

Greedy Dragons  
Players: 2-6  
Age: 13 and up Time: 15-30  
minutes

*Your clutch of dragons has returned from their plunder of the countryside with a big pile of treasure chests! Now comes the time to divvy up your loot... fairly would be great, but dragons are just so greedy! Can you trick your fellow dragons into leaving you with the biggest pile of treasure?*

What comes in the box:

- Rulebook
- 60 Lair Cards
- 81 Treasure Chests cards with different numbers of gems (13 x 0, 27 x 1, 27 x 2 13 x 3, and one with a magic ring with 10 gems)
- Start Player Card

Objective:

Collect as many treasure chests as possible before the end of the game. Treasure chests are flipped over at the end of the game to reveal the gems inside. The player or team with the most gems wins!

Set-Up:

Shuffle the treasure chest cards face down and give five to each player. Treasure chests must stay face down until the end of the game.

Place the remainder of the treasure chests in the center of the table.

Shuffle the lair cards and then remove a number of cards based on how many players are in the game. Put these unused cards back in the box, face down.

Players	Cards to remove	Cards used
6	12	48
5	25	35
4	20	40
3	27	33
2	27	33

# GREEDY DRAGONS

English Language Rules  
2-6 Players • Ages 8 & Up • 15-30 Minutes

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- Start Player card

## OBJECTIVE

Collect as many Treasure Chest cards as possible, then flip them over at the end of the game to reveal the gems inside. The player with the most gems wins!

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## SETUP

- A** Shuffle the Treasure Chest cards and deal five to each player. Each player's personal pile of Treasure Chest cards must stay facedown until the end of the game.
- B** Place 24 Treasure Chest cards facedown in a scattered pile in the center of the table and return the rest to the box. The pile on the table serves as the Treasure Chest draw pile and discard pile when you gain or lose treasure.

Note: To adjust the randomness of the Treasure Chest cards, see the tips at the end of the rules.

Shuffle the Lair cards and remove a number of cards based on how many players are in the game. Put these unused cards back in the box.

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- C** Randomly place one Lair card faceup in front of each player. This starts the players' tableaux.

Note: For a two-player game or a team game, see the variants at the end of the rules.

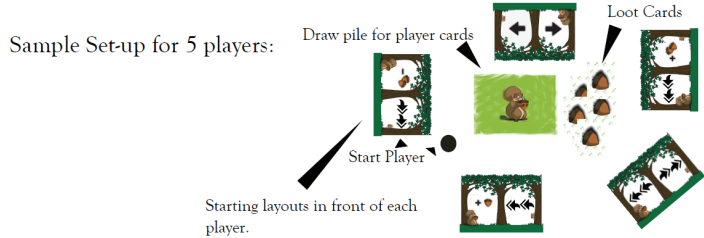
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Place one lair card face up in front of each player. This starts the player's tableau. The top of the lair must face the center of the table.

Note: For a two player game, see the two player rules below.

Deal each player a hand of two lair cards. Place the rest of the cards in the center of the table, accessible by all the players.

Pick a starting player, either the person who has played the most Greedy Dragons, or if no one has played before, the oldest player, and give them the Start Player card.



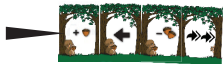
### How to Play:

Start player chooses and places a lair card from their hand to the front of **any** player.

Cards in front of a player make up their tableau. As with setup, the top of the lair must always face the center of the table.

Play continues to the left with players placing cards into either their own or another player's tableau.

Each lair card has two sections. When placing cards in any tableau, cards may be placed on top of or next to existing cards, but the largest a tableau may ever be is four sections wide.



The turn ends when all players have placed a card. At the end of the turn, the



### BUILD LAIRS

The starting player selects a Lair card from their hand and places it in either their own or another player's tableau.

Lair cards are divided into two sections, each containing either an arrow or a treasure value. When adding to a tableau, you can place Lair cards next to another Lair card, directly on top of a card, or covering just one section of a card. A tableau can be two, three, or four sections wide.



