

Dragonmaster

INTRODUCTION

Congratulations! You're about to experience Dragonmaster, an exceptional card game designed to both delight you with its charming Old World legends and beautiful playing cards and to challenge you with its unique 3-level game play format: Basic, Advanced, and Expert Games. Unique in its theme, in its looks and in its play, Dragonmaster promises to be an unforgettable experience. Enjoy it!

Please read the rules for each level of play carefully before you attempt to play the Basic Game, the Advanced Game, or the Expert Game.

PLEASE NOTE: there are two important chapters in the Rule Book: **The 5 Hands Explained** and **Game Examples**. These two chapters do not have to be read in order to play any of the three levels but they are valuable in summarizing game play and in presenting graphic examples of game hands (how to play them and how to compute penalties). You'll better appreciate Dragonmaster's subtle twists and turns if you understand the game fully before playing it.

THE LEGEND OF THE DRAGONMASTER

You have been specially chosen to hear The Legend of the Dragonmaster and to relive the drama of those ancient times when you play the fascinating card game based on the tale, so read on and experience the never-before-told story of the forgotten land of Aedenne and its unforgettable people.

In another place, in another time, the island continent of Aedenne flourished. It was a mysterious land peopled by the Dragonlords, Warriors, Nomads and Druids... four very diverse tribes who lived in harmony with each other. The Dragonlords were the accepted rulers of Aedenne. Years ago they had allied themselves with The Sky Lizard, a powerful, sentient dragon who some sages say is immortal. The dragon was the guardian of The Great Staff of Power, a magical, crystal-encrusted rod that imbued its owners with wisdom and strength. Together with the power of the staff and the counsel of The Sky Lizard, the Dragonlords assumed the rule of Aedenne and brought peace and prosperity to every village and hamlet.

Unfortunately, the noble rule of the Dragonlords was short-lived. A coalition of wily wizards from the four tribes met in conclave to combine their knowledge of sorcery and wrest control of Aedenne from the Dragonlords and The Sky Lizard. The wizards were successful. The Sky Lizard was banished, The Great Staff of Power disappeared with the dragon and the power of the Dragonlords was destroyed. Thus began the chaotic rule of The Four Wizards. The four tribes battled amongst themselves, their kings deposed. Death and deceit prevailed. Malice and greed triumphed. Aedenne was on the eve of destruction.

During this time of darkness, there emerged a man of unquestionable integrity and unmistakable courage. A sage, scholar and wizard called D'Arcey who longed to restore Aedenne to its former glory. Skilled both in the laws of natural science and the mysteries of magic, D'Arcey searched through ancient tomes for an answer to Aedenne's miseries. One cold, rainy night with a flickering candle as his only light, D'Arcey pored over a sacred manuscript and discovered the following riddle...

*Find the heir whose heart is pure
The chosen one for Aedenne's cure*

*Wield Dragonbane in mountain's fire
And claim the staff that you desire.*

After much study, D'Arcey deciphered the first couplet of the cryptic rhyme. From it, he discovered the man who was destined to save Aedenne and its people. The savior was Theo, Prince of the Warrior tribe . . . a man known throughout the kingdom for his grace and goodness. Prince Theo surely was "the heir whose heart is pure" in the riddle. The second couplet of the rhyme was shrouded in mystery. D'Arcey thought that Dragonbane might be a weapon of sorts. Unsure of his speculation, D'Arcey decided to confront Prince Theo with the epic mission that lay before them before attempting to decipher the second couplet.

Prince Theo and D'Arcey met on the morrow. A Warrior by tribe and by trade, Theo knew of Dragonbane ... a legendary sword worshipped by the Lizard People in a land far to the south. If Theo could procure this weapon, as the riddle suggests, then Aedenne might be saved. Anxious to rid the kingdom from the evil rule of the wizards and to restore his father, King Godwin, to his rightful place on the Warrior throne, Prince Theo accepted the challenge to retrieve Dragonbane and to claim it as his own. Thus began the siege of the Lizard People.

Weakened by fever and paralyzed by the scorching heat, Prince Theo and his Warrior horde slowly made their way south through the vermin-infested swamps to meet the green, lightning-fast Lizard People in combat. The enemies met. The battle began. Gauntlet struck razor-sharp claw, steel struck scale-like armor. Theo and his men vanquished the Lizard People and sent them scurrying into the swamplands. Dragonbane, left unguarded on an obsidian altar, was theirs for the taking!

