
DRAGON
PARKS
RULES



DRAGON PARKS

GOAL OF THE GAME

Attract as many **visitors** as possible to your **dragon** park... and make sure they leave in one piece! The player whose park has had the most **visitors** after 3 **seasons** wins the game.



COMPONENTS

- 1 **trend board**
- 1 **season token**
- 15 **island tiles**
- 60 transparent **dragon cards**
- 82 **visitor tokens** (42 x1, 20 x5, 20 x10)
- 5 **legendary dragon tokens**
- 5 **player aids**

SETUP

Put the **season token** (1) on the first space on the **trend board** and put the **legendary dragon tokens** on the space provided for them (2). Put the **visitors** nearby (3).

Give 3 **island tiles** at random to each player. Each player puts the tiles in front of them with the sides of their choice showing, right side up (4). Put the rest of the **tiles** back in the box.

Each player gets 5 **visitors** and a **player aid** (5).

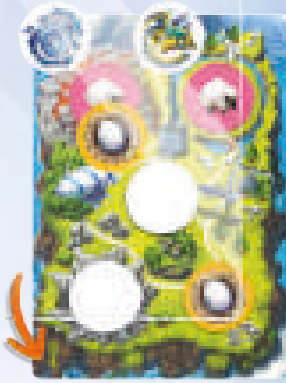
Shuffle the 60 **dragon cards** and put them in a pile (6). Deal 4 to each player.



GAMEPLAY

The game is played in 3 **seasons**. In each **season**, the players start by improving their parks and then count the **visitors** that came to their parks. The players play simultaneously.

IMPROVING PARKS



Look at the **cards** in your hand, choose one, and put it in front of you face down. When all the players have chosen their cards, you each reveal the chosen **cards** and put them on one of your **islands**.

Cards must always be played with the illustrations right side up. **Cards** are placed on top of an **island tile** and any other **cards** that have already been played on that **tile**. For each of the 5 spaces on each **island**, only the visible element (on top of the others) is taken into account. Any covered elements are therefore ignored.

Placing a **card** may trigger specific effects:

HATCHLING:



When an **egg** is covered by a **dragon**, a dragon has hatched in your park. You gain 2 **visitors**.

ANGRY DRAGON:



Some **dragons** are angry. Whenever an angry **dragon** is covered (by another **dragon**, whether angry or not, or by an **egg** or sheep), the dragon attacks and you lose 1 **visitor**. The rest of the time, angry **dragons** behave like normal **dragons**.

Pass the remaining **cards** in your hand to the player on your left. Repeat this phase until every player has played 3 **cards** for the **season**. The remaining **cards** in the players' hands are discarded. Play moves on to the next phase.

INFLUX OF VISITORS

Perform the following steps in this order:

BLUE DRAGON:



The player who has the most **blue dragons** in their park gets 3 **visitors**. In the event of a tie, all the tied players get 3 **visitors** unless there aren't any **blue dragons** in play.

YELLOW DRAGON:



The player who has the most **yellow dragons** in their park gets a **legendary dragon token** that they put above the **island** of their choice. In the event of a tie, all the tied players get and place a **legendary dragon token**, unless there aren't any **yellow dragons** in play. The legendary dragon will let you earn more points during the **Island Tour** phase.

TRENDY DRAGON:



During each **season**, one type of **dragon** is extra popular. The type of **dragon** is indicated on the **trend board** under the **season token**. Gain 2 **visitors** for each **dragon** of this type in your park.





ISLAND TOUR

For each **island**, count the number of different **dragons** on the **island**. You gain:

0 **visitors** if you have 1 type of **dragon** (or less) on the **island**
1 **visitor** if you have 2 types of **dragons** on the **island**
3 **visitors** if you have 3 types of **dragons** on the **island**
5 **visitors** if you have 4 types of **dragons** on the **island**
8 **visitors** if you have 5 types of **dragons** on the **island**
13 **visitors** if you have 6 types of **dragons** on the **island**



TYPES OF DRAGONS:

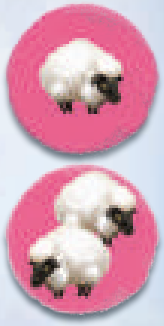
The different types of **dragons** are: **Black**, **Green**, **Red**, **Blue**, **Yellow**, and **Legendary**. So, for example, if a **blue dragon** and an angry **blue dragon** are both on an **island**, they do not count as 2 different types of **dragons**.

LEGENDARY DRAGON:



This **dragon** can only be obtained with the **yellow dragons** (see above). It counts as an additional type of **dragon** on your **island**. With it, you can have up to 6 types of different **dragons** on the same **island**!
However, it flies away as soon as it's been spotted by **visitors**. At the end of the **Island Tour** phase, put the **legendary dragon token** back in its place on the **trend board**.

FEEDING DRAGONS



Some spaces in your park are sheep breeding areas to feed the **dragons** in your park. Count the number of sheep and the number of **dragons** in your entire park. If you have fewer sheep than **dragons**, the starving **dragons** feed themselves.
You lose 1 **visitor** for every missing sheep!
***Note:** Some spaces may have 2 sheep on them. They let you feed 2 dragons.*

END OF SEASON



Move the **season token** to the next space and deal 4 **dragon cards** to each player. When the third **season** is over, the game ends.
Important: The **cards** played on the **islands** stay in place from one **season** to the next!

END OF THE GAME

The player with the most **visitors** in their park wins the game.
In the event of a tie, the player with the fewest **dragons** in their park wins.
In the event of a secondary tie, the players share the victory.





CREDITS

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