



DRAGON
BREEDS

OVERWORLD

RULEBOOK



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"If you like the artwork on any particular card, please send your compliments to Tony Rochette at spelunking4cats@gmail.com. If you did not, it is obviously not one of my dragons, and you may contact Seth Blake at dragonbreedsofficial@gmail.com."

- Anthony "Tony" Rochette, *Lead Artist*

"Please note: in the above image, my dragon is eating Tony's dragon."

- Seth Blake, *Game Creator*

Warring tribes

overtake the beaches of the Dragonskull Islands.

The Race Begins as tribal leaders specialize in individual elemental breeds,

baiting dragons with magical coins,

striking opponents with their forces, and

earning the favor and aid of one of the great Legendary Dragons.

The first age of the Dragon Wars has begun...



GAME OVERVIEW

- Players 2–4
- Playtime: 30–60 minutes for 2 players
90–120 minutes for 3–4 players

OBJECTIVE: Eliminate all other players.

ELIMINATION: When a player is reduced to zero health, they are eliminated.

SUMMARY: Players select one of the available breeds, then accumulate coins and dragons, refining their army amidst their clashes with their enemies until only one player remains.

SETUP: Follow the directions on pages 5–10 to separate the public components, as well as each player's:

- 30-card faction deck
- 10-card player deck
- Three Legendary Dragons
- Identity and Quest Cards

Pages 3 and 4 will introduce you to the Faction and Player Decks as well as their respective functions.

STARTING HEALTH:

Players start with a different health total based on the number of players in the game:

- 2 players = 20 health each
- 3 players = 15 health each
- 4 players = 12 health each

OVERWORLD DRAGONS: Your OVERWORLD box set has given you access to four of the breeds of dragons in the Dragonskull Islands:



RED



BLUE



ORANGE

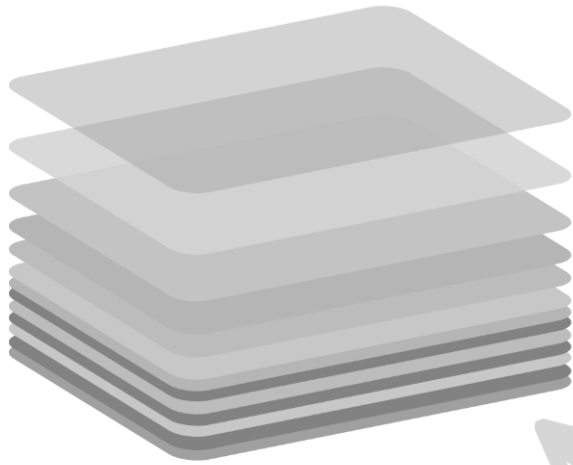


GREEN

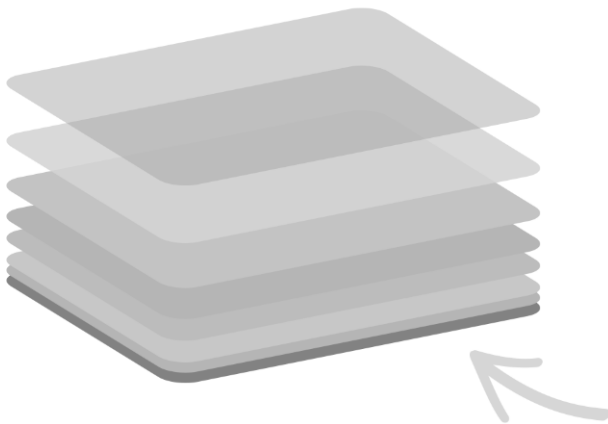
At the beginning of the game, each player selects one of these factions. You may roll dice to settle any disputes.

Sorting Components

Before the game begins, each player constructs their Faction Deck and Player Deck. Over the course of the game, players purchase cards from their Faction Deck and then gain them into their Player Deck, to be played later.



To construct your Faction Deck, collect your color's 12 Faction Coins and 18 non-legendary dragons into a deck of 30 cards. Shuffle well.



To construct your Player Deck, collect 2 Fireballs, 2 Rare Coins, and 6 Common Coins into a deck of 10 cards. Shuffle well.



Deck Cycle

The first step to mastering Dragon Breeds is to understand the cycle of the Player Deck.