Theo triumphantly returned to D'Arcey and presented Dragonbane to the good, wise wizard. D'Arcey studied the strange, runic characters forged into the blade and deduced from them the meaning of the second couplet of the rhyme ... that he and Prince Theo must journey to the lair of the banished Sky Lizard and use Dragonbane to recapture the crystal-encrusted Great Staff of Power that the dragon guards. The Sky Lizard lives in an extinct volcano (the "mountain's fire" of the riddle) in a land far to the north.

D'Arcey then raised the magical Dragonbane aloft, rechristened it "Runesword" and gave the shining blade to its new master, Prince Theo. The siege of the Sky Lizard had begun!

D'Arcey and Prince Theo travelled north to the Land of the Volcanoes. Reaching the largest mountain of fire, they slowly descended into the mouth of the crater. Down and down they went ... ever deeper into the heart of the volcano ... to reach the floor of the crater, where the sleeping dragon lay.

Armed with Runesword, Theo approached the sleeping dragon. The blade began to shine and vibrate. The Sky lizard awakened to the gleaming, humming sword. With back arched and tongue aflame, the Sky Lizard lunged at Theo. Suddenly, the sword began to sing an eerie, ancient tune. The dragon backed away and bowed its head in submission. Theo had tamed the beast and the Great Staff of Power was theirs.

With the Runesword and The Great Staff of Power in their grip, Prince Theo and D'Arcey returned home triumphantly. Aedenne would soon be saved. With Theo and the Staff at his side, D'Arcey usurped the wicked wizards and restored the four kings of the tribes to their former glory. The law of the land was re-established and peace came to Aedenne. D'Arcey became guardian of the staff and was known ever after as The Dragonmaster!

Years passed. A power struggle erupted over ownership of the staff. Fearing that The Great Staff of Power would fall into evil hands, D'Arcey removed the crystals from the rod and scattered them over the land ... far and wide. Thus the power of the staff was lost again!

Aedenne now awaits a new Dragonmaster to regain the magical crystals and to recapture the lost power.

Will it be you?

Experience "Dragonmaster", a fantasy card game that lets you relive The Legend. Each hand you play recaptures that time of great flux and high adventure ... a time when kingdoms were lost and regained, tribes dispersed and reunited, trusts broken and rekindled.

OBJECT OF THE GAME: To obtain the greatest value of magic crystals after a certain number of hands are played.

CONTENTS:

1 instruction booklet
1 deck of 39 cards
45 plastic crystals
1 drawstring pouch to store the crystals
4 score charts

GAME LENGTH:

For 3 players - three 5-hand rounds (15 hands total)
For 4 players - four 5-hand rounds (20 hands total)

PLAYING CARDS: There are 32 beautiful, oversized playing cards. 4 suits of 8 cards each: the purple Dragonlords suit, the red Warriors suit, the blue Druids suit, and the dark green Nomads suit. The Upper left corner of each card has a letter designating card rank: K for King, Q for Queen, P for Prince or Princess, W for Wizard, D for Duke, C for Count, B for Baron, and F for Fool. The King is the highest value in a suit, the Fool is the lowest. The names of the characters on the cards (example, Sybill, Theo, Zoe) have nothing to do with game play but help to instill a flavor of the legend in the game.

INFORMATION CARD: This card displays the rank of cards as described above. The Information Card should be placed in a highly visible area during play, so all the players can refer to it.

HAND CARDS (5): There are 5 different kinds of hands played in the Basic Game of Dragonmaster, each with a different objective. They are Runesword, Wizards, Dragonlords, First or Last, and Staff of Power. If you flip over the Hand Cards over you will see the Power Play objective for each hand. Both the Power Play side and the Dragonmaster side are used in the Advanced and Expert Games.

The 5 Hand Cards should be placed near the playing area. When a particular hand is called to play, its matching Hand Card is placed in a highly visible area so the players know which hand they are playing. After a hand is played, the card is put aside so the remaining hands can be chosen and played. The same hand cannot be played twice in the some round of play, see **Basic Game** for more information.

THE DRAGON CARD: This is a special card that is used only in the Advanced and Expert Games. Whoever is dealt the Dragon Card may attempt a Power Play and if successful will become the Dragon-master for the next hand in most instances.

