108 cards, divided into two decks:
64 Adventurer cards
   (5 suits, numbered 1 through 12; 4 Lucky Ladybugs)
42 Dragonwood cards
2 Turn summary cards
6 custom dice

Overview
You are adventurers on a journey through the enchanted forest of Dragonwood. Play cards to earn dice, which you will roll to defeat a fierce array of creatures, or capture magical items that may help you along the way. Whoever earns the most victory points wins.

Setup
Remove the 2 turn summary cards and then split the rest of the cards into two decks according to card back.
Sort through the Dragonwood deck (green back) and note that there are three different types of cards: Creatures (green background), Enhancements (purple background) and Events (orange background). See “Card Types” for more details about each.

Find the 2 dragon cards (Orange and Blue dragons) and remove them from the deck.

Shuffle the rest of the deck and randomly remove the number of cards based on the number of players. (Place them back in the box.)

2 players = 12 cards
3 players = 10 cards
4 players = 8 cards

Shuffle the dragon cards back into bottom half of the remaining deck.

How to Play
The last player to hike into the woods goes first and play continues to the left.
On your turn, you may either Reload (draw 1 Adventurer card) or Capture (play cards from your hand to capture one of the cards in the Landscape).

**RELOADING**
If you choose to draw an Adventurer card, add it to your hand and signal that your turn is over by saying out loud, “Reload!”

Note: There is a 9 card hand limit. If you have 9 cards and choose to reload, you must discard a card after drawing in order to keep your total at 9.

Lucky Ladybugs – If you draw a Lucky Ladybug card, immediately discard it and draw 2 more cards.

If the Adventurer deck runs out, shuffle the discard pile to start a new deck.

Reveal 5 cards from the Dragonwood deck face up in the center of the playing area to form the Landscape. Stack the rest of the Adventurer cards face down above the Dragonwood deck.

Place the 6 dice and turn summary cards within easy reach of all players.

A GAME OF DICE & DARING
RULES OF PLAY

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**DRAGONWOOD DECK CARD TYPES**

**CREATURES**
Creatures make up the bulk of the Dragonwood deck, as the aim is to defeat them and collect their associated Victory Points. For example, a Grumpy Troll earns 4 victory points. Victory Points are shown in the bottom left shield, and capture strength is listed next to icons on the right. (The sword is for a Strike, the boot is for a Stomp, and the face is for a Scream - see “Capturing Cards” for more details. Some Creatures are easier or harder to defeat, depending on the method. For example the Gooey Glob is very difficult to beat with a Stomp and Fire Ants are easier to beat with a Stomp.)

**ENHANCEMENTS**
Enhancements do not give victory points but make it easier to defeat Creatures. For example, the Silver Sword allows you to add 2 points to any Strike. Unless otherwise indicated, Enhancements stay with you for the remainder of the game and can be used every turn. You may also have several Enhancements at the same time. Amounts required to capture an Enhancement are shown in the same way as for Creatures and attempts to capture occur in the same way.

**EVENTS**
Events occur immediately and affect all players. Read the instructions on the card and then remove it from the game. Replace the Landscape with another Dragonwood card. For example, in a Thunder Storm, every player must discard 1 Adventurer card. After everyone discards 1 card, the Thunder Storm card is placed in the Dragonwood discard pile and the landscape is replenished to 5 cards.

**LANDSCAPE**

By: John and Ultra Pro

Printed in China
There are three ways to capture a card from the Landscape: Strike, Stomp, or Scream.

**STRIKE**
- Play cards that are all the same number.

**STOMP**
- Play cards that are all the same color.

**SCREAM**
- Play cards that are all the same color.

**ENHANCEMENTS**
If you capture an Enhancement, take the card and place it face up in front of you. This card can then be used throughout the rest of the game (or only once, if specified on the card). Place all the Adventurer cards you used in the discard pile. (For example, if you played a 4 card Stomp you would roll 4 dice.)

**Capturing Notes:**
- Enhancements may not be used to capture other Enhancements.
- You may roll a maximum of 6 dice at any time.
- You may always use a single card, which earns you 1 die.
- If your roll does not match or beat the total on the Enhancement card, you must discard 1 card from your hand.
- If you capture an Enhancement, take the card and place it face up in front of you. (In this case, every player gets one more turn.)

**REPLENISHING THE LANDSCAPE**
If you capture a card, place another card from the Dragonwood draw pile into the Landscape (unless no more cards are left). If you draw an Event card, read and follow the instructions immediately, and then discard the card. Draw another card to bring the Landscape back up to 5. This ends your turn.

**ENDING THE GAME**
The game ends with either of these scenarios:
1. Both dragons have been defeated.
2. Two Adventure decks have been played through.

**VARIANTS**
In addition to striking, stomping or screaming at the two dragons in the game, you can try to defeat them with a Dragon Spell.

**Dragon Spell**
- In this case you may count it as either a Strike, Stomp or Scream.

Note that this spell can only be played to defeat dragons.

**A WORD FROM GAMEWRIGHT**
It may be hard to imagine, but Dragonwood, with its vast array of richly illustrated cards, started out looking very different than where it ended.

Inventor Darren Kisgen created a prototype without illustrations, but deeply engaging fantasy-themed game. Illustrator Chris Beatrice beautifully captured the wit and humor depicted in Darren’s words to create one of our most visually appealing fantasy-themed games.

Game by Darren Kisgen
Illustrated by Chris Beatrice

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