Players begin the game with a 10-card Player Deck. Each player begins with the same amount of Fireballs, Rare Coins, and Common Coins.



At the beginning of the game, each player draws 5 cards from their Player Deck. Then, whenever their turn ends, they discard their hand and draw 5 more cards.

When a player runs out of cards to draw, they shuffle their discard pile and place it facedown in front of them. This becomes their new draw pile and they continue drawing until they have 5 cards in hand.



Cards purchased from a Faction Deck are placed into the corresponding player's discard, therefore entering the cycle.

RED

FACTION DECK



x3

Burst Dragon



x3

Volcanic



x3

Flash Dragon



x3

Eclipse



x3

Fueler



x3

Geyser



x12

Red Faction Coins

PLAYER DASHBOARD

x1

20-Sided Die

x3

Red Cubes



x1

Identity Card



x1

Quest Card

LEGENDARY DRAGONS



x1

Burn Dragon



x1

Hydra



x1

Smoulder

PLAYER DECK



x2



x2

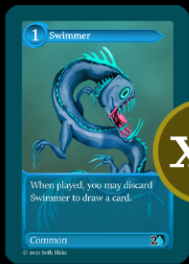


x6

Shuffle the Faction Deck and Player Deck and keep them separate. Likewise, the Player Dashboard components and Legendary Dragons should be kept separate from these two decks when setting up.

BLUE

FACTION DECK



x3

Swimmer



x3

Hurricane



x3

Angler Dragon



x3

Storm Dragon



x3

Tidal Dragon



x3

Titan



x12

Blue Faction Coins

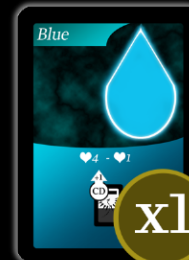
PLAYER DASHBOARD

x1

20-Sided Die

x3

Blue Cubes



x1

Identity Card



x1

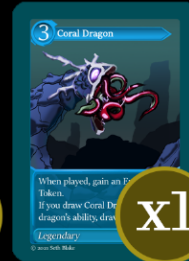
Quest Card

LEGENDARY DRAGONS



x1

Wreckage



x1

Coral Dragon



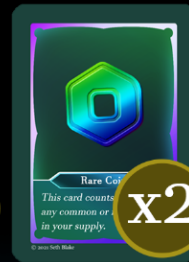
x1

Thirst

PLAYER DECK



x2



x2



x6

Shuffle the Faction Deck and Player Deck and keep them separate. Likewise, the Player Dashboard components and Legendary Dragons should be kept separate from these two decks when setting up.



ORANGE

FACTION DECK



x3

Quake Dragon



x3

Rockslide



x3

Magma Dragon



x3

Crusher



x3

Explode



x3

Berzerker



x12

Orange Faction Coins

PLAYER DASHBOARD

x1

20-Sided Die

x3

Orange Cubes



x1

Identity Card



x1

Quest Card

LEGENDARY DRAGONS



x1

Obsidian Dragon



x1

Amethyst



x1

Diamond Dragon

PLAYER DECK



x2



x2



x6

Shuffle the Faction Deck and Player Deck and keep them separate. Likewise, the Player Dashboard components and Legendary Dragons should be kept separate from these two decks when setting up.

GREEN

FACTION DECK



x3

Scavenger



x3

Venomous



x3

Hunter



x3

Queen



x3

Forest Dragon



x3

Stampede



Green Faction Coins

PLAYER DASHBOARD

x1

20-Sided Die

x3

Green Cubes



x1

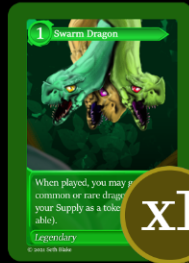
Identity Card



x1

Quest Card

LEGENDARY DRAGONS



x1

Swarm Dragon



x1

Fossilized



x1

Guardian

PLAYER DECK



x2



x2



x6

Shuffle the Faction Deck and Player Deck and keep them separate. Likewise, the Player Dashboard components and Legendary Dragons should be kept separate from these two decks when setting up.

PUBLIC COMPONENTS

Keep these separate from the player components.