SCORE CHARTS: Each player is given one chart at the beginning of the game. Notice the chart is two-sided. The "Dragonmaster" side is used in the Basic Game, it displays all 5 hands and their objectives plus how many crystals you will lose to the Dragonmaster if you don't make your objective. Also listed is the distribution of the crystals and their value. The other side is called the "Power Play" chart. The Power Play side and the Dragonmaster side are both used in the Advanced and Expert Games. The Power Play chart displays the 5 hands and their objectives and the amount of crystals the Power Player can win or lose.

PLASTIC CRYSTALS: the object of the game is to obtain the greatest value of these crystals after a certain number of hands are played. Here are the crystals, their values, and how many each player starts with:

Diamond Crystal (clear)	20,000	2 each
Emerald Crystal (green)	10,000	3 each
Ruby Crystal (red)	5,000	5 each
Sapphire Crystal (blue)	1,000	5 each

BASIC GAME FOR 3 OR 4 PLAYERS

During the Basic Game, each player is the Dragonmaster for five different hands: Runesword, Wizards, Dragonlords, First or Last, and Staff of Power. Each hand has different objectives and the Dragonmaster chooses which of the remaining hands to play after he looks at his cards. Each player gets the chance to be Dragonmaster for five consecutive hands. Then, whoever has the most value of magic crystals, regains the crystal-encrusted Staff of Power, becomes Dragonmaster just like in the legend and wins the game.

Cards Used: 32 Suit Cards (8 each of Dragonlords, Druids, Nomads, Warriors) 5 Hand Cards (Wizards, Dragonlords, Staff of Power, First or Last, Runesword)

Score Charts: 4 Score charts, each player gets one. Make sure the "Dragonmaster" side of the card is turned face-up

Information Card: 1 card that gives the card rank. It is used as a reference card by all players

SET UP FOR 4 PLAYERS:

Put the Dragon card out of play. Put the Information Card face-up where everyone can see it. Shuffle the 32 suit cards. Give each player a score chart with "Dragonmaster" side face-up and 2 diamonds (clear), 3 emeralds (green), 5 rubies (red), and 5 sapphires (blue). Set aside any extra crystals out of play.

Deal the suit cards face-up one at a time to each player, dealing clockwise. Whoever gets the first KING, is the Dragonmaster. The Dragonmaster takes the 5 two-sided Hand Cards and lays them out near him with their "Power Play" sides face-down. He or she then recollects the 32 cards, shuffles the deck again and deals out the cards face-down until each player has eight cards.

SET UP FOR 3-PLAYER GAME: As above, but remove all Barons and Fools from the deck so there are only 24 cards.

HOW TO PLAY THE BASIC GAME

The Dragonmaster will deal, consult his or her cards, then select one of the five types of hands: Dragonlords, Wizards, Runesword, First or Last, and Staff of Power. Each of these hands is played once to complete a round. Thus, each round consists of playing all five hands. There are three rounds in a three-player game, four rounds in a four-player game.

All players should look at their cards and sort them by suit and rank: Dragonlords (purple), Nomads (green), Druids (blue), and Warriors (red) and KING (high), QUEEN, PRINCE(SS), WIZARD, DUKE, COUNT, BARON, FOOL (low). After playing a few hands, this sequence will be easier to remember.

Whatever hand the Dragonmaster chose will have certain penalty cards that all players should avoid taking (see score chart). If any player takes one or more of these penalty cards, he must pay the Dragonmaster the specified amount of magic crystals after the hand has been completed. **IMPORTANT:** if the Dragonmaster takes some (or all) of the penal-ty cards, then the Dragonmaster doesn't lose or gain any crystals for those cards and tricks he took.

The Dragonmaster should put the Hand Card for whichever type was called where everyone can see it, and play the first card of the hand. Going clockwise, each player plays one card on the trick. Players must follow suit if they can. If you cannot follow suit, then you play anything. After each player has played a card, whoever played the highest ranking card in the suit led wins the trick and collects the cards. These cards are placed face-down in front of the player who won the trick. Whoever wins the trick, leads the first card of the next trick and so forth until all the tricks have been taken.

After all the cards have been played, each player must pay the Dragonmaster for all penalty cards or tricks taken depending on which hand was played and how many penalties or trick were taken (see Score Chart). Read the section directly below entitled "The 5 Hands of the Basic Game Explained" for more details.

THE 5 HANDS OF THE BASIC GAME EXPLAINED

Dragonlords: the object is to take as few of the Dragonlord suit cards as possible. For each one you take, you must pay the Dragonmaster 1,000 (a blue crystal). The Dragonmaster gets no penalty if he collects any Dragonlords.

