



<30
minutes



2
players



12+
years



FLOWOFGAMEDESIGN



Fantasy Card Game

Dragons & Castles



Castle

Fire

Water

Thunder

Ghost

Rainbow



Castle

Fire

Water

Thunder

Ghost

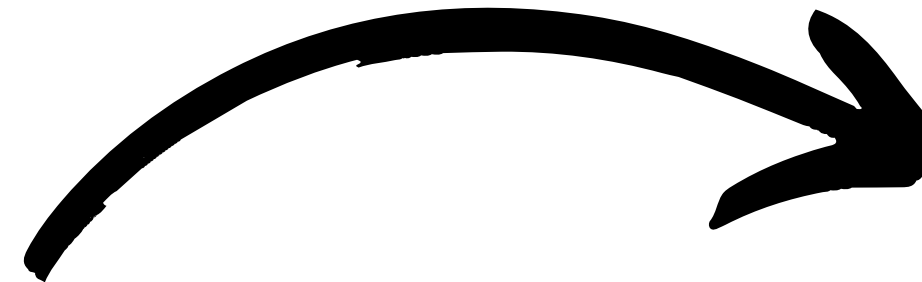
Rainbow

Random Chance



**2 modes of play:
Cards OR Dice**

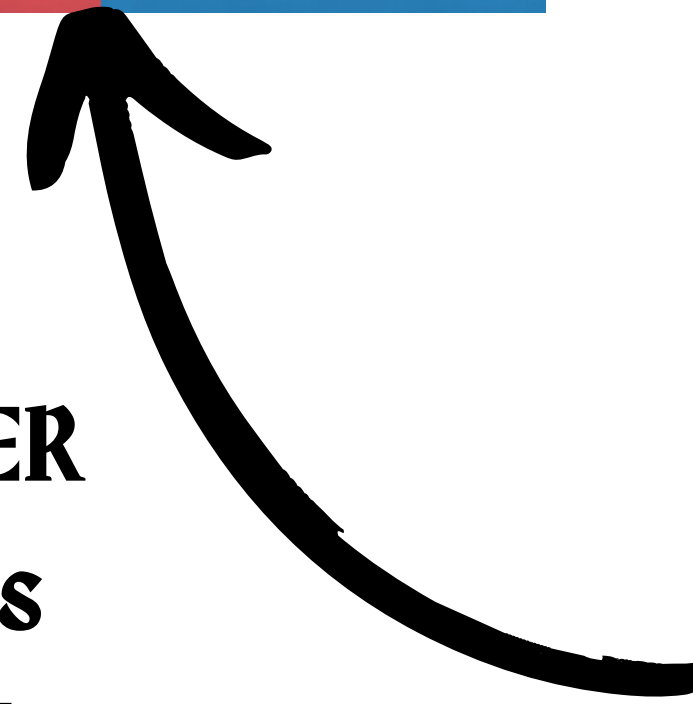
Rock-Paper-Scissors Mechanic



FIRE
beats
THUNDER



WATER
beats
FIRE



THUNDER
beats
WATER

Special Dragons - Strategy

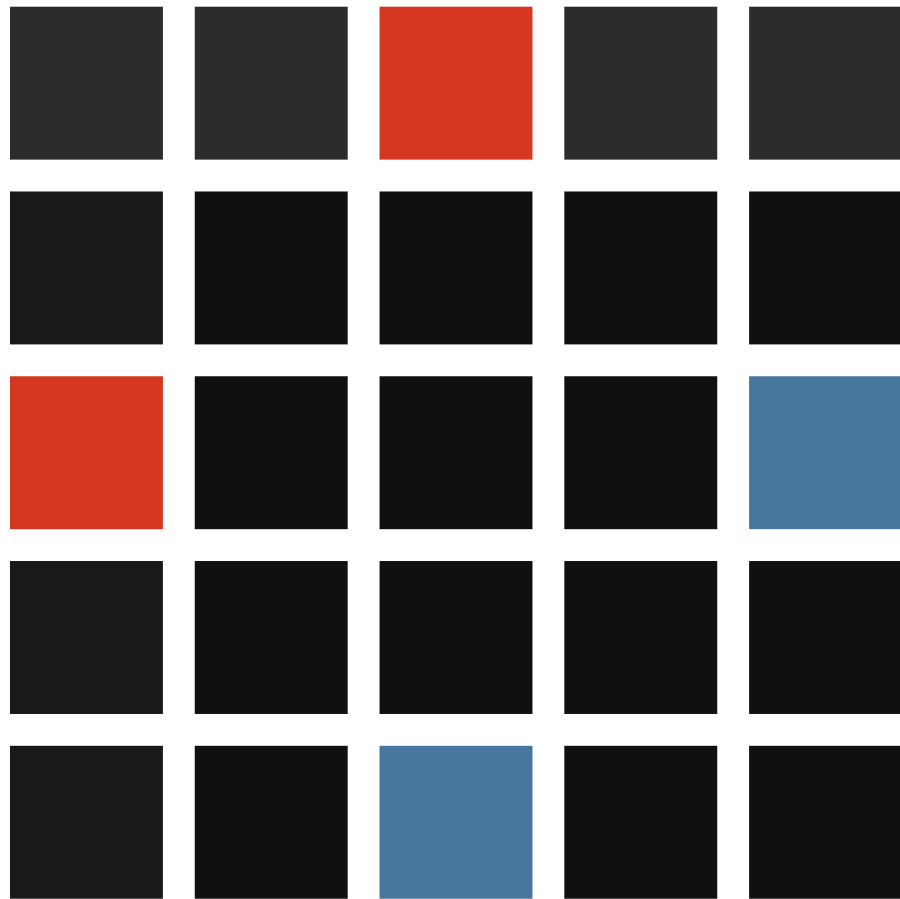