Fireball Tokens



Epic Coin Tokens



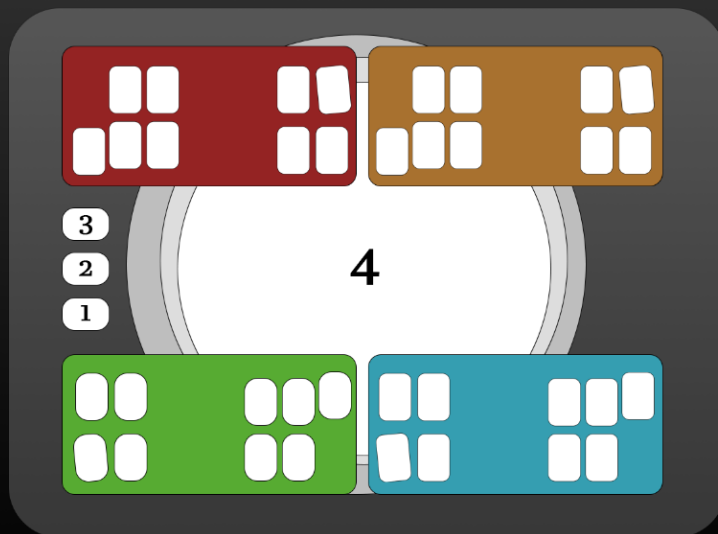
Trash Card



6-Sided Dice

TABLE SET UP

Place the Fireball Tokens, Epic Coin Tokens, and Trash Card at the edge of the playspace. Leave a space in front of each player for their player setups.

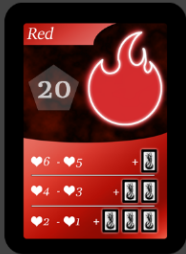


- 1 - Fireball Tokens
- 2 - Epic Coin Tokens
- 3 - Trash Card
- 4 - Player Setups

PLAYER SETUP

Identity Card,
with 20-sided
die set on it

1



Quest Card, with
a colored cube on
each zero space

2



Faction Deck, shuffled

3



4

Player
discard



6

Token area

5

Player Deck, shuffled



7

Supply: When setting up, flip the top four cards of your Faction Deck face up. These cards will be available for purchase during your Market Phase.

RESHUFFLE: If a player does not have any Faction Coins in their Supply the first time they set up, they may shuffle their Faction Deck and reveal four new cards as their new Supply. Each player can only reshuffle once per game.

LEGENDARY DRAGONS: At the beginning of the game, each player secretly chooses one of their Legendary Dragons and places it facedown under their Quest Card. Set aside all other Legendary Dragons. They do not enter gameplay.

GOING FIRST: Players roll dice to see who goes first.

ADVANCED SET UP: More advanced players may all take their first two turns at the same time as part of the setup before rolling dice to decide who goes first.

DRAGON CARDS

I Strength Value, or “SV”

A dragon’s Strength Value determines both its health and how much damage it can deal. Therefore, if the Strength Value changes during a battle, so does its health, as well as how much damage it deals.

II Name

Dragons with the same name are identical.

III Ability

Each ability has a trigger and an effect. When the conditions meet the trigger, the effect is activated. For example: “When played...” is the trigger of the Burst Dragon’s ability, and “...gain a Fireball Token” is the resulting effect. If a dragon is removed from the battlefield during combat, its ongoing abilities are no longer in effect.



V Coin Cost & Faction Symbol

The number here determines how many coins it takes to purchase the dragon. The Faction Symbol signifies the dragon’s faction.

IV Rarity

Dragons come in four rarities: Common, Rare, Epic, and Legendary.

STACKING ABILITIES

Some dragons can multiply the affect of their ability if more than one of that same dragon are in the battlefield. This is called “stacking” abilities.

Dragons do not stack their abilities if their ability condition contains “while one or more of [this dragon] is [attacking/defending, etc.]”

Example dragons that do not stack: Hurricane, Volcanic, Geyser, Queen Dragon, and Explode.

PLAYER TURN PHASES

COMBAT

Attack another player with
Dragons from your hand.



MARKET

Purchase cards for your deck, or
remove a card from it completely.



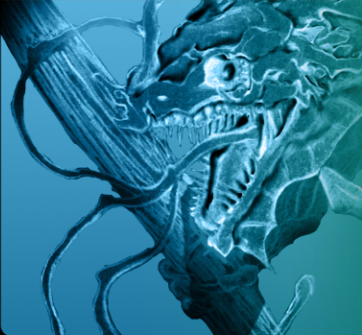
FLUSH

Make new cards available
for purchase.



