



Red Dragon

A game by Csaba Hegedűs
for 3-6 players, ages 8 and up



Dragons are supernatural beings often found in Chinese mythology. They are made up of several different animals' parts. Starting from the first Han emperor, they symbolized the ruling emperor, usually paired with the phoenix, which was a mythical symbol of the empress. Dragons are symbols of peace, wealth and prosperity, not to be feared. As it once happened, Che-Lung (red dragon) become deeply enraged as the humans claimed it was unjust; and in its madness turned against all it held of value. So, the people went to battle side by side with the other dragons to calm Che-Lung, so that it may once again roam the holy skies of the empire as a symbol of peace and serenity.

Overview

The aim of this game is to collect the most dragons and win the game by scoring the most positive points from them. Negative points can also be scored from gaining the red dragon in your midst. You must be wary of this if you want to win.

Components

- 1 60 number cards
- 2 2 player aid cards
- 3 1 scoring booklet and pencil

Setup

Deal out all cards to the players. After the cards are dealt out, each player places the number of cards depending on the player number into a common stock face down on the table. Once all players have done so, the cards are shuffled and flipped face up, and starting with the first player, all players take one card into their hands. The last player in player order will then take another

Player number	3	4	5	6
Cards per player	20	15	12	10
Cards put into stock	4	3	2	2
Value of each trick	6	8	10	12

card, and all players pick up another card in reverse order. Picking up cards will continue in alternating order until all cards are taken from the table. Now the game can begin.

Gameplay

The first player begins the round by playing a card from hand. The other players must follow suit, but can choose to play higher or lower rank cards of the same suit, you do not have to take a trick. If a player does not have a card of the required suit, they may play any card regardless of colour or value. The player that played the highest ranking card of the lead suit will take the trick and places the cards in front of them face down into their trick pile. The next turn will be led by the player that took the trick. A round finishes when all players have played all cards from their hands. The players then add up their scores for the round. The game is played in a number of rounds equal to the number of participating players.



Round scoring

Each trick taken is worth 6/8/10/12 plus points for a game with 3/4/5/6 participating players. The red cards are worth minus points equal to the value indicated in the magical crystal ball on them. The scores should be recorded; if all players did the calculations correctly, the sum of all scores gained will be exactly zero. Now, score the players that did not take any tricks, or took all tricks. The scores for the players without tricks depend on how many players did not take a trick in the round.

		Number of players			
		3	4	5	6
players with 0 tricks	1	20	20	20	20
	2	-	10	10	15
	3	-	-	5	10
	4	-	-	-	5

Example: Zoltan took 7 tricks, these are worth $7 \times 8 = 56$ points for a 4-player game. Anette and Erik took 4-4 tricks worth $4 \times 8 = 32$ points each. The points for the red dragon: Zoltan -12, Anette -61, Erik -47. Only Monica was able to take 0 tricks, she gets 20 points for this. So scores for this round are:

Zoltan $56 - 12 = 44$ points; Anette $32 - 61 = -29$ points; Erik $32 - 47 = -15$ points; Monica 20 points. Since the total value is 0 for the players taking tricks, this can be used to check if scores are correct.

If a player takes all tricks in a round, they automatically win the game, regardless of any previous results for himself or any other players.

Important: The red 11 is a special card, the value of this card is always -26 points!

Important: If a player made a mistake, and did not play a card of the required suit when they had one, this player will receive -100 points at the time the error is discovered, and the round ends instantly. Other players do not gain any points for this round, the round is replayed.

Note: The leading player may lead with a red card. Now all players that have a red card must follow suit, even if it really hurts. The highest value red will take the trick, the scoring works the same way as usual, i.e. the trick is worth plus points, the red cards each worth minus points as indicated on them.

Credits

This game is dedicated to the memory of my Father, who was able to test and give valuable input to this game, but did not live to see it published. Zoltán Hegedűs 09.12.1941 - 03.12.2018

My family, Mónika Hegedűsné Richter, Anett Hegedűs, Erik Hegedűs, Zoltánné Hegedűs and Zoltán Hegedűs. The members of Társas Központ Egyesület, who were always ready for tests, and the members of magazine JEM, who helped in setting the rules and the mechanics to right. Special thank to Réka Wenzel, Dániel Nagy, Attila Varga, Attila Szőgyi, Eszter Hodula, Enikő Farkas, Éva Csepiga.

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