When placing Lair card (A) onto existing tableau (B), total (C), partial (D), and no (E) overlap are allowed as shown, so long as the resulting tableau is no wider than four sections.

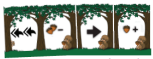
Play continues to the left of the starting player. The round ends when all players have played one Lair card (leaving just one Lair card in their hand).

results of each player's tableau are determined and treasure is taken or lost, starting with the start player and continuing clockwise.

Players either gain or lose treasure chests based on whether or not an arrow in the tableau is pointing at them. If an arrow is pointed at a player, they receive the sum of the positive and negative treasure chests in the tableau. Single arrows point to the player directly on the right or left while bouncing double arrows point to the players two to the right or left of the player whose layout it was placed on. If two arrows are pointing toward the same player, that player gains or loses twice the amount of treasure chests. If there are three arrows, the results are multiplied by three.

If a player would gain treasure chests but there are none left in the center of the table, that player gains no treasure. If a player would lose treasure chests but has none left, they lose no treasure (you cannot have less than zero treasure chests).

Examples:



The player two to the left and one to the right each lose 1 loot card.



The player to the left, to the right and two to the right each lose 2 loot cards.



Nothing happens. It's just arrows.  
Nothing would also happen if it were just loots.

**Remember:** Add together the loot cards first then multiply and follow the arrows.



The player two to the right loses 2 loot cards twice...so 4 loot cards.

At the end of the turn the start player moves to the player to the left of the current start player. All players draw one card from the player card draw pile (each now have two) and a new turn starts. Once the draw pile is empty, play continues for the rest of that turn, until all players have just one card in their hand and the results of all layouts have been settled.

**Game End:**

After the last turn has been played, players then flip over their treasure chests (that until now have had their true value hidden to all players.) Each player adds up their

**GAIN OR LOSE TREASURE**

Once everyone has added a Lair card to a tableau, players determine how many Treasure cards they gain or lose that round. Resolve the starting player's tableau first.

First, add up any treasure sections in your tableau. The total treasure value may be positive or negative. Then, look at any arrow sections you may have.

Single arrows affect the player directly to the right or left of your tableau. You earn treasure from your own tableau if an arrow points down. Double arrows affect the player two to the right or left of your tableau. (There are no double arrows pointing down. Also, arrows cannot point at players across the table.) A tableau can affect zero to three players.

If an arrow points at a player, they earn the sum of the positive and negative treasure values in that tableau. If two arrow sections (double or single) point at the same player, that player gains or loses twice the amount of the treasure value. If there are three arrow sections pointing at one player, multiply the value by three!

*Remember: Add up Treasure Chests, then follow the arrows!*



*This tableau has a treasure value of -1. The owner of the tableau and the player to the right each lose one Treasure Chest card.*



*The player to the left, to the right, and two to the right each gain one Treasure Chest card.*



*The player two to the right earns a treasure value of -2 twice, so loses four Treasure Chest cards.*



*Nothing happens. This tableau doesn't affect any players. This tableau would also have zero effect if it were just treasure (players can't earn or lose treasure from their own tableau unless they have a down arrow pointing at them).*

total number of gems. The player with the most treasure is the winner! In case of a tie the player with the most treasure chests wins!



There is only one treasure chest that contains a precious magical ring worth 10 gems! Lucky you if you get it!

### Team Variant:

A super fun way to play with 4 or 6 players: Play as you would normally play the game except you are playing with one teammate (in a four player game) or two teammates (in a six player game).

You and your teammates are seated so there is one opponent on each side of you.

You each have your own pool of treasure chests that you can gain or lose from but at the end of the game you'll total your treasure chests values with your teammates to see which team wins. (Note if you would ever lose treasure chests and you have none left, your teammate does not have to give up treasure).

Note: Teammates can talk about what layouts they can help with, but cannot tell their teammates what exact lair cards they have in their hand.

