

DRAGON FARLIE

The various races of Yon have always enjoyed peace (except for an uncontested goblin raid or two), until a dragon appeared. This dragon terrorized locals and livestock until several wannabe heroes rose up from the mud (truly, for they were mud farmers), and decided to end the evil. Gathering companions and soldiers along the way, they fought their way to the Dragon's Keep until one hero defeated the dragon, restoring peace and unmelted cheese to the land. At least, that's how the story goes...

EQUIPMENT LIST

To begin your quest of recruitment and glory, we have supplied you with what you need:

30 Soldier dice

1 Event die

10 Companion cards

20 Magic Item cards

5 player mats

1 dragon

5 Dragon damage tiles

a stockpile of Soldiers tokens (representing 50, 100, 500 and 1000 soldiers respectively).

OBJECTIVE

To be the first *Wannabe* to defeat the dragon! To do that, you'll need to recruit an army of at least 5,000 brave, yet foolish soldiers to follow you and become hero of Yon; with all the publishing rights contained therein.

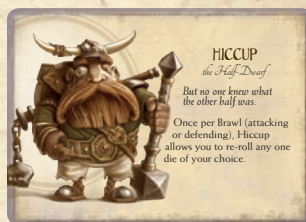
First, some words you may need to know...

Farkle [fahr-kul] verb: The event that occurs when no scoring dice can be set aside on any given roll. Basically, it is the gaming equivalent of spilling hot coffee on your new suit of armor.

Wannabe [wah-nah-bee] noun: This is you and the other players sitting around you.

THE CARD TYPES

Companion: *These solitary figures have caught wind of your heroics and join your army, lending their assistance. They can be used anytime on your turn or as indicated on the card.*



Magic Item: You can have only one by the end of any turn (exception: Sack of Holding). Can be used anytime, except where noted on the card. Items are discarded after use. (*Yon promotes recycling for all its citizens.*)

SETUP

Give each *Wannabe* a player mat. Then shuffle the Companion cards and Magic Item cards separately and place them in the center of the play area, facedown, to form separate decks (should any deck run out, shuffle the discard pile and form a new deck). Place the Dragon near the decks and its Damage counters next to it. The Soldier tokens go into a central stockpile.

Dragon Farkle is played in turns, going clockwise, starting with the one who brought the most snacks. This illustrious *Wannabe* deals everyone a Companion card, which is placed faceup in front of each *Wannabe*. Next, each *Wannabe* is dealt a Magic Item card, which is placed facedown in front of each *Wannabe* or held in hand - these cards are hidden from the other *Wannabes*.



*Here, three *Wannabes* are about to begin play.

HOW TO PLAY

Each turn, a *Wannabe* has the option to attempt one of these actions during their turn: (a) Recruiting new soldiers (b) Brawling another *Wannabe's* army, or (c) entering the Dragon's Keep in a **Final Battle** (with a minimum army of 5,000 soldiers).

For any action chosen, you will begin by rolling your six Soldier dice and the Event die. If you are able to, and choose to, continue rolling, you will most likely roll fewer Soldier dice, but you will always roll the Event die. What is the Event die? Glad you asked.

The Event die is a six-sided die that displays a dragon side, a rally side, and four blank sides. You roll it anytime there is a **Recruiting**, **Brawling**, or **Final Battle** roll.



If a blank side appears, there is no effect; score the roll as normal (just another day in Yon).



If the dragon side comes up with scoring dice, set aside ALL scoring dice, but do not set aside any Soldier tokens: the dragon flies in for a snack and eats any soldiers you would have gained from that roll. You may then continue your action or choose to stop.

If the dragon side appears during a **Farkled** roll (no scoring dice were rolled), you have evaded the dragon and may choose to ignore the **Farkle** and continue your action, or you may end your turn.



If the rally side comes up with scoring dice, there is a rally for your cause, allowing you to choose one of the following rewards:

A. double the value of all scoring dice set aside for that roll

OR

B. draw a Magic Item from the deck, look at it, then set it aside facedown.

If the rally side appears during a roll with no scoring dice, you **Farkle** as normal.

