle both the dragon and weapon decks separately (never mix the two decks).

Place the dragon deck to the left of the 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.



GAME PLAY

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. (For smoother game play choose a player to deal the dragon cards).

At the beginning of the game, each player will start out with a weapon strength of 3 (everyone starts with the space blaster card). Therefore the only dragon you can collect at first is the dragon with a health value of 3.



WEAPON STRENGTH MUST BE EQUAL OR GREATER THAN THE HEALTH OF THE DRAGONS

ON YOUR TURN

Each turn consist of 3 actions:

1. Purchase new weapons if you are able to do so.
2. Battle your dragons.
3. Collect any defeated dragon cards in front of you and end your turn.

On your turn, use your weapons to defeat the dragons dealt to you in the game play area. In order to defeat a dragon you must have a total weapon strength equal or higher than your target dragons health. (You may defeat up to 3 dragons each turn if you have enough weapon strength to do so). **NOTE:** You do not need to move your weapon cards from the space in front of you at any point during the game. Simply collect your defeat dragon cards and end your turn. Return any undefeated dragon cards to the discard pile.



(PLAYERS HAND)

Draw 3 new dragon cards for the next player and continue with that players turn. When the dragon deck runs out simply shuffle the dragon discard pile and continue drawing cards.

PURCHASING NEW WEAPONS

Weapons must be purchased at the start of that player's turn. To purchase a new weapon you must have the XP equivalent to the amount of weapon cards you have. (not your total weapon strength).

EXAMPLE: You have 3 weapon cards in your possession. You will need a total of 3 dragon XP or more to purchase a new weapon.



TOTAL WEAPON STRENGTH: 11

AMOUNT OF WEAPON CARDS: 3

TOTAL XP: 4

When you have the XP needed to purchase a new weapon, move the dragon cards your 'spending' to the dragon discard deck and draw a new weapon from the top of the weapon deck.

You may purchase more than one weapon during a single turn, but it must be done at the start of your turn.

WEAPON STRENGTH

Once a player has reached a weapon strength of 27+, that player must then **stop collecting dragon cards** and return any unused dragon XP to the discard pile. (This is the max weapon strength needed to win the game. You do not need to continue collecting dragon XP or weapons after this point).

WINNING THE GAME

A game is won when the "Boss" dragon has been defeated.

NOTE: A weapon strength of 27+ is needed to win!