### Two Player Variant:

During setup, also place five treasure chests and one lair card between the two players so it is to the left of one player and to the right of the other. This will be the Sleeping Dragon, which doesn't play cards but can gain or lose treasure just like the players can.

During play, players may place cards in any tableau as usual, including the Sleeping Dragon's. At the end of each turn the Sleeping Dragon's tableau cards are resolved and they gain and lose treasure chests just like the players do.

At end of game, everyone counts up their gems including the Sleeping Dragon. It's possible for the Sleeping Dragon to win the game!

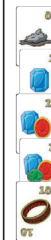
Players who gain treasure draw that number of Treasure Chest cards from the center Treasure Chest draw pile and add them to their personal pile. Players who lose treasure discard that many Treasure Chest cards from the top of their personal pile and add them to the top of the center draw pile. All Treasure Chest cards must remain facedown until the end of the game—no peeking!

Players affected by a given tableau draw or discard Treasure Chest cards clockwise, starting with the current start player. If you would gain treasure in a round but there are no Treasure Chest cards left in the center draw pile, you don't earn treasure that round. If you would lose treasure but don't have any cards left in your personal pile to discard, you don't lose any treasure that round.

Continue resolving tableaux clockwise from the starting player. After everyone has gained or lost treasure, the Start Player card moves to the player to the left of the current starting player. All players draw one Lair card from the Lair draw deck so their hand is back up to two cards, and a new round starts.

Once the Lair draw deck is empty, play continues until the end of that round (each player is left with just one Lair card in their hand).

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### GAME END

After the final round of gaining or losing treasure, players flip over all the Treasure Chest cards from their personal pile and add up the total value of gems indicated on their cards. The player with the most gems wins. In the case of a tie, the player with the most Treasure Chest cards wins!

There is one Treasure Chest card that contains a precious magical ring worth 10 gems. Lucky you if you get it!

### TEAM VARIANT

A super fun way to play with four or six players: Play the game as you would normally, except you are playing with one teammate (in a four-player game) or two teammates (in a six-player game).

You and your teammates are seated so there is one player from the opposite team on each side of you.

Each player has their own personal pile of Treasure Chest cards. Note that if you would ever lose Treasure Chest cards and you have none left in your personal pile, your teammate doesn't have to discard from their personal pile. At the end of the game, add up your team's total gem value. The team with the most gems wins!

Note: Teammates can talk about tableaux, but can't share exact details about their Lair cards.

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### Adjusting Randomness:

We've included a number of treasure cards of varying quantities. You can add or remove cards from the treasure deck to adjust how random the scoring feels when you play. Here are a few things to think about.

- The one-gem and two-gem cards are the core of the treasure deck. Generally it makes sense to keep them in.
- If you'd like a few treasure chests to be empty, to undercut the possibility of a runaway winner, include the zero-gem cards. If pulling zeroes feels like too much of a disappointment for your players, remove them.
- If you'd like the game to have a wider spread of points (or if you've decided to eliminate the zero-gem cards) include the three-gem cards.
- If you'd like there to be the possibility of someone scoring a big surprise win, include the precious magical ring worth 10 gems. If that's not to your liking, you can leave it out.

### TWO-PLAYER VARIANT

Follow the core setup rules for each player. Then, place five Treasure Chest cards and one Lair card between the two players (1 and 2, below), so it is to the left of one player and to the right of the other. This will be the Sleeping Dragon (D, below), who doesn't play Lair cards but can still gain or lose Treasure Chest cards.

During play, players may place Lair cards in any tableau as usual, including the Sleeping Dragon's. Resolve all tableaus clockwise, treating the Sleeping Dragon as if it were an additional player who gains or loses Treasure Chest cards accordingly.

At end of game, everyone counts up their gems, including the Sleeping Dragon's. It's possible for the Sleeping Dragon to win the game!



### ADJUSTING RANDOMNESS

The Treasure Chest deck contains cards of varying gem values. You can add or remove cards from the deck to adjust how random the scoring feels when you play. Here are a few things to think about:

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