DRAW

Discard your hand and return all
Tokens. End your turn by
drawing a new hand.



On their turns, players may skip any Turn Phase other than the Draw Phase.

PHASE ORDER

1. Combat
2. Market
3. Flush
4. Draw

COMBAT PHASE

A player may begin their turn by attacking another player with any number of dragons from their hand. If a player does not have any dragons in their hand, their Combat Phase is skipped and they move on directly to their Market Phase.

Each combat phase has four steps:

1. Declaring Dragons
2. Casting Fireballs
3. Combat Damage
4. Clean Up

INTRODUCTION TO COMBAT



Players can only attack one other player per turn.



No dragons stay in the battlefield after combat.

STEP ONE OF COMBAT: DECLARING DRAGONS

First, the attacking player takes their turn to place dragons in the battlefield. Then, the defending player takes their turn to place dragons in the battlefield.

ATTACKING PLAYER

1. **ANNOUNCE** who you are attacking
2. **PLAY** dragons one at a time in view of the defending player
3. **ACTIVATE** relevant abilities in the order that dragons are played



GAINING DRAGONS DURING BATTLE

If a player gains additional dragons to play during their turn to place dragons, they may play those dragons immediately. This can be done with some dragons' abilities.

DEFENDING PLAYER

Once the attacking player finishes playing dragons, the defending player may:

- **BLOCK** enemy dragons by placing defending dragons in front of a designated attacking dragon of the defender's choice.
- **ACTIVATE** relevant abilities.



BLOCKING

- When a player plays a dragon to defend, they must assign it to “block” an attacking dragon. Dragons cannot be played by the defending player if they are not assigned to block an enemy dragon.
- Multiple defending dragons can block the same attacking dragon.
- Each defending dragon can only block one attacking dragon.
- Blocking dragons can only deal damage to the attacking player if their ability says they can.

STEP TWO OF COMBAT: CASTING FIREBALLS

First, the attacking player takes their turn to cast fireballs on enemy dragons. Then, the defending player takes their turn to cast fireballs on enemy dragons.



Above: the RED player deals 1 damage to the Storm Dragon with a fireball. The Storm Dragon survives with 1 SV left.

* See page 19 for information on token cards.

FIREBALLS

Fireballs can only be played:

- During the Casting Fireballs phase of combat
- By the currently attacking or defending player
- On enemy dragons

CASTING FIREBALLS

To cast a fireball, place it on an enemy dragon's card; it deals 1 damage to the dragon, reducing its SV by 1 until the end of combat.

KILLING A DRAGON WITH FIREBALLS

If at any point a dragon's SV is reduced to 0:

- If it was a dragon from their hand, immediately remove it from the battlefield and place it in their discard.
- If it was a Token Dragon*, return it to its source.

WHEN A DRAGON IS KILLED WITH FIREBALLS

Its abilities can no longer be triggered this combat. If it was a defending dragon, it is no longer considered to be blocking a dragon.

TOKEN FIREBALLS

Token Fireballs can be gained temporarily by dragons' abilities. If a player has any during combat, they can play them on enemy dragons as if they were normal fireballs from their hand.

STEP THREE OF COMBAT: COMBAT DAMAGE

Dragons deal combat damage equal to their current SV simultaneously.

In this example, the Blue player is attacking the Green player. Note that strategy is not taken into account.



BLOCKED DRAGONS

If an attacking dragon is blocked, it deals its combat damage to one of the dragons blocking it, chosen by the attacker. Blocked dragons do not deal any combat damage to the enemy player unless their ability specifies otherwise.

UNBLOCKED DRAGONS

If an attacking dragon is not blocked at this point in combat, whether or not it was blocked before fireballs were cast, it deals its combat damage to the enemy player.

DEFENDING DRAGONS

Defending dragons deal their combat damage to the dragon they are blocking.

DRAGONS KILLING OTHER DRAGONS

If a dragon takes damage equal to or greater than its SV, it is considered to be “killed” by all dragons directly engaged with it.

STEP FOUR OF COMBAT: CLEAN UP

All cards are removed from the battlefield.

THE ATTACKING PLAYER returns their token* dragons and any Token Fireballs they played to their sources and places the rest of their dragons and played fireballs in their discard, then continues to the **MARKET PHASE** of their turn.