RECRUITING

After all, you need soldiers to face the dragon! Choose this action to recruit soldiers into your army. To begin, roll all the dice. After each roll, you **must** set aside at least one scoring die, based on the **Soldier table on your player mat**, and place the appropriate value in Soldier tokens from the stockpile to the side. This is how you keep track of how many soldiers may join your army.

You then have the option to end your turn and add the Soldier tokens set aside (and any Magic Items gained from the Event die) to your army or continue rolling the remaining dice to try and increase your recruitment for the turn.

If, after scoring, you have scored all your Soldier dice, you may continue your turn by rolling all six Soldier dice and the Event die again, thus potentially adding soldiers to your previous rolls - but don't **Farkle**, as you will lose everything you have scored this turn.

If, during any roll, you cannot set aside any scoring dice, you **Farkle**, losing all potential soldiers and Magic Items gained that turn. Discard Magic Items and return Soldier tokens set aside back to the stockpile (nobody likes following a **Farkler**).

RECRUITING EXAMPLE:

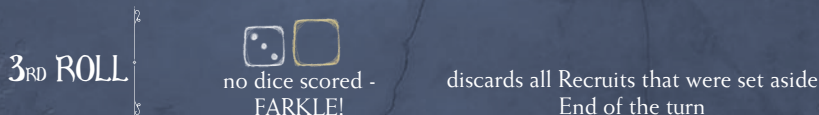
Prince Bobble the Foolish rolls the six Soldier dice and the Event die and rolls, 2, 3, 4, 4, 4, 5 and Blank. He can set aside the 5, the triple 4s, or the 5 **and** the triple 4s. (Note, he cannot set aside the 2 and 3 to make a 5). He chooses to set aside all the scoring dice, which means he also sets aside 450 soldiers (three 4s equals 400 soldiers and the 5 equals 50 soldiers), taken from the stockpile.



He decides to continue, so he rolls the remaining two Soldier dice plus the Event die. He rolls a 1, 4, dragon. Uh oh. Prince Bobble must set aside the 1 and does not gain the potential 100 soldiers from it. (Note, he cannot save the 4 to make a four of a kind with his saved triple 4s. Those 4s already scored). To stop or not to stop?



The Prince decides (foolishly) to keep going, rolling a 3, Blank. Farkle! He loses the 450 soldiers set aside and the dice are passed to the next Wannabe.



BRAWLING

Competition in Yon can get tense at times and would not be complete without a little friendly pub fight between armies every once in a while.

Choose this action to gain soldiers from an opponent's army as well as getting fresh soldiers who join your army after hearing of your victory. To begin, select another *Wannabe* to fight against. Roll all the dice; as in *Recruiting*, you must set aside one or more scoring dice based on the **Soldier table** and place the appropriate value in Soldier tokens from the central stockpile to the side, to keep track of your attack score (these Soldiers do NOT go into your army). Also, the Event die acts the same way as in *Recruiting* (your soldiers can get eaten by a dragon, ignore a **Farkle** roll or you can double your score or draw Magic Items).

You then have the option to end your turn and pass the dice to the defending *Wannabe*, keeping the Soldier tokens aside as a reminder of your attack score. Any Magic Items gained are also kept aside for now. Or you may continue rolling the remaining dice to try and increase your Brawl attack for the turn.

If, during any roll, you cannot set aside any scoring dice, you **Farkle**, and your Brawl attack is zero: discard any Magic items and return all Soldier tokens back to the stockpile. The dice then go to the defending *Wannabe* to roll for their defense.