GHOST - place 1 extra dragon

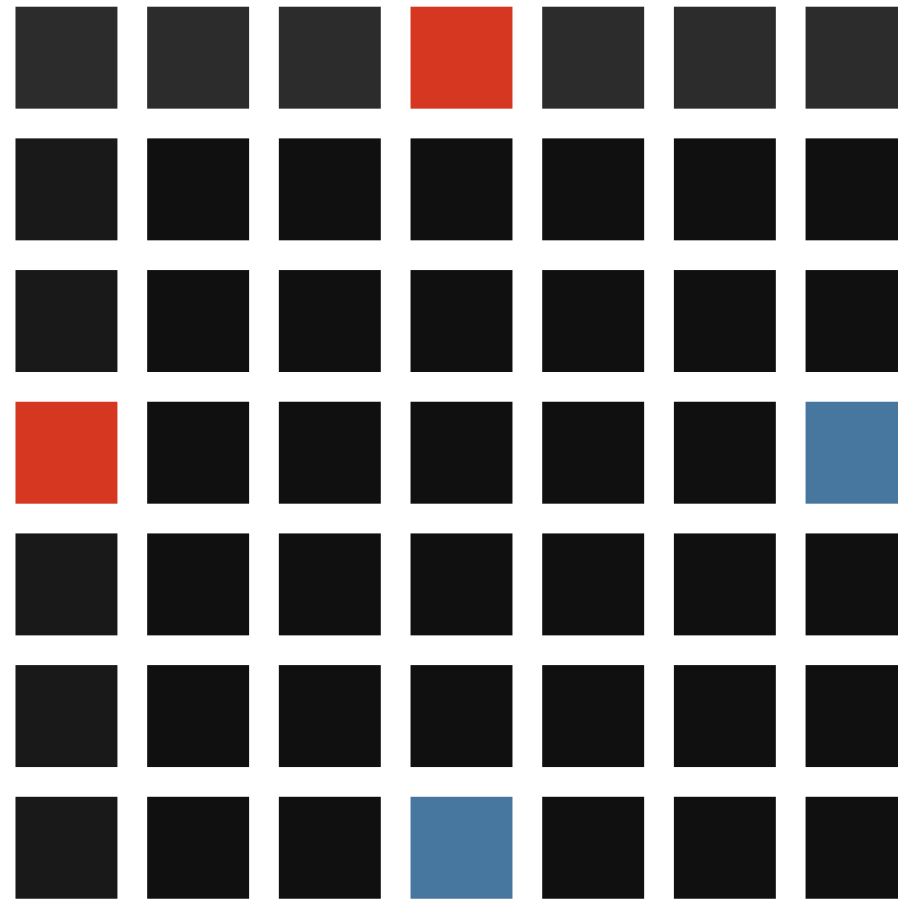


**RAINBOW - eliminate opponents or
row and column**

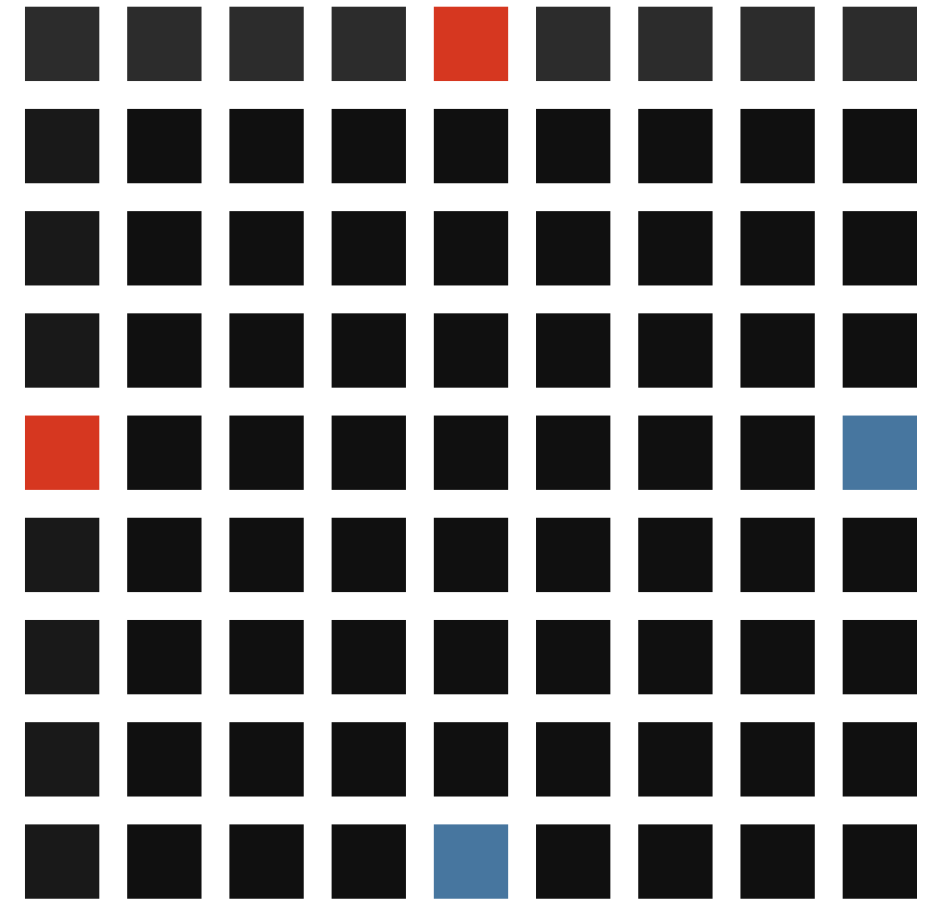
3 Maps



2-5 minutes



5-15 minutes



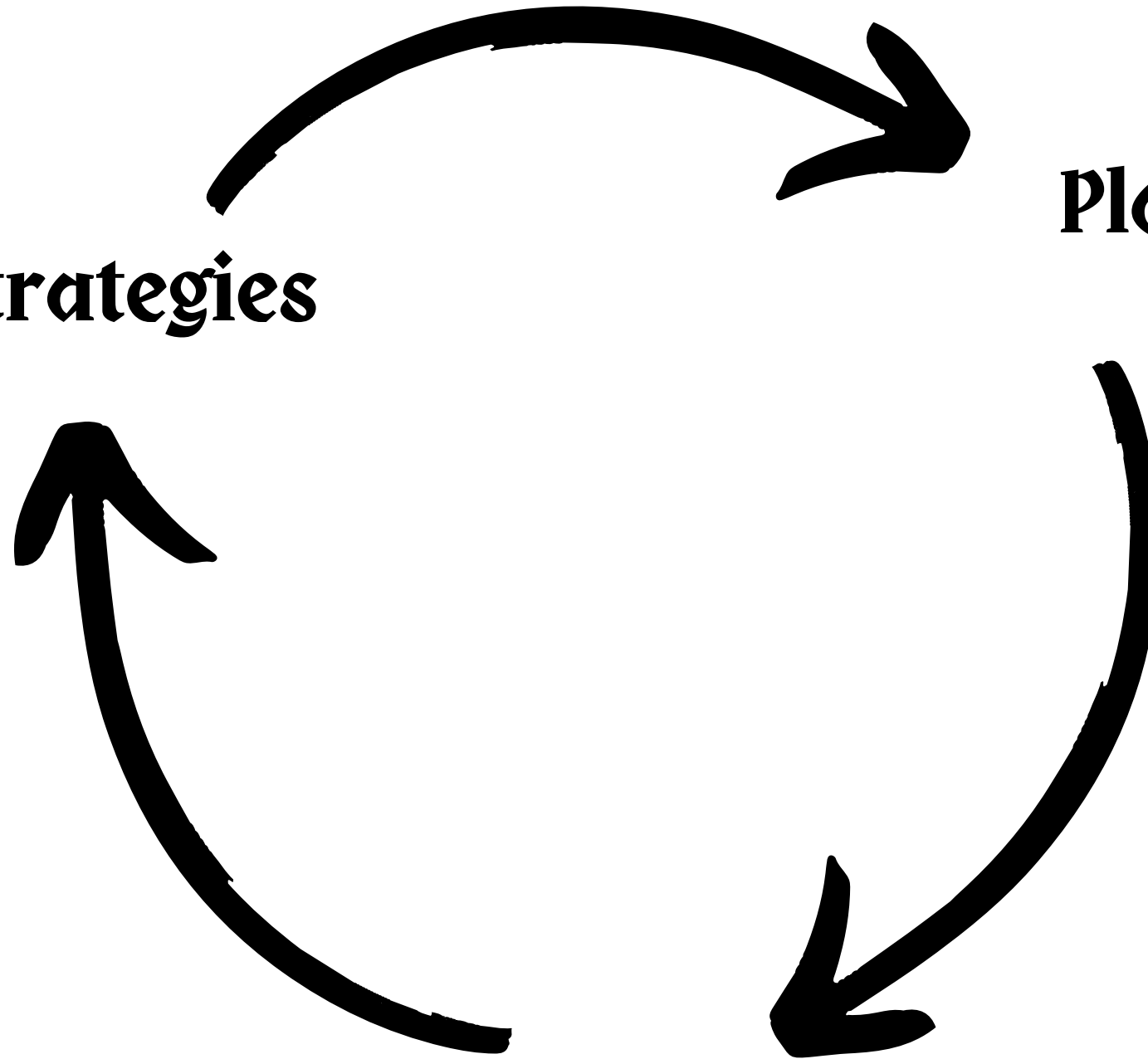
15-30 minutes

Game loop

Create Strategies

Place Cards

Draw Cards



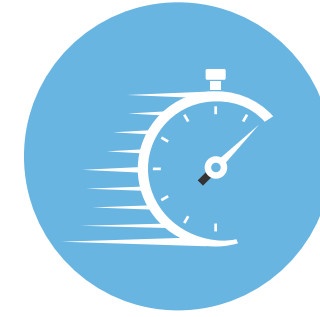
Features



PvP Card Game



Party Game



Quick Play



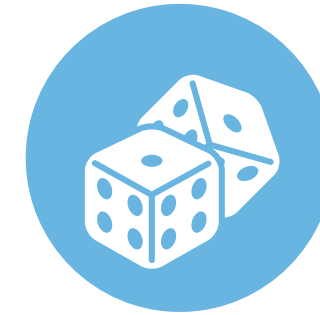
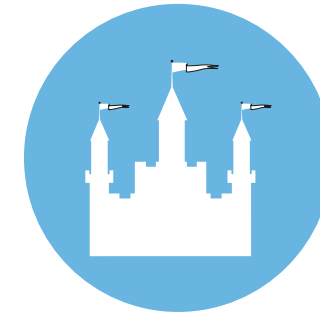
Strategy