Wizards: the object is to take as few of the four Wizard cards as possible. For each one you take, you must pay the Dragonmaster 2,000 in crystals. The Dragon-master gets no penalty for any Wizard cards he may take.

Runesword: the object is NOT to be the player to take the Prince of Warriors. If you take the Prince of Warriors, you must pay the Dragonmaster 8,000 in crystals. The Dragonmaster gets no penalty if he takes the Prince of Warriors.

First or Last: the object is NOT to take the first and/or the last trick. Each of these tricks will cost you 4,000 in crystals, payable to the Dragonmaster. Again, if the Dragonmaster takes either trick or both of them, he suffers no penalty.

Staff of Power: is a combination of all 4 of the other hands, so the object is NOT to take any Dragonlords, Wizards, the Prince of Warriors and the First and/or Last tricks. The some penalties for the individual games are in force when you play the Staff of Power. This means, if you are the Dragonmaster for such a hand, the players must pay you any of the penalties they have incurred for the 4 hands of the Staff of Power... this can be quite considerable if all the penalties are awarded, as much as 32,000 in crystals in 4-player game; and as much as 30,000 in crystals in a -player game.

After the first hand has been played, put the Hand Card that represents that hand out of the playing area to signify that the played hand cannot be played again in this round. It is important to know which hands are still eligible to be played in each round! REMEMBER, each hand can be played only once in each round!!!

After the round of 5 hands has been played, the player to the left of the Dragonmaster becomes the next Dragonmaster for the next 5-hand round. This is how the Dragonmastership is passed on, so every player has a chance to become the Dragonmaster during a game.

HOW TO WIN THE GAME:

After each player has been Dragonmaster for one complete round, the Basic Game is over. Add up the values of your crystals. Every player does the same. Whoever has the highest value of crystals is the winner of the game and can be proclaimed the legendary Dragonmaster! PLEASE NOTE: you may borrow crystals or make change for crystals with other players. Any debts must be paid back or credited to the lenders at the end of the game.

IN ADDITION TO THE BASIC GAME, THERE ARE TWO OTHER LEVELS OF PLAY BOTH MORE DIFFICULT AND MORE CHALLENGING. MASTER THE BASIC GAME BEFORE YOU TURN THE PAGE AND READ THE AD-VANCED AND EXPERT GAMES.

THE ADVANCED GAME: For 3 or 4 Players

The Advanced Game differs from the Basic Game with the addition of the Dragon Card and Power Play rules allowing another player to overthrow the Dragonmaster during a hand and become the new Dragonmaster. To usurp the power of a Dragonmaster, a player must have been dealt the special Dragon card. If the person attempting the Power Play is successful, then all the players must pay him any penalty crystals they might owed. The "Power Player" also is rewarded by becoming the new Dragonmaster for the next hand played in most instances. *

PLEASE NOTE, after all 5 hands in a round have been played (no matter who is currently Dragonmaster) the new Dragonmaster is always the player to the left of the person who began the round as Dragonmaster. If you follow this succession in The Advanced Game, each player gets a chance to be Dragonmaster for one hand at the start of one round.

*If there is only one hand left to play in a round, then a successful Power Player becomes Dragonmaster for that remaining one hand. If a successful Power Play occurred in the last (5th) hand of a round, then the Power Player will not become the new Dragonmaster unless he is the person to the left of the person who began the round as Dragonmaster.

HOW TO PLAY THE ADVANCED GAME:

Set up is the same as for the basic game, except the extra suit card is placed in the middle of the table after dealing. The Dragonmaster asks who has the Dragon Card. One of the following happens:

- If no one has the Dragon Card, i.e. it is the extra undealt card, the hand is thrown out and redealt.
- If the Dragonmaster has the Dragon card, no Power Plays are allowed because the Dragonmaster can never make a Power Play himself. A regular Basic hand of Dragonmaster is played instead.
- If any other player has the Dragon Card, they must announce it and whether they will attempt a Power Play.

If the Dragon Card player isn't making a Power Play, the Dragon Card is discarded and that player receives the undealt card in its place. The present Dragonmaster will continue as Dragonmaster and announce which hand is to be played as in the Basic Game.

If the Dragon Card player decides to try for the Power Play, he becomes a Power Player. He chooses the Hand Card that matches the hand that he wants to play and places it Power Play side up in a visible area so everyone knows what hand they are playing. Of course, he or she can only choose from those hands left in the round that have never been played. The Power Player then leads the first trick. Play is the same as in the Basic Game, players must follow suit if they can. Tricks are won and lost as normal. The extra face-down card is not in play but will be given to the Power Player after the Hand is over.