THE DEFENDING PLAYER returns all surviving dragons to their hand and all surviving token dragons to their Token Area. They keep all unused tokens gained on defense. Any defending non-token dragons that were killed go to the defending player’s discard. Killed defending token dragons return to their sources. If the defending player has less than 5 cards in their hand, they draw cards from their Player Deck until they have 5 cards.

*See page 19 for info on Token Cards.

MARKET PHASE

For a player's Market Phase, they may choose one of three possible Market Actions:

- Purchase Dragons
- Gain a Faction Coin
- Trash

A player may choose to skip their Market Phase and move on immediately to their Flush Phase.

Note: Players may only perform one Market Action per turn.

HOW TO PURCHASE DRAGONS

Players may purchase dragons from their Supply and place the purchased cards in their discard as long as they can show that they have the right number and types of coins for the purchase. The bottom bar of each dragon's card displays information regarding how to purchase it.

The rarity of the dragon determines what types of coins are valid for its purchase.



To purchase a dragon, a player must use the same number of valid coins as the dragon's coin cost.

! Players must use at least one Faction Coin when purchasing a dragon. Players may purchase multiple dragons in the same turn if they use one Faction Coin per dragon purchase.

When a player has finished purchasing dragons, they restock their Supply by flipping up new cards from their Faction Deck in place of the purchased cards and move on directly to their Flush Phase.

HIERARCHY OF DRAGON RARITIES

1. **Legendary:** Cannot be purchased*
2. **Epic:** Can only be purchased with Faction Coins and Epic Coin Tokens
3. **Rare:** Can only be purchased with Faction Coins, Epic Coin Tokens, and Rare Coins
4. **Common:** All coin types can be used for Common Dragons

**Legendary Dragons must be unlocked. Players unlock their Legendary Dragons when their quest card is fully completed. They must reveal the identity of their chosen Legendary Dragon at that time.*

HOW TO GAIN A FACTION COIN

To gain a Faction Coin, simply move it from your Supply to your discard. Reveal a new card in its place from the top of your Faction Deck.



HOW TO TRASH

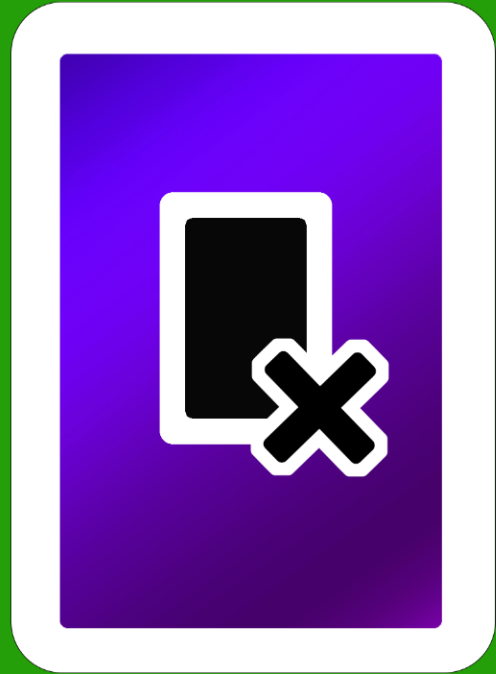
Instead of purchasing dragons or gaining a Faction Coin, a player may choose to trash a card from their hand instead.

WHETHER OR NOT A PLAYER CAN TRASH:

A player can only trash if their player deck's discard, draw pile, and hand add up to a total larger than 10 cards. If a player's Player Deck totals 10 cards, none of their cards can be trashed by player actions or dragons' abilities.

WHEN A PLAYER TRASHES A CARD:

Place it in the TRASH PILE on top of the Trash Card. It is no longer part of the player's Player Deck.



Trash Card

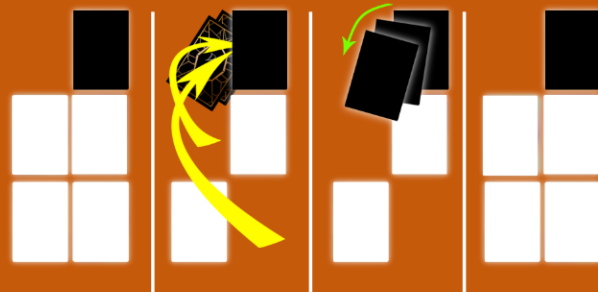
FLUSH PHASE

HOW TO FLUSH

A player may pay 1 coin to flush 2 cards from their Supply, or 2 coins to flush their entire supply. Coins used to flush are placed in their owner's discard.