2 or 4 players



Fantasy - Dragons and Castles



Chance



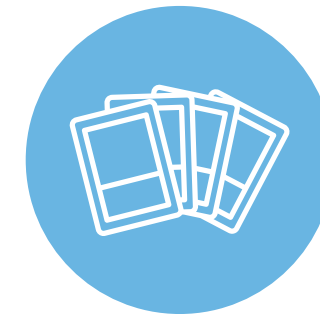
Rock Paper Scissors



Capture the Castle



Simple Rules



Casual

Win Condition



Capture Both Castles



Plase Most Dragons

Packaging



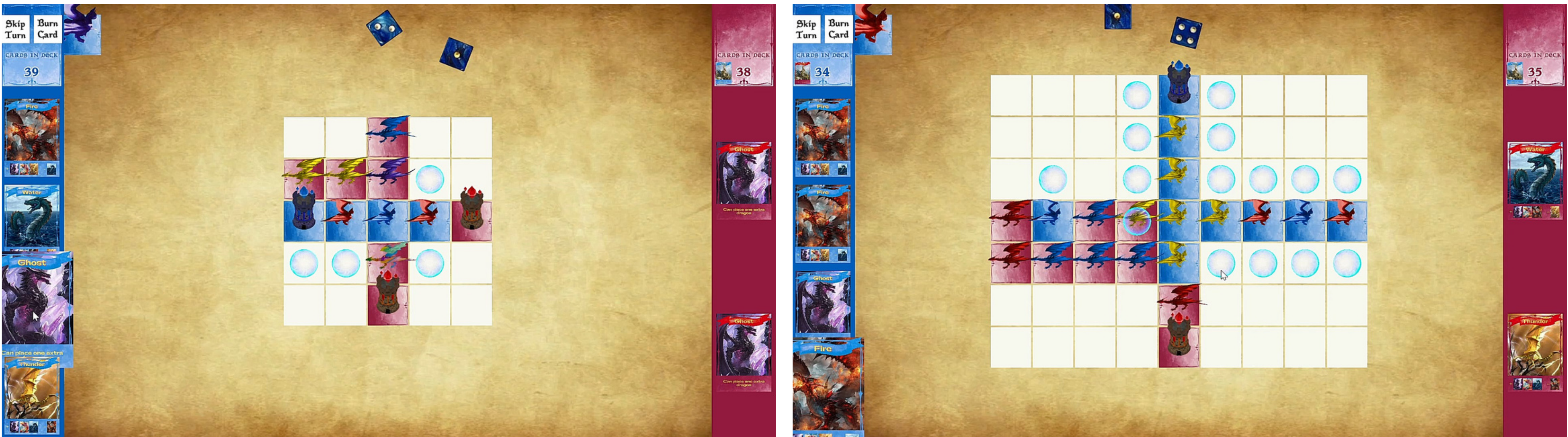


50+
Playtests

1 UP gamers pub

COMICON 2023

Video Game



Dragon Crossing

It begins with a blank page. An infinite possibility of creation. It requires a hero. The hero should have villains to fight. And vehicles to ride. And time travel between...

