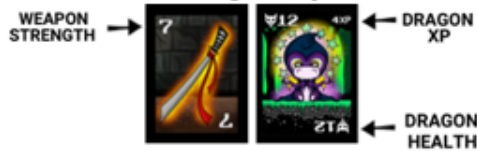


SLAYER MODE

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

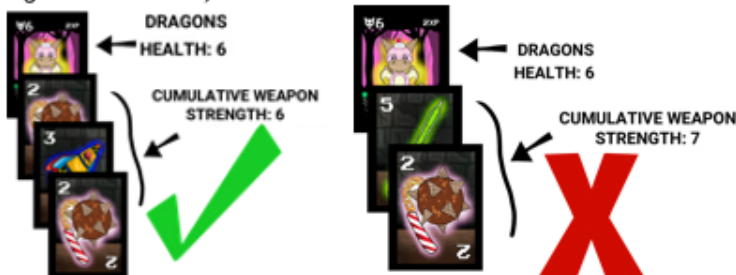
This game plays in turns and rounds. During a turn players take turns laying one weapon card onto any one of the 3 dragons. This continues until no player can slay a dragon or all three dragon cards have been claimed, the completes a full turn. A round is completed when there are either no more weapon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

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.



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.



Draw 3 new dragon cards for the next player and continue with that player's 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.



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!