

DRARKANE



RULEBOOK

The sky has turned to ash. Across the lands of the kingdom of Drarkane—once peaceful and verdant—twilight has given way to a starless night. The castle bell tolls its death knell. Roars rumble in the distance, first like faint echoes, then like screams tearing across the horizon. The walls tremble, and flames already lick the fortress gates.

The dragons—legendary and merciless—are awakening from their millennia-long slumber. And they are hungry... for vengeance, for fire, and for chaos.

Yet at the gates of this rising apocalypse, several champions answer the call. Warriors with troubled pasts, mages with unfathomable secrets—united by a single certainty: if they do not act together, everything will be reduced to ashes. They must join their strength to defend the last bastion of humanity...

But beware... Alliances are fragile, betrayals inevitable, and every attack may conceal treachery.

Sharpen your strategies... the dragons' breath is drawing near. And glory will belong to only one survivor—the one who will become the new king of the kingdom of Drarkane.



Thanks

To you, noble souls who braved the flames of chaos to bring Drarkane to life! Ophélie HAEHNEL, my great enchantress of mechanics, whose spells bound the rules together with elegance; Lionel KLEIN, master blacksmith of code, whose anvil rang endlessly within the caverns of development; Fabrice ZOLLER, guardian of testing and scout of bugs, whose sharp eyes saw beyond every illusion; Kylian HAEHNEL, dragon tamer, who faced the blazing waves without faltering; Lylia HAEHNEL, messenger of the realm, whose words guided the troops with wisdom; Sandra STORTZ MILLER, mistress of parchments, who transmuted our creations into sacred formats; Jonathan BUDA and Régis LUTTER, architects of the digital runes, who shaped the interfaces like magical gates opening the path to the kingdom; Theresa STRAILE, keeper of ancient tongues, who wove the words and mastered the arcane.

Thanks to your bravery and ingenuity, the game now stands like an enchanted fortress, resisting the furious assaults of a thousand waves of dragons. The cards are ready, and the legends may now be written.

May your names be sung in taverns and carved into the eternal stones of memory!

Material

50 Battle cards



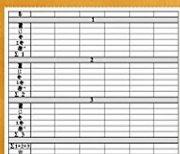
20 Dragon cards



30 contract tokens



1 scorecard



1 game aid card
(front and back)



Treasures Expansion
20 Objective cards



1 playmat



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The Battle cards

- 40 arcana cards divided into 4 colors:

30 cards: blue (shield), red (sword), green (axe) with strengths from 1 to 10



10 Cards: Yellow (grimoire), strength 1 to 10; this color is trump.

This means that these cards are more powerful than any blue, green, or red arcana card.



- 10 influence cards:



6 Obscure cards (with values from 11 to 13), consisting of 4 Knights (11), 1 Queen (12), and 1 King (13). These cards are stronger than the trump and therefore stronger than any other Arcane card. However, among the Obscure influence cards, the one with the highest value defeats the others (13 > 12 > 11).



1 Mercenary card (value 0 | 14): when played, this card may take a value of either 0 or 14. If played as 14, it becomes an Obscure card and defeats all other cards.

If played as 0, it is treated like a Dragon Egg card (value 0, white color).

Obscure Influence cards are not considered a suit.



1 Dragon Egg card (value 0, white color). When played, this card loses to all other cards.

2 Wizard cards, which cannot win a trick but can disrupt the game and its rules!



the card with the lowest value wins the trick, regardless of its suit.



the card with the highest value wins the trick, regardless of its suit. (Reminder: Obscure cards are not considered a suit.)

However, if both Wizard cards are played in the same trick, they cancel each other out and the standard rules apply.

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Objective of the game

Each player must win the number of tricks they declare at the start of the round, while holding back waves of dragons. However, once a player has fulfilled their contract, nothing prevents them from letting the dragons invade the kingdom of Drarkane and leading the other players to their doom.

Before diving into the rules, let's take a moment to explain the composition of the Dragon and Combat cards, as well as the icons used in the game and the score sheets.

All Dragon cards have a point value (top right) that players can earn when the card is defeated.

These are called "Terror" points:



All Combat cards have a flame type and a strength or power value, which indicate how they can be played in a trick and how they can be used to defeat a Dragon card. When a Dragon card is defeated, the player flips it face down in their play area to reveal the back of the card, which shows 2 points for having delivered the final blow to the dragon.

These are called "Trophy" points:



Set up

The setup depends on the number of players :

2/3 players



4 players



5 players



- for 2-3 players: remove three Knight cards (11) as well as the Trump cards 1, 5, and 10. Shuffle the remaining Combat cards and deal 14 cards to each player.

- for 4 players: remove two Knight cards (11) as well as Trump cards 1 and 10. Shuffle the remaining Combat cards and deal 11 cards to each player.

- for 5 players: remove one Knight card (11) as well as Trump card 10. Shuffle the remaining Combat cards and deal 9 cards to each player.

- for 6 players: shuffle all 50 Combat cards and deal 8 cards to each player.