fogdd.com

RULEBOOK

Game Cards









6x

8x

4x

**18x silver
action cards**

					
Castle	Fire	Water	Thunder	Ghost	Rainbow

2X

10X

10X

10X

4X

2X

38x

					
Castle	Fire	Water	Thunder	Ghost	Rainbow

2X

10X

10X

10X

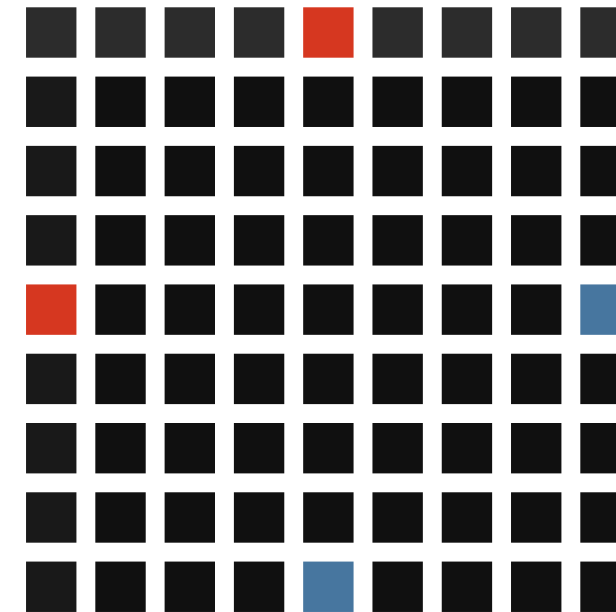
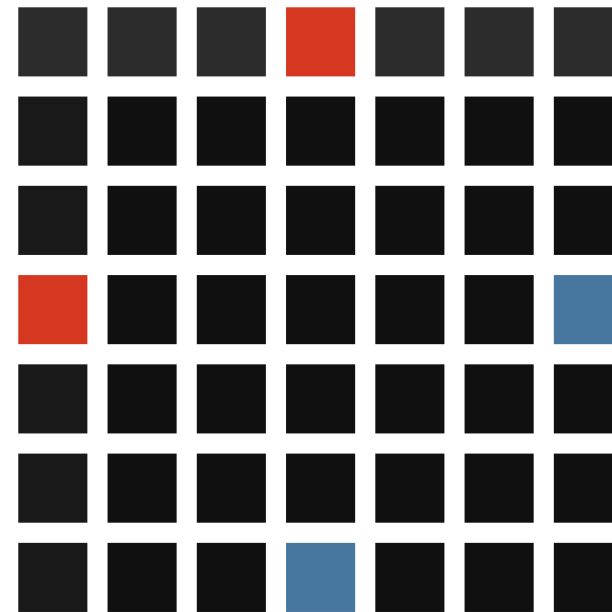
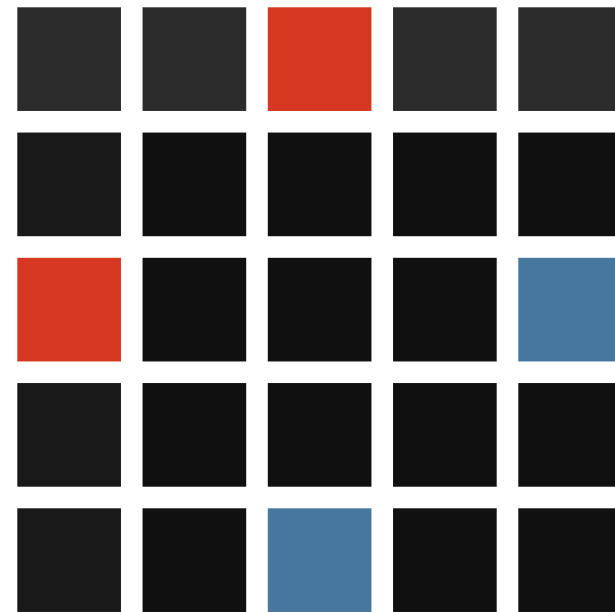
4X

2X

38x

Game Setup

- The game is played with 2 players: red and blue
- Shuffle and place the action cards on the table
- Remove the castles from player decks
- Give each player their deck and shuffle them
- There are 3 different setup options: small (5x5), medium (7x7), and large (9x9)
- Place the four castles on the table as showcased in the following image
- Each player draws 4 cards from the deck and keeps them secret



Game Rules

- **Choose which player begins - each player places one dragon on the table from fire, water, or thunder and if they win they start the game; if they don't have any dragon of this type, they lose**
- **Each round, each player draws an action card, which indicates the maximum number of dragons they can use**
- **Action cards indicate the maximum number of dragons that can be used - you can use less or none**
- **After using an action card, place it in the deck and shuffle the deck**
- **After placing dragons, draw cards from the deck to have at least 4 dragons in your hand**

Using Dice

- **As an alternative to action cards, you can use 2 D6 dice. Throw the dice twice, and place dragons according to the following rules:**
- **double 6 or double 1 - place 3 dragons**
- **another double dice, one die of 6 or 1, or sum of 6 - place 2 dragons**
- **another combination - place 1 dragon**