USING THE DRAGON CARD: during a Power Play, the Dragon Card is a wild card equal to a King, unless the king of the suit led has already been played. When you lead the Dragon you must declare which King of which suit it represents. Another advantage of the Dragon Card is that it can be played at any time: even if you could follow suit with another card, you may instead play the Dragon Card. Here are two examples of the use of the Dragon Card:

EXAMPLE #1

The Duke of Warriors is led, then the Fool of Warriors, then the King of Warriors, then the Dragon Card is played.

RESULT: The King wins because it was played first.

EXAMPLE #2

The Queen of Nomads is led, then the Dragon Card (representing the King of Nomads) is played, then the actual King of Nomads is played, then the Baron of Nomads.

RESULT: The Dragon Card wins because it was played first.

If successful the Power Player receives crystals and is Dragonmaster for the next hand.

If the Power Player does not take the cards or tricks to meet the objective of the hand, then he must pay the Dragonmaster 8,000 worth of crystals. PLEASE NOTE, it is not always easy to make a Power Play because the other players may try to prevent it. These other players are not subject to any penalties as you can see from the score chart.

After the hand is played, its matching Hand Card is put out of the playing area until the next round. This happens whether the Power Play was successful or unsuccessful.

Winning conditions are the same as in the Basic Game.

EXPERT GAME

Introduction and Set-Up

The Expert Game differs from the Advanced Game with the addition of two very important rules: Lead Restrictions and the Secret Power Plays. The lead restrictions make it harder to make a Power Play when playing Runesword, Dragonlords, or Staff of Power. The Secret Power Play Rules allow players to attempt a Power Play without using the Dragon Card. To prevent a Secret Power Play, the Dragonmaster must be sure that one player does not get all of the penalty cards. This usually means he has to take one of them himself!

Set up and Starting Crystals are the same as in the Advanced Game

HOW TO PLAY THE EXPERT GAME:

The Expert Game is played with the Dragon Card and is like the Advanced Game with the following additional rules:

LEAD RESTRICTIONS

When playing the **Dragonlords** hand, the Dragonmaster or Power Player cannot lead a Dragonlord on the first trick.

When playing the **Runesword** hand, The Dragonmaster or Power Player cannot lead a Warrior card on the first trick.

When playing the **Staff of Power** hand, both the above restrictions are in effect.

THE SECRET POWER PLAY

IF someone gets the Dragon Card AND discards it AND the Dragonmaster calls the **Dragonlords**, the **Warriors** or the **Staff of Power** hand to be played, any other player may attempt a Secret Power Play by collecting all the Penalty cards for the hand called without revealing they are attempting a Secret Power Play.

DRAGONLORDS

LEGEND: As the Dragonlords were the first tribe to ally themselves with the Dragon and rule the land, this game is dedicated to the Age of Dragonlords.

DRAGONMASTER (BASIC, ADVANCED AND EXPERT GAMES): When the Dragonmaster calls this hand, the object is to take as few Dragonlords as possible. For each one you take, you must pay the Dragonmaster 1,000. The Dragonmaster gets nothing for any Dragonlords he takes.

POWER PLAY (ADVANCED GAME/EXPERT GAME): When the player with the Dragon Card calls this hand, he as the Power Player must take all eight Dragonlords (all six in a three player hand). If he takes all of them, all the other players pay him 10,000 each and he becomes the new Dragonmaster (unless the round is over). If he does not get all of them, he pays the Dragonmaster 8,000. The other players suffer no penalties.

SECRET POWER PLAY (EXPERT GAME ONLY): When the Dragon card is rejected and the Dragonmaster calls this hand, if you take all eight Dragonlords (six in a three player game) then you have made a Secret Power Play! The winner of a Secret Power Play in DRAGONLORD5 gets 10,000 from each player and becomes the new Dragonmaster (unless the round is over). If he doesn't get all eight Dragonlords, then everyone pays the Dragonmaster 1,000 for each as usual. The Dragonmaster can never make a Secret Power Play. In the Expert Game, the Dragonmaster can stop a Secret Power Play by molting sure that at least two players (even himself!) take Dragonlords or he will lose the right to be Dragonmaster on the next hand.

WIZARDS

LEGEND: The four court wizards usurped power from the Dragonlords and began a terrible chaotic reign. This game is dedicated to those dark times.