Place all flushed cards on the bottom of the player's Faction Deck facedown. For each card flushed, reveal a new card in its place from the top of the player's Faction Deck.

Coins used to flush may be of any type.



DRAW PHASE

Players end their turn by discarding their hand, drawing 5 cards, and returning any token cards they currently possess to their respective sources.

The player to the left takes the next turn.

WHEN YOU RUN OUT OF CARDS TO DRAW

When a player needs to draw one or more cards, but does not have any more cards in their draw pile, they shuffle their discard immediately and place it facedown as their new draw pile, then continue drawing.

Note: the Draw Phase is the only Turn Phase that players cannot skip.

TOKEN CARDS:

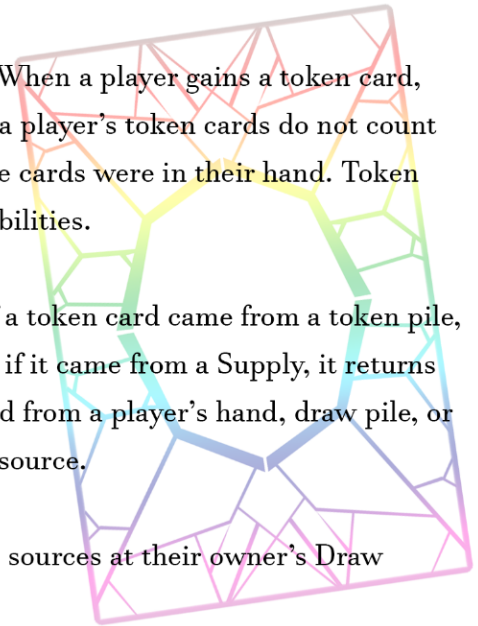
Token cards can be gained by dragons' abilities, but are temporary. When a player gains a token card, they place the gained token card faceup in their Token Area. While a player's token cards do not count toward their total hand size, they may play their token cards as if the cards were in their hand. Token cards cannot be trashed or discarded by player actions or dragons' abilities.

SOURCES: Token cards always eventually return to their source. If a token card came from a token pile, it returns to its respective pile when returned to its source, whereas if it came from a Supply, it returns to its place in that same Supply. As a special case, token cards gained from a player's hand, draw pile, or discard are returned to that player's discard when returned to their source.

TOKEN CARDS GAINED ON ATTACK return to their respective sources at their owner's Draw Phase, and therefore do not remain for future turns.

TOKEN CARDS GAINED ON DEFENSE stay in front of their owner until used or the Draw Phase at the end of their owner's next turn.

TOKEN DRAGONS: Some dragons have the ability to gain other dragons as token cards. When a player activates such an ability, they place the gained card face up in their Token Area, and treat it as a token card. All token dragons gained on attack and played go to their respective sources at the end of combat. Token dragons that were played on defense and died during combat also return to their respective sources as well. Token dragons that were played on defense and survived combat return to their owner's Token Area.



UNLOCKING LEGENDARY DRAGONS

Players unlock their Legendary Dragon when the objectives on their Quest Card have each been completed three times.

SELECTING A LEGENDARY DRAGON:

Before the game begins, each player chooses one of their available Legendary Dragons secretly and places it facedown under their Quest Card. They then place their three colored cubes on the ZEROES of their Quest Card.

COMPLETING OBJECTIVES:

When one of the three objectives on a player's Quest Card is completed, they gain an "experience" for that objective and move the corresponding cube up to the next number.

All Factions have three kinds of quests marked on their quest card:



One objective unique to the faction.



"Gain one of this color's Faction Coins."



"Trash a card."

When a player unlocks a Legendary Dragon, they reveal to their opponents which dragon they chose and place it faceup in their discard. It is now part of their Player Deck.

UNIQUE OBJECTIVES:

Each faction's leftmost objective is unique to their faction. Descriptions for each can be found on the back of each Quest Card, as follows:

Red Unique Objective:*



Move your unique objective up 1 Experience whenever you kill a dragon with Fireballs.

Blue Unique Objective:



Move your unique objective up 1 Experience whenever you draw two cards by dragons' abilities in the same turn.