The remaining Combat cards are set aside face down and are not revealed to the players.

Shuffle the 20 Dragon cards, then reveal as many Dragon cards in the center of the table as there are players, accessible to everyone. This forms the "battle zone." Also place the Contract tokens nearby.



For a first game, it is recommended not to use the Treasures expansion, so you can put the Objective cards back in the box.

Round Sequence

At the start of the first round, a first player is determined. Starting with the first player and proceeding clockwise, each player estimates the number of tricks they expect to win and takes that many Contract tokens. This is called the "Contract Phase".

The first player starts a trick by playing a card. Other players, in clockwise order, must play a card of the led suit. If a player does not have a card of that suit, they **may** trump by playing a Trump card (Grimoire | yellow suit), or they **may** duck to avoid winning the trick (by playing an Arcane card—blue, green, or red, of their choice).

The only cards that do not follow these rules are the Influence cards, namely: Dragon Egg (0), Knight (11), Queen (12), King (13), Mercenary (0/14), and the two Wizard cards. A player may play one of these cards at any time, even if they have a card of the led suit and/or a Trump card.

Note: When multiple cards of the same value are played in a trick, the first played card wins (for example, a trick containing multiple Knight cards).

The player who played the highest-value card (excluding Wizard cards) wins the trick. They flip one of their Contract tokens (if they exceed their contract, they add a token from the reserve in front of them) and **must** assign the cards from the trick to the visible Dragon cards in the "battle zone". If a card cannot be placed, it is discarded, and all placement must respect the requirements needed to defeat a Dragon card (see page 12). When a Dragon card is defeated, it is removed from the "battle zone" and placed face down in front of the player. The player who wins a trick becomes the first player for the next trick. Before starting a new trick, players must reveal a new Dragon card and add it to the "battle zone".

If this is the 7th Dragon card, the round ends immediately. Otherwise, the first player starts a new trick, and the process repeats until all players have played all their cards. Then, proceed to score points (see page 7).



Example of a trick with 6 players : Kylian starts the trick by playing 5 blue (blue is the led suit). Lylia plays 8 blue. Ophélie has no blue cards, so she decides to trump and plays 3 Trump to try to win the trick. Lionel also has no blue, so he chooses to duck and plays 4 green. Patrick, lacking blue as well, tries to win the trick by trumping and plays a Knight (11) and wins the trick.

End of round

A round can end in two ways:

- when all players have played all their Combat cards.
- when there are 7 Dragon cards in the "battle zone".

In either case, points are calculated for each player as follows :

- **4 points** for each trick won (**Contract points**)
- **2 points** for each defeated Dragon card (**Trophy points**)
- If a player wins **exactly the number of tricks** they declared during the "Contract Phase", they score all "Terror" points collected by all players during the round.
- If a player's result is **1 trick above or below** their declaration, they score half of the "Terror" points collected by all players during the round.
- If a player's result **differs by 2 tricks or more**, they score no "Terror" points for the round.
- If the round is completed with the Treasures expansion, players also score "Treasure" points from completed Objective cards (see pages 8-9).

Setup for Subsequent Rounds

Shuffle the Combat and Dragon cards separately to recreate each deck. Then deal a certain number of Combat cards depending on the number of players (see page 5) and reveal as many Dragon cards in the "battle zone" as there are players.

If you are playing with the Treasures expansion, also carry out a new "Objective Phase" (see page 8).

The player who won the last trick of the previous round becomes the first player, and a new "Contract Phase" begins.

End of the Game

At the end of the third round, points are calculated and the totals from all three rounds are added together to obtain each player's final score.

The player with the highest score becomes the new legend of the kingdom of Drarkane!



Treasures Expansion

Adding the **Treasures expansion** introduces shared and personal objectives for the players, creating more tension and increasing opportunities for underhanded moves!

Set up

Set up the game as usual, then shuffle the **Objective** cards and deal 2 **face-down cards** to each player. Once players have looked at their **Battle cards** and their **two Objective cards**, proceed with the "**Contract Phase**", adding a step called the "**Objective Phase**", which follows this rule : The first player chooses one **Objective** card (from the two in their hand) and places it face down in front of them, then passes the remaining card to the player on their left. That player then chooses one **Objective** card from the three cards they now hold and passes the remaining cards to the next player. This continues until the last player, who, after selecting their **Objective** card, places the remaining **Objective** cards into a shared area accessible to all players, called the **Treasure Zone** (located above the **Dragon cards**).



Each player has a personal **Objective** card that only they can attempt to complete, while the "**Treasure Zone**" contains shared **Objective** cards, available to all players.

Objective cards have "**Treasure**" points.

Immediate effect: when a player completes an **Objective**, they place the **Objective** card face up in their play area.

End of round: at the end of the round, the player(s) who complete the **Objective** earn the "**Treasure**" points from the **Objective** card. In case of a tie, each player receives the "**Treasure**" points.