DRAGONMASTER (BASIC, ADVANCED AND EXPERT GAMES): When the Dragonmaster calls this hand, the object is to take as few Wizard cards as possible. For each one you take, You must pay the Dragonmaster 2,000. The Dragonmaster gets nothing for any Wizard cards he takes.

POWER PLAY (ADVANCED GAME/EXPERT GAME): When the Player with the Dragon Card calls this hand, he must take all four Wizards. If he takes all of them, everyone pays him 10,000. He then becomes the new Dragonmaster (unless the round is over). If he does not get all four Wizards, then he pays the Dragonmaster 8,000. The other players suffer no penalties for any Wizards they take.

SECRET POWER PLAY (EXPERT GAME ONLY): when the Dragon card is rejected, and the Dragonmaster calls this hand, if you take all four Wizards then you have made a Secret Power Play! The winner of a Secret Power Play in Wizards Hand gets 10,000 from each player and becomes the new Dragonmaster (unless the round is over). If you don't get all four Wizards then you pay the Dragonmaster 2,000 for each Wizard you own as usual.

The Dragonmaster can never make a Secret Power Play. In the Expert Game, the Dragonmaster can stop a Secret Power Play by molting sure that at least two players (even himself!) take Wizards because if one player takes all the Wizards, the present Dragon-master is usurped and loses his right to be Dragonmaster on the next hand.

RUNESWORD

LEGEND: The legendary Runesword was won from The Lizard People by Prince Theo of the Warrior tribe. By this heroic act, D'Arcey was able to gain the Staff of Power and restore law and order to Aedenne.

DRAGONMASTER (BASIC, ADVANCED AND EXPERT GAMES): when the Dragonmaster calls this hand, the object is NOT to take the Prince of Warriors. The player who captures him must pay the Dragonmaster 8,000. The Dragonmaster gets nothing if he (or she) takes the Prince of Warriors.

POWER PLAY (ADVANCED GAME/EXPERT GAME): When the player with the Dragon Card calls this hand, he must capture the Prince of Warriors. If he does so, then everyone pays him 6,000 and he becomes the new Dragonmaster (unless the round is over). If he does not take the Prince of Warriors, he pays the Dragonmaster 8,000. The player who took the Prince of Warriors does not pay anything.

SECRET POWER PLAY: NOT ALLOWED ON THIS HAND

FIRST OR LAST

LEGEND: D'Arcey was the First and Last of the Great Rulers. This game is played in his honor.

DRAGONMASTER (BASIC, ADVANCED AND EXPERT GAMES): When the Dragonmaster calls this hand, the object is NOT to take the first or the last tricks. For each one you take, pay the Dragonmaster 4,000. The Dragonmaster gets nothing for any of these tricks that he takes.

POWER PLAY (ADVANCED GAME/EXPERT GAME): When the player with the Dragon Card calls this hand, he must take the first and last tricks. This is usually very easy if he has a KING to lead, because the Dragon card (which is WILD) has an excellent chance of taking the last trick. If he succeeds in taking the first and last tricks, then each player must pay him 6,000 and he becomes the new Dragonmaster (unless the round is over).

If he does not take the first and last trick, then he must pay the Dragonmaster 8,000.

SECRET POWER PLAY: NOT ALLOWED ON THIS HAND

STAFF OF POWER

LEGEND: The Staff of Power gave D'Arcey ultimate control in Aedenne. In this game, the Staff of Power hand consists of the four preceding hands. It is like playing Dragonlords, Wizards, Runesword, and First or Last all at the same time.

DRAGONMASTER (BASIC, ADVANCED AND EXPERT GAMES): When the Dragonmaster calls this hand, the object, essentially, is to take as little as possible. As it is like playing all four of the other hands at once, the object is not to take any Dragonlords, or any Wizards, or the Prince of Warriors, or the First Trick or the Last Trick.

POWER PLAY (ADVANCED GAME/EXPERT GAME): When the player with the Dragon Card calls this hand, he must take all of the following: all eight (six in three-player game) Dragonlords, all four Wizards, the Prince of Warriors and the First and Last tricks. If he does so, each player must pay him 15,000 and he becomes the new Dragonmaster (unless the round is over). However, if any other takes any of the above cards or tricks, the Power Player must pay the Dragonmaster 8,000 and the other players nothing.

SECRET POWER PLAY (EXPERT GAME ONLY): When the Dragon Card is rejected, and the Dragonmaster calls this hand, if a player with a very strong hand can take all of the required cards and tricks, then he has made a Secret Power Play.