

DRAGON FARKLE

Infrequently Asked Questions – v1.3

An updated collection of ponderings and queries straight from the dragon's mouth

GENERAL GAMEPLAY

Do you need to have soldiers yourself to initiate a brawl? – No, you do not need any soldiers to initiate a brawl. The loser gives winner soldiers equal to the difference between scores or as many as they can (even if it's 0)!

What happens in a tie in a brawl? Me and my opponent both farkled on the first roll out of the gate. We assumed that neither player won and got the 500 bonus. I didn't see it explicitly mentioned in the rules so just wanted to make sure we played it right. – Ouch...that was a harsh brawl (and pretty impressive odds with both players farkling right out of the gate) and you are correct, as neither side won, no one receives the 500 soldier bonus.

When I roll a dice for the ability of a companion, for example Skree, do I set this dice aside or can it be re-rolled for recruiting, brawling. – Dice rolls used to trigger companion abilities or magic item effects are not set aside. Only scoring dice during recruitment, brawling, or the final battle are set aside.

If a wannabe defeats the dragon but with its last breath also gets the last of this/her soldiers, are they still considered the victor? – Yes! As you were able to do three damage to the dragon on your turn, you win the game (albeit the inhabitants of Yon may be singing your praises more to your monument than in person).

If I roll Axes or Dragon symbol, but the roll is a farkle, do i hit the Dragon? If this is his last life point, do i kill him? – Any hit on the dragon with either the Axes or Dragon symbol with no scoring dice means that you hit the dragon without any loss of soldiers (you recruited well). If it is the last hit you defeat him (and all gloating you are due). The only way to farkle in the Dragon's Keep is to roll a Blank Side with No Scoring Dice.

Can a four of a kind be considered two pair, so that if the other two dice are a pair it can be scored as three pairs. For example, if you roll 2,2,2,2,4,4, can you take the four 2's and consider them as two pairs of 2's, giving you three pair (2,2; 2,2; 4,4), or do you have to score the four of a kind (2,2,2,2) and roll the other two dice (4,4)? – As the player rolling gets to choose what they set aside for their score, the player can choose to split the four 2's and consider them as two pairs of 2's (thus giving them three pairs in your sample).

What happens in this situation...You put aside a 1 and 5 (blank event die), then you reroll the other 4 remaining dice and get -> 2,3,3,4 and a dragon. So this is a farkle but you can ignore it because you also rolled a dragon. And now? Can I reroll all 6 dice or only the 4? – Because The player farkled with the dragon (thus evaded is attempt at lunch), they get to reroll as the farkle never happened, but only with the 4 dice. Only when all dice rolled score (thus set aside) do you have the option to push your luck, pick-up and roll all 6 dice.

MAGIC ITEM / COMPANION ABILITIES

Use of Gauntlet of Seeking and Belt of Giant Strength; a player took their turn as normal; recruiting and farkled out, then wanted to play Gauntlet of Seeking, Use: Anytime, Effect: You can look through the Magic Item draw or discard piles and play any item of your choice immediately,...then played Belt of Giant Strength, Use: Start of your turn You may enter the Dragon's Keep with 500 less soldiers than necessary. Can the player enter the Dragon's Keep and attempt to defeat the Dragon on this turn? – In this case, the player would now be in the Dragon's Keep (provided she had at least the 4,500 + using the belt), but cannot fight the dragon until their next turn as they already performed recruitment. The bonus to this action is that while in the Dragon's Keep, the player gets to remain there and battle the dragon on her next turn (and cannot be brawled or kicked out if other abilities / effects lower their soldier count).

The rules say you may only have 1 Magic Item at the end of any turn (except Sack of Holding). The Cursed Helmet may be placed on another Wannabe's Companion. And the Cube of Chaos asks to hand a Magic Item card to the Wannabe to the right.

- a. **Am I allowed to have another Magic Item in my hands, if the Cursed Helmet is placed on my Companion?** – Yes, you can have another magic item in hand with the Cursed Helmet placed.
- b. **If the player cursed by the Cursed Helmet gets the Cube of Chaos as hand card - is he/she allowed to pass the Cursed Helmet onto the right player's Companion instead of a freely playable card they have in their hands (i.e. the Cube of Chaos card or possibly a second card).** – No, the cursed helmet needs to remain with the targeted Companion, however with the cube if a 1 is rolled, "Everyone passes their Companion to the Wannabe to their left" the helmet would follow the Companion.

Can you use an extra magic item before ending your turn (thus preventing its discard)? – Yes, as long as the item allows it (for example you can't use Potion of Telekinesis if you are done rolling dice for your turn).

Does the Potion of Telekinesis work for the red (event) die, even during the dragon fight? – Yes, the Potion of Telekinesis can work on any die (recruitment or the Event Die, even during the dragon fight!).

Can I use the Doppelganger Token during my round of a brawl not initiated by me (wanting to use Hiccup's ability)? – No, the Doppelganger Token can only be played on your turn (as you the other player challenged you to the brawl on his turn, you cannot use it to counter). You can however use this mid brawl if you initiated it, as the Doppelganger Token does not require to be played at the start of your turn.

Lens of Spying states "Roll 3 dice, add them up, and multiply by 100: subtract that many soldiers from an opponent's army of your choice." Do these soldiers go to the stock pile or the player who played the magic card? – The soldiers return to the stock pile (not to the player).

In a brawl I roll 2 threes, 3 fours, and a five. I set aside the 2 threes, which leaves me with my 3 fours (for 400 soldiers) and the five (for fifty). But then, my opponent uses his Hiccup ability to make me reroll one of my fours. I do so, and roll a five, which now gives me 2 fours and 2 fives. Can I combine these pairs of fours and fives with the pair of threes I set aside before Hiccup forced me to reroll so I can claim 3 pairs? – In this scenario Hiccup's ability backfired on him. Yes, you can claim the 3 pairs as you are still within the same initial roll (only re-rolling a single die due to the ability). If you had continued your brawl with the second roll your non-scoring dice, you cannot combine thereafter.

For official rules or more information please visit Z-Man Games

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