

A detailed illustration of a dragon breathing fire. The dragon is positioned in the center, with its wings spread wide. It has a greenish-grey body with red eyes and a long, pointed tongue. Bright orange and yellow flames are erupting from its mouth, filling the top and sides of the frame. The background is dark, making the fire and the dragon stand out.

52 DRAGONS

RULEBOOK

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www.52dragons.com

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About the game



52 Dragons is a fantasy card game where players draw from the same deck to control a unique Battle Dragon, powered by one of the four elements: Air, Earth, Fire, or Water. Calling on other dragons to fight alongside them or add power to the attack, they battle until only one is victorious.

Designed for 2-4 players, this Basic Set includes 52 distinct cards, 2 Battle Dragon player cards, and this instruction manual.

What makes *52 Dragons* unique, fun, and easy is that this deck is all you need to buy in order to play, although bonus and expansion cards are also available. A six-sided die (not included), and a method of keeping score are also required.

A typical game last around ten minutes and no two games are alike.

So grab some dice, a friend, and get ready to battle some dragons!

Basic Card Properties

Name of Dragon Card

Action Ability

* Flyby effect



* Support Dragon

Elemental Type



Merge Abilities and Bonuses

Before the Battle!

To setup the first round of the game, you'll need a deck of *52 Dragons*, a six-side die, and a method of tracking Health Points for your dragon (dice, paper, etc.). Remove the Battle Dragon Player Cards from the deck and put them aside for later use.

Choose a dealer. Begin the game by dealing 5 cards to each player. Place the deck of remaining cards in a central location, where all players will be able draw from it.

Initial Setup



Player Cards (save for next phase)



Deck of remaining cards



Dice (not included in Basic set)



Player 1 Hand

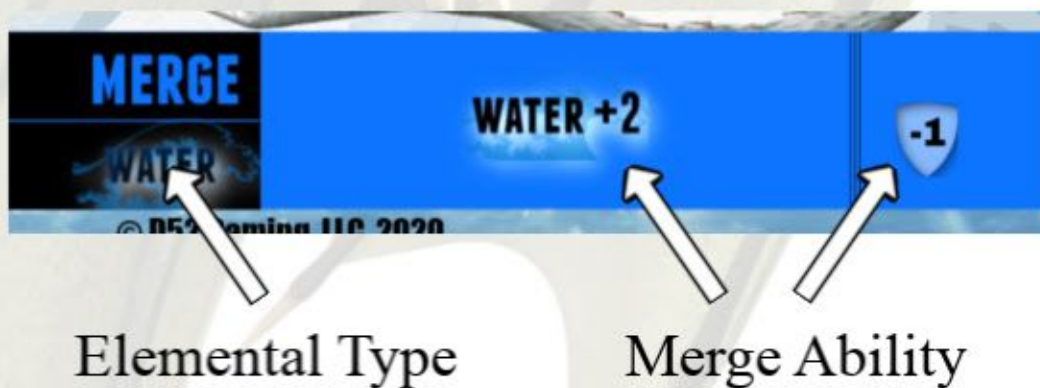


Player 2 Hand

Set Up Your Battle Dragon

Starting with the player to the left of the dealer, each player will pick 1 card from their hand to initially power their Battle Dragon and determine its Elemental Type.

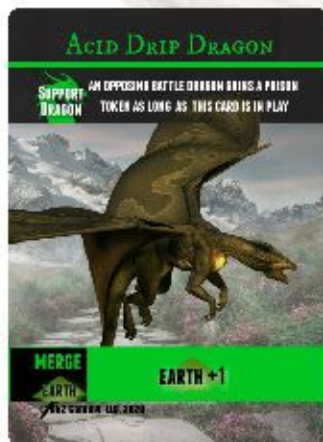
This comes from the **MERGE ABILITY** on lower portion of the card. Every card has a **MERGE ABILITY**, that when used to power a player's Battle Dragon, will give it additional strength or abilities.



The **MERGE ABILITY** also includes an Elemental Type. The Element Type of the first card played will determine the type of Battle Dragon for the rest of the game.

Sample Battle Dragon

In this example, Player 1 decides to play an Earth Battle Dragon, using this Acid Drip Dragon card for the initial power.



The Battle Dragon can be marked with an included Earth Battle Dragon Player card*. Stack the cards like the example below.

The **MERGE ABILITY** of the Acid Drip Dragon gives this Battle Dragon an Earth Attack Bonus of +1 (described later in the Attack Section)



* The Basic Set includes 2 double-sided Player Cards to display the Elemental Type. This is the only purpose they serve, and they do not affect game play. If there are not enough player cards for all players, the first card can be used instead, or any other marker the players choose. Additional Players Cards can be purchased or printed for free at <https://52dragons.com>.

Elemental Types

The 4 Elemental Types are Air, Earth, Fire, and Water. Each one is represented by a color and has its own strengths and weaknesses.