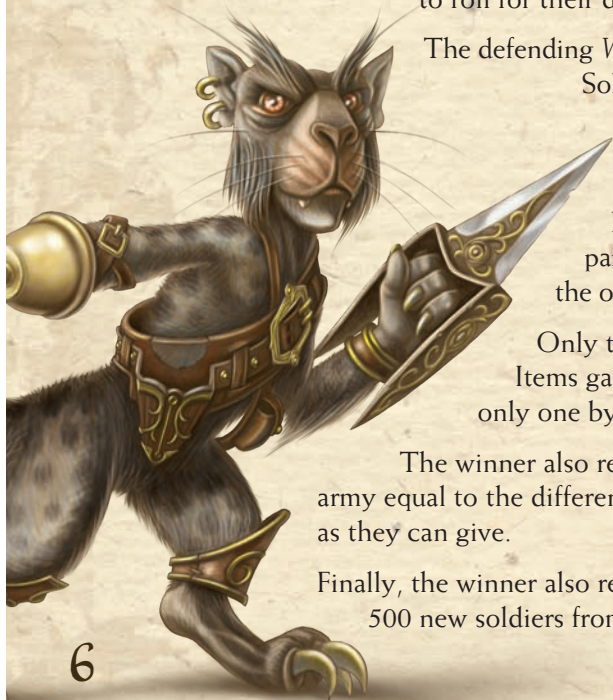
The defending *Wannabe* only gets to roll five Soldier dice and the Event die.

However, all other rules apply as above. When the defending *Wannabe* stops rolling or Farkles, both scores are compared: the winner of the Brawl is the one with the highest total.

Only the winner receives any Magic Items gained in the Brawl (but can keep only one by end of turn).

The winner also receives soldiers from the losing army equal to the difference in scores or as many soldiers as they can give.

Finally, the winner also receives an additional 500 new soldiers from the central stockpile.



BRAWLING EXAMPLE

Jane the Aggressor brawls Joseph the Meek. Rolling the six Soldier dice plus the Event die, she gets 1, 2, 2, 4, 4, 5, Blank. Jane sets aside the 1 and the 5 and puts 150 soldiers aside.

ATTACKER'S 1ST ROLL



She decides to roll again and gets 1, 1, 3, 4, Rally. Now she has the choice to set aside one or both 1s and even score double or grab a Magic Item. The choice is to score both 1s and double them for 400 soldiers, added to the 150 from the previous score, they give her an attack score of 550.

ATTACKER'S 2ND ROLL



Jane aggressively chooses to roll again and rolls a 5, 5, Blank. She scores the two 5s for 100 more points. She can stop or choose to roll all six Soldier dice again (since they have all scored) but decides that 650 points is good enough for the win.

ATTACKER'S 3RD ROLL



Joseph gets to roll five Soldier dice and the Event die. He rolls 1, 3, 4, 4, 6, Blank. He scores the 1, setting it and 100 soldiers to the side. Joseph, being less than optimistic, stops rolling.

DEFENDER'S 1ST ROLL



Jane wins the Brawl 650-100. This means Joseph has to give Jane 550 soldiers from his army - but he only has 300 soldiers, so they all go to Jane's army. Also, for winning the Brawl, Jane gets a 500 soldier bonus from the stockpile.



ATTACKER



FINAL BATTLE

It is time to rid Yon of its most dangerous menace.

Choose this action to fight the dragon and if you can do three damage to it on your turn, (or five damage for a more difficult game), you will win the game.

The dragon resides in the **Dragon's Keep**, and to enter it, you must possess an army of at least 5,000 soldiers at the beginning of your turn.

In the Final Battle, the Soldier and Event dice work a little differently. Scoring dice work against you and the dragon and rally sides only do damage to the dragon. Farkling also works differently; it only happens when you roll no damage to the dragon AND do not lose any soldiers.

Finally, in a Final Battle, you keep rolling until you (a) defeat the dragon; (b) **Farkle**; or (c) your army is completely eaten.

To begin, you roll all the dice...what happens depends on what you roll on the Event die.



Dragon side - One damage on the dragon (flip a Damage counter over to the blood side); check the Soldier table and set aside **ALL** scoring dice (if any), removing that number of soldiers from your army back to the stockpile due to an unfortunate case of death, and continue your turn.



Rally side - Two damage on the dragon (flip two Damage counters over to the blood side); check the Soldier table and set aside **ALL** scoring dice (if any), removing that number of soldiers from your army back to the central stockpile due to lost limbs, and continue your turn.