Game Rules

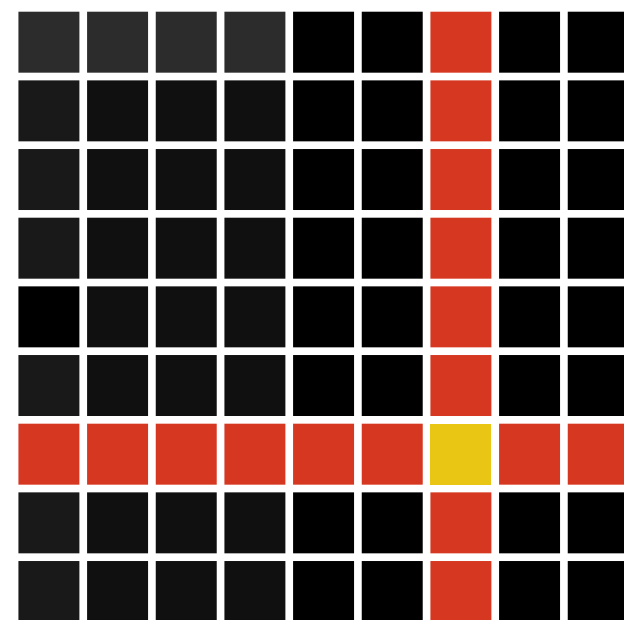
- **Dragons can be placed only next to the castle or next to another dragon from your deck**
- **Dragons can be placed on any free spot, to the left, to the right, up, or down an existing card**
- **Fire dragons can destroy enemy thunder dragons and be placed on their spot**
- **Water dragons can destroy enemy fire dragons and be placed on their spot**
- **Thunder dragons can destroy enemy water dragons and be placed on their spot**
- **Fire, water, and thunder dragons can destroy enemy ghost and rainbow dragons**
- **Fire, water, and thunder dragons are the only ones who can capture enemy castles**
- **You can only attack enemy dragons**
- **The dragon that was attacked is eliminated from the game and will be placed outside the map, and the dragon that attacked will take its place**
- **Ghost and rainbow dragons can only be placed on empty spots**
- **Ghost dragons give you an extra dragon to place (if you draw "place 2 dragons", you can place the ghost dragon, and then place 2 more dragons)**
- **Rainbow dragons wipe out all enemy dragons on the same line or column as them (every dragon from the enemy team that is on the line on the left, right, up, or down is destroyed) as shown in the image below**

Win Conditions

- First player to capture both of the opponent's castles, wins
- If one player runs out of dragons, the moment he places the last dragon, the game ends and you can count the points - 100 for each castle, 1 for each dragon
- If both players have the same number of points, they both win

End of game

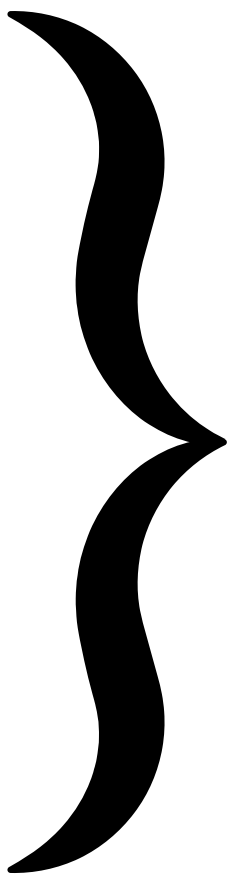
- The game ends when one of the players runs out of cards or when both castles are captured



**Rainbow Dragon
area of effect**

Playing in teams

- **The game can be played with 4 players, two for each team: red and blue**
- **Each player will receive 4 cards from his deck**
- **Decide which team starts the same way**
- **Play alternatively - if red team starts, then the first red player places dragons, then the first blue player then the second red player, then the second blue player**
- **Game ends when one of the players has no cards in hand and the deck is empty**