Fire Dragons focus on high damage attacks

Air Dragons attack with speed and slow down opponents



Earth Dragons focus on healing and poison attacks

Water Dragons are defensive and powerful against Fire Dragons



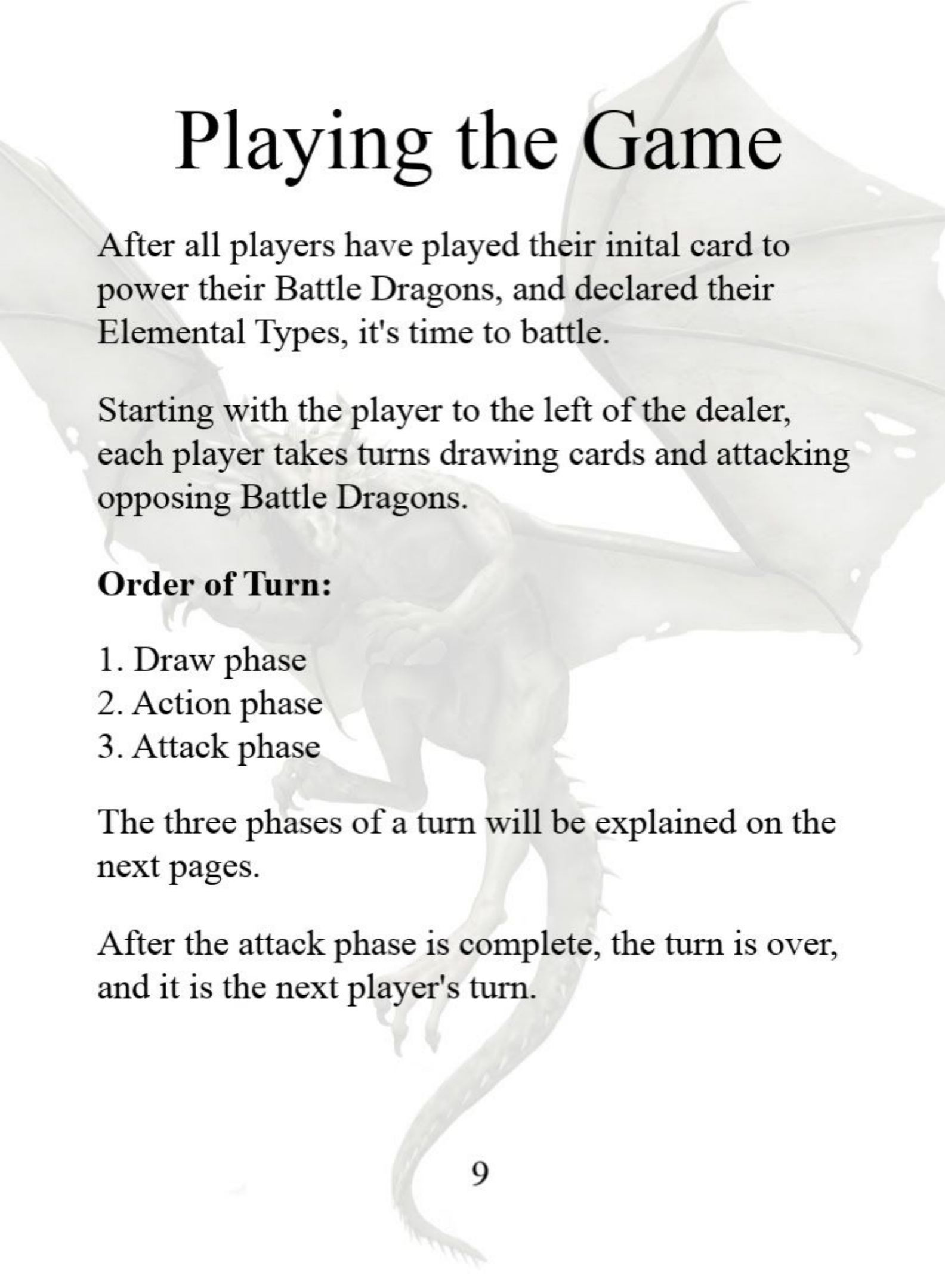
Starting Health Points

All Battle Dragons begin the game with 52 Health Points. This value may be modified by the **MERGE ABILITY** of certain cards. The modifications to the Health Points are **shown** by a Shield (🛡️) symbol.

For example, this **MERGE ABILITY** would reduce the Battle Dragon's Health Points by 2, making the starting value 50.



Playing the Game



After all players have played their initial card to power their Battle Dragons, and declared their Elemental Types, it's time to battle.

Starting with the player to the left of the dealer, each player takes turns drawing cards and attacking opposing Battle Dragons.

Order of Turn:

1. Draw phase
2. Action phase
3. Attack phase

The three phases of a turn will be explained on the next pages.