Treasures Expansion: Objective Cards

Instant - the first player to meet the condition completes the **Objective** card:



End of Round - the player(s) involved complete(s) the **Objective** card:



Reminder : **Treasure** points are only earned if the players win the round (that is, if there were not 7 **Dragon** cards in the "**Battle Zone**").

2-Player Variant

Set up the game for 2 players (see page 5), with the exception that only 2 **Dragon** cards are revealed at the start of the round. The third player is imaginary and does not follow any rules regarding **Battle** cards; they are called "**The Fallen King**". If you are playing with the **Treasures** expansion, do not deal **Objective** cards to the "**Fallen King**". They can still collect **Immediate** and/or **End-of-Round** **Objective** cards from the "**Treasure Zone**". The rules are the same as for a 3-player game, except that the "**Fallen King**" has a deck of 14 face-down **Combat** cards, and you always reveal the top card of their deck on their turn. When the "**Fallen King**" wins a trick, assign the **Battle** cards to the **Dragon** cards as if you were the "**Fallen King**" (not in whichever way might be convenient for you).

The "Fallen King" does not earn any points. Therefore, if they win a Dragon card, discard it.
 During each round, only the players' points are counted, as the "Fallen King" is not competing for victory but only exists to make you lose points.

Solo Variant

You will be playing against the "Demon" of the kingdom of Drarkane, an unpredictable and dangerous opponent. In Solo mode, you play with all Battle cards and Dragon cards, but exclude the Treasures expansion cards. Shuffle the Battle cards and take the first 10 cards – these are your starting hand. The rest of the deck will form your draw pile and the "Demon's" deck. Shuffle the Dragon cards and reveal the top card. Play follows the basic game rules, with the following additional rules :

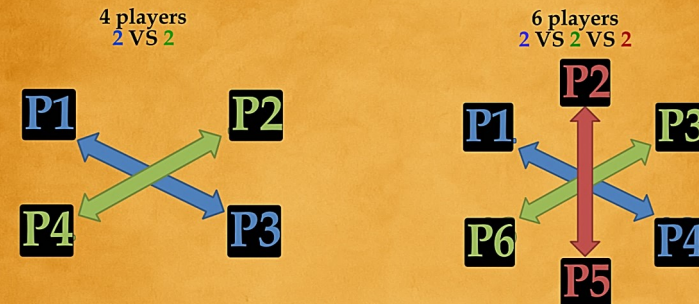
- You start the first trick.
 - When you play a Battle card, draw a new one at the end of the trick.
 - If there are no more Battle cards, shuffle the discard pile to form a new draw pile.
 - The "Demon" always plays the top Battle card from their deck.
 - If the "Demon" wins a trick, assign the Battle cards to the Dragon cards as logically as possible (not in a way convenient for you), then add a new Dragon card to the "Battle Zone".
 - When a Dragon card is defeated, if it was you who defeated it, place it in your play area; otherwise, place it in the "Demon's" play area. Then add a new Dragon card to the "Battle Zone".
 - If you need to add a Dragon card but there are none left, the game ends and points are tallied.
 - If there are 7 Dragon cards in the "Battle Zone", the game ends and points are tallied.
- Important: if you lose a trick and/or one or more Dragon cards are defeated, only one new Dragon card is added.**
 When the game ends, calculate your score: sum the "Terror" points on the Dragon cards you defeated, then subtract the "Terror" points on the Dragon cards defeated by the "Demon".

Compare your final score to determine your rank:

- Burned Villager (0-20):** from the kingdom of Drarkane, only ashes remain...
- Flame Runner (21-40):** the dragons chase you more than the other way around...
- Scale Slayer (41-60):** the people of Drarkane give you a nod of respect.
- Scourge of the Skies (61-80):** the kingdom of Drarkane sings of your exploits!
- Legend of Drarkane (80+):** your name is engraved in fire and blood!!! You enter the legend of the kingdom of Drarkane!

Team variant (for 4 or 6 players)

The Team Variant lets you rediscover Drarkane by playing in teams of 2 players sitting opposite each other, while keeping the basic game rules intact.



The setup is the same in terms of the number of Battle cards dealt and the number of Dragon cards revealed, depending on the number of players.

The difference is that players on the same team exchange one Battle card at the start of each round (team members do not have to exchange their cards simultaneously). Once each team has completed their exchange, the round can begin.

When a player wins a trick, they may (optionally) exchange a Battle card with their teammate. The opposing player can inspect the card and either return it to their teammate or take the Battle card and give another card from their hand to their teammate.

At the end of a round, calculate each player's points as in a standard game (see page 7), then each team adds together the points of both players to get a team score. This process is repeated for each round, and the scores from the three rounds are totaled for each team to determine the winning duo!

If you are playing with the "Treasures expansion" (pages 8-9), once players have selected their Objective card and set up the "Treasure Zone", the two players on each team secretly reveal the Objective card chosen by their teammate to each other.



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Author: Kévin HAEHNEL
Illustrator: Fabrice WEISS
Graphic Designer and Publisher: Kometh