Place on empty spot or attack one of the dragons

- Place on empty spot
- Place one extra dragon

- Place on empty spot
- Destroy all enemy dragons on the same row and column

**FUTURE
IMPROVEMENTS**

Expansion pack party: player 3 and player 4



**Expansion pack strategy:
dragon seasons - includes more special actions**



magma



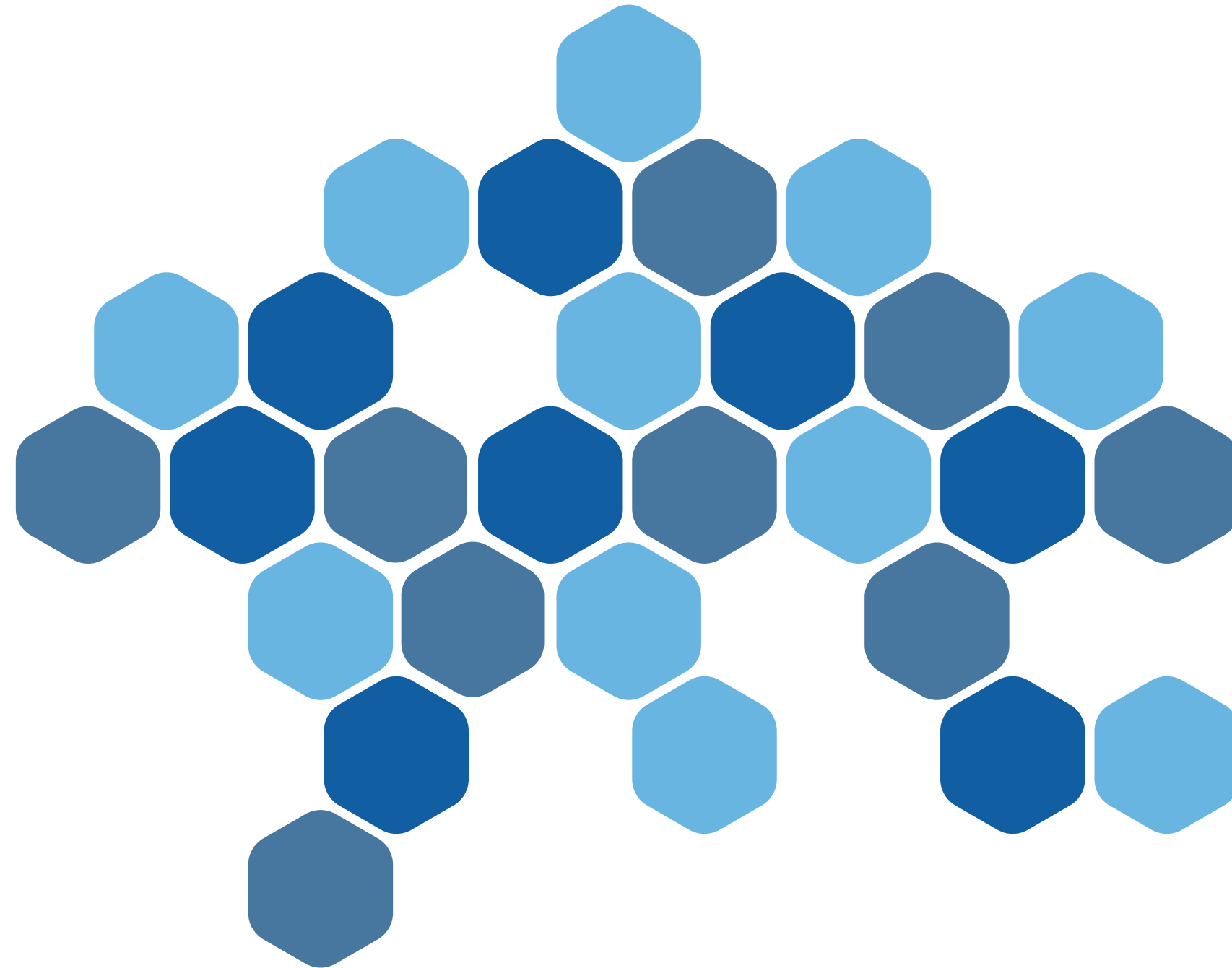
storm



arctic

**destroys all enemy dragons on the board that it
can attack (eg: arctic destroys all fire)**

Next gen: hex map for 6 players



CONTACT



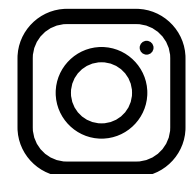
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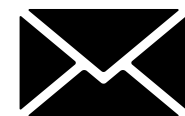
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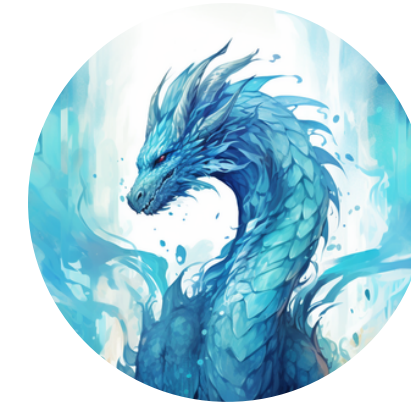
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Dragon Crossing



Fire

Thunder

Rainbow

Ghost

Thunder

Thunder

Fire

Fire

Fire