Blank side with Scoring Dice - Check the Soldier table and set aside **ALL** scoring dice, removing that number of soldiers from your army back to the central stockpile due to fruitless sacrifice, and continue your turn.

Blank side with No Scoring Dice - **Farkle** and your turn ends.

If you fail to defeat the dragon on your turn, it regenerates all damage taken due to the incredible healing nature of freshly eaten soldiers.

Flip over all Damage counters to their normal side; the dragon always starts a Final Battle with no damage points.

FINAL BATTLE EXAMPLE

Ivan the Terrible at Dragon Slaying enters the Dragon's Keep to kill the dragon. He rolls 2, 2, 2, 2, 2, 2, Blank. A six of a kind worth 3,000 soldiers! Unfortunately, since this is the Final Battle, he loses those 3,000 soldiers to the central stockpile - and does no damage to the dragon.

1ST ROLL



-3000 soldiers



no effects

Depressed, he rolls again in the hopes of slaying the dragon before it feasts on his entire army. He gets to roll all the dice since they all scored and he did not **Farkle**. This time he gets 1, 3, 3, 3, 4, 6, Rally. He gets 2 damage on the dragon (flip two Damage counters over to their blood side) and it only cost him 400 soldiers (three 3s equals 300 and the 1 equals 100).

2ND ROLL



-400 soldiers



does 2 damage



This could be where Ivan becomes the hero: he rolls again - 3, 6, Blank. **Farkle!** Keeping true to his name, Ivan's turn is over as the dragon heals.

3RD ROLL



FARKLE!



SPECIAL RULES FOR THE DRAGON'S KEEP:

If your turn ends during a **Final Battle** attempt you are considered still inside the **Dragon's Keep**. You may attempt another **Final Battle** on your next turn, even if you possess fewer than 5,000 soldiers. However, if you opt to **Recruit** or **Brawl** instead of battling the dragon on your next turn, you leave the **Dragon's Keep** and must again possess 5,000 or more soldiers before entering and attempting the **Final Battle** again.

If your army is fully destroyed while in the **Dragon's Keep**, you are inexplicably reincarnated outside the **Dragon's Keep** on your next turn with a new companion drawn from the deck, but you keep your Magic Item (if you had one).

It is possible to have more than one **Wannabe** in the **Dragon's Keep** at the same time. The first **Wannabe** who **does** 3 damage (5 in a difficult game) on the dragon on their turn wins.

While you are in the **Dragon's Keep**, your army cannot participate in a **Brawl** (your soldiers are too busy trying not to be dragon food to worry about other armies). Companion abilities work as normal both in and outside the **Dragon's Keep** (for instance, a *Wannabe* in or out of the **Dragon's Keep** can send Skree to scare another *Wannabe's* army, wherever they might be).



CREDITS

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REFERENCE

PLAYER TURN SUMMARY:

Choose one of the following actions: (a) recruiting (b) brawling or (c) entering the Dragon's Keep in a final battle

RECRUITING:

Roll 6 Soldier dice and the Event die. You must set aside at least one scoring die and that many Soldier tokens as indicated on the Soldier table. Choose to keep rolling or not. If you Farkle, your turn ends immediately: return all tokens and Magic Items.

BRAWLING:

You attack another *Wannabe's* army. Scoring is similar to Recruitment, with the attacker using 6 Soldier dice and the Event die for their brawl score while the defender uses 5 Soldier dice. The winner receives soldiers from the loser equal to the difference between the two scores, plus 500 new soldiers from the stockpile.

FINAL BATTLE (5,000+ SOLDIERS):

Dragon side - One damage to the dragon, set aside all scoring dice, remove that number of soldiers from your army, and continue your turn.

Rally side - Two damage to the dragon, set aside all scoring dice, remove that number of soldiers from your army, and continue your turn.

Blank side with Scoring Dice - Set aside all scoring dice, remove that number of soldiers from your army, and continue your turn.

Blank side with No Scoring Dice - Farkle and your turn ends.

VICTORY:

Do three damage on the dragon in your turn. (Five damage for a difficult game.)