

RULES OF THE GAME

Dragon Dance Rules

The dragon is the only mythical animal from the Chinese Zodiac, its colored scales come to life when you connect them correctly. The year this game was released, 2024, is the year of the dragon according to the Chinese horoscope.

You can play the game with 2 - 5 players. If you want to play with more players, you will need an extra game.

- Deal 7 cards to each player. The remaining cards form the draw pile.
- A player born in the year of the dragon starts, if there is not one, or there are more, the youngest player may start.
- Turn over the top card of the draw pile. The game is now ready to start.

In Dragon Dance, the players try to empty their hand first. They try to place their cards as best as possible on top of the cards on the table, which in this way will form a large playing field. The following rules apply:

- Each turn you play 1 card, you may not pass.
- If you cannot lay down, you must take a card from the draw pile. You may play this card immediately if possible.
- A card must be placed with 1, 2, 3 or even 4 boxes of the same colour on top of previously played cards.
- The winner is the player who plays his last card (with a dragon head) on the table. However, this is only possible if you have at least 15 points. But be careful! As soon as you play a dragon head as your last card, this must be at least 2 points.

In principle, the game is then over, unless one of the other players can place a card with an egg on top of the dragon, in the same colour. If that happens, you take a new card from the draw pile and your turn is over. The game then continues with the player to the left of the player who played the card with the egg. Cards are therefore always placed on top of each other, never against each other.

Scoring

- Covering a card with one square of the same color is 1 point.
- Covering one or more cards with 2 squares yields 2 points. This makes 3 or even 4 points possible!
- · Placing a card with a dragon yields 3 points.
- If you cover multiple squares, you will also receive extra points for that.
- Placing a card with an egg yields 5 points.
- The winner receives 5 extra points.

With a last card and a winner, the other players may all finish the round by also connecting a card if possible. If it is also your last card with a dragon and you place it with at least 2 points, you will receive 2 extra points.

In this game, we can have two winners!

- 1) The player with the most points
- 2) The player who is the first to correctly play his card with a dragon.

Winning card combinations







Dragon on Egg Dragon on Dragon

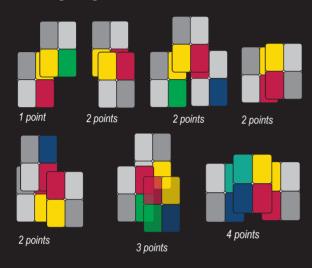
Dragon on two squares of the same color



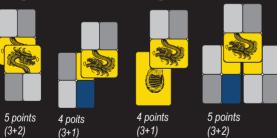
Both ends Dragon correct on two colors



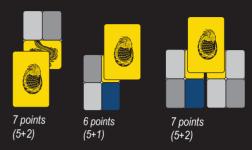
Scoring Dragon Scales Card



Dragon Head Card Scoring



Dragon Egg Card Scoring



Dragon Coins for keeping score

- Each player gets a Dragon Head Scorecard. We start with the black dragon.
- Each player gets 6 large Dragon Coins with a value of 5 points
- Each player gets 4 small Dragon Coins with a value of 1 point
- If we play with the black dragon, we count with the black coins, otherwise with the white coins.
- You play with the white dragon as soon as you have won a round.
 If you have won with both a black dragon and a white dragon, you have won the Dragon Dance.





Blockade winning Dragon Head card



Correct, 7 points (5+2)



Correct, 9 points (5+4)



NOT correct, all colors must match the color of the egg.



Correct, 9 points (5+4)



7 points, is not a beaten egg, the dragon lies in between (5+2)

The following combinations are not allowed



Wrong color



Wrong color Wrong color



Decapitated dragon



Beaten egg



Beaten egg



Beaten egg

Contents

- 4 Dragon Head cards in each color (total 16)
- 3 Dragon Egg cards in each color (total 12)
- 24 Unique Dragon Scale cards 5 Dragon Score cards
- 20 Dragon Coins value 1
- 30 Dragon Coins value 5
- · Game rules book



Troublemaker



Both colors don't match



Both colors don't match

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