After the attack phase is complete, the turn is over, and it is the next player's turn.

Draw Phase

Draw a card from the deck.

- If there are no cards left in the deck to draw from, shuffle the discard pile, flip it over, and draw from it.

Flyby and Support Dragons

The top portion of the card will label each card as either a Support Dragon or Flyby card. These are called the **ACTION ABILITIES**. Both types of **ACTION ABILITIES** play a different role in gameplay and are played during the Action Phase of a turn.



Flyby cards can be played any time during the Action Phase. They are used one time and then placed into the discard pile.



Support Dragons can be played any time during the Action Phase, but only if the Battle Dragon is using merged cards of the same Elemental Type. Support Dragons remain in play and add their Support Ability until they are destroyed by another card.

Action Phase

During this phase, the player can play cards from their hand or use abilities on cards that are currently in play.

Up to 1 card may be played for its **MERGE ABILITY** each turn, as long as the Battle Dragon does not already have 5 or more merged cards. Use the **MERGE ABILITY** by adding the card to the Battle Dragon stack. Any Health Point adjustments in the card's **MERGE ABILITY** are applied at that time.

A black rectangular icon with the word "MERGE" in white, bold, sans-serif font. Below it is a smaller, lighter rectangular area with the word "AIR" in white, sans-serif font, and a faint, circular, glowing effect behind the text.

MERGE

AIR

Players can play any combination of up to 2 Flyby cards or Support Dragons during this phase. Support Dragons can only be played if the Battle Dragon contains a merged card of the same Elemental Type as the Support Dragon card. Flyby cards can be played regardless of Elemental Type.

A teal-colored dragon head icon with the word "FLYBY" in white, bold, sans-serif font overlaid on it.

FLYBY

A teal-colored dragon head icon with the words "SUPPORT DRAGON" in white, bold, sans-serif font overlaid on it.

**SUPPORT
DRAGON**

Attack Phase

In games with more than two players, you may target *any* opposing Battle Dragon.

To attack, roll a six-sided die (D6). Then, adjust for any bonuses or penalties from **MERGE ABILITIES** matching your Battle Dragon Elemental Type.

For example, if your Battle Dragon is Fire, then any Merged Abilities with Fire Bonus are added to your roll.

A merged card with **FIRE+2** would add 2 to your attack roll, since you are attacking with a Fire Battle Dragon. Any other Elemental Bonus would not affect your attack roll.

The total amount of damage your Battle Dragon deals to your opponent is subtracted from their Health Points.

A Battle Dragon dies when its Health Points reach zero.

The turn ends after damage has been dealt.

Other Rules

Poison

Some cards have the ability to poison a Battle Dragon. When a Battle Dragon is poisoned, mark it with a poison counter (this could be anything you choose, a coin, a die, etc.)

Poisoned Battle Dragons lose 1 Health Point for each poison counter at the beginning of their turn.

Expansion Cards

Expansion Cards are available in Expansion Sets, the Deluxe Edition, and through other online offers.

If the back of the card is labeled "Expansion Deck," the cards are placed in a deck separate from the regular drawing deck.

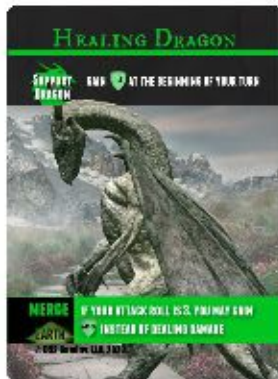
At any point during their Action Phase, a player may discard 3 cards from their hand and draw 1 card from the Expansion Deck. If discarded, Expansion Cards are placed in the regular discard pile.

Card Placement

Player 1
Battle Dragon



Support Dragons




Poison
Counters


Attack Dice


Health Points



Glossary

Action Ability - The ability on the upper part of the card that labels the card as either a Flyby or Support Dragon..

Action Phase - The part of a player's turn where they play cards, or use abilities on existing cards.

Attack Phase - The part of a player's turn where their Battle Dragons attack another player's Battle Dragon.

Battle Dragon - The Dragon "character" players control during the game.

Discard Pile - The place where cards go after they are no longer in play, or if they are discarded.

Draw Phase - The part of a player's turn where they draw a card from the deck.

Elemental Type - Air, Earth, Fire, or Water..

Flyby - A type of card that is used one time during the Battle Phase and then placed into the discard pile.

Merge Ability - The ability on the lower part of the card that is combined with other Merge Abilities to power the Battle Dragon.

Poison Counter - A token indicating that a Battle Dragon is poisoned. A poisoned Battle Dragon loses one Health Point per counter each turn.

Health Points - The life points for your Battle Dragon. A Battle Dragon dies when its value reaches zero.

Support Dragon - A type of card that joins your Battle Dragon and adds its "support" ability.



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Email: gamemaster@52dragons.com