Green Unique Objective:



Move your unique objective up 1 Experience when you purchase a dragon.

Orange Unique Objective:



Move your unique objective up 1 Experience whenever you have a 4 SV or higher dragon in the battlefield.

Players may complete their unique objective multiple times in the same turn.

**You must kill a dragon with only fireballs for this objective to be completed.*

HEALTH, ELIMINATION, AND ENRAGE

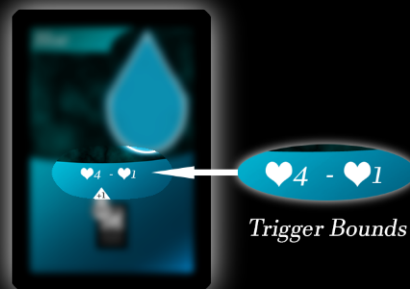
HEALTH: Players use their 20-sided die to keep track of their health total.

Starting health: 2 players = 20 health each, 3 players = 15 health each, 4 players = 12 health each.

ELIMINATION: When a player's health is reduced to ZERO, they are eliminated. Other players cannot further interact with their Supply, Faction Deck, Draw Pile, or Discard.

The game ends when only one player remains.

ENRAGE



Each player has an *enrage ability* that triggers when their health is reduced to the bounds printed in the middle of their Identity Card. While they are enraged, their *enrage ability* is in effect. Descriptions of each enrage ability are printed on the back of each Identity Card.

Red Enrage Ability: (Triggered at 6 Health)

At the beginning of your turn, if you do not have any Fireball Tokens, gain:

- 1 Fireball Token if you are at 6-5 health
- 2 Fireball Tokens if you are at 4-3 health
- 3 Fireball Tokens if you are at 2-1 health

Blue Enrage Ability: (Triggered at 4 Health)

Your dragons deal +1 combat damage.

Green Enrage Ability: (Triggered at 6 Health)

When you draw back up to five cards at the end of either your or another player's turn, draw until you have six cards instead.

Orange Enrage Ability: (Triggered at 6 Health)

Your dragons have +1 Strength Value.

FINAL NOTES

Use the provided 6-sided dice to keep track of dragon's SV increases when playing the Orange faction.

Players may roll dice to determine who goes first.

Only Faction Coins and Epic Coin Tokens can be used to purchase Epic Dragons.

None of a player's cards can be trashed if their hand, draw pile, and discard total 10 cards.

ARTIST CREDITS

Anthony Rochette (Burst Dragon, Wreckage, Rockslide, Explode, Quake Dragon, Crusher, Obsidian Dragon, Wreckage, Torrent, Hurricane, Coral Dragon, Hunter, Forest Dragon, Queen, Venomous, Guardian, Fossilized, Swarm Dragon, Scavenger)

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Seth Blake (Hydra, Burn Dragon, Smoulder, Geyser, Eclipse, Volcanic, Burst Dragon, Flash Dragon, Fueler, Thirst, Coral Dragon, Wreckage, Storm Dragon, Hurricane, Titan, Swimmer, Angler Dragon, Diamond Dragon, Amethyst, Obsidian Dragon, Crusher, Berzerker, Quake Dragon, Magma Dragon, Explode, Swarm Dragon, Fossilized, Guardian, Stampede, Queen, Venomous, Hunter, Card Templates, Coins, Fireballs, Card Backs, Rulebook, Packaging)

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Find answers to frequently asked questions about rules or contact us at www.dragonbreeds.com

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BONUS FROM THE CREATOR:

WHY TRASH CARDS?

First of all, trashing a card is one of the objectives on the Quest Card, and trashing three cards can get you closer to unlocking your **Legendary Dragon**.

Secondly, the fewer coins in your deck, the more likely you are to draw dragons, and with fewer cards total in your Player Deck, you will be drawing them more often.

Thirdly, if you have a hand without any dragons when another player attacks, you may be eliminated because of it. To quote one particular playtester's last words before elimination:

"I don't have any dragons!"

Public Service Announcement: Trash your cards, kids. It'll do you good.

BONUS FROM NATALIE, *LEAD ENTHUSIAST*:

"My dragon's better than your dragon!!"

- Natalie, Lead Enthusiast

FEAR



The Undead



The Shocking



The Dark



The Frozen

DRAGON BREEDS

UNDERWORLD

Coming Soon...