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## OVERVIEW

A team of adventurers are on a quest for untold treasures guarded by the dragon... Sounds familiar, doesn't it? Once upon a time a few brave warriors went on a bold adventure, many treasures were found and many dragons slain. But have you ever wondered about the dragon's side of the story? And not just some run-of-the-mill dragon — you are a real, multi-headed Snake Gorynych (Josh to his friends), and you are just about fed up with all these heroes coming after you, especially since you have recently saved and adopted a vagabond Princess on the run from her castle home. In short, you're in trouble. In this card game "We are Dragon", players each control one of Josh's heads. You'll have to deal with these pesky adventurers and withstand the rigors of weather, all while wooing the capricious Princess. It's hard to be a chivalrous dragon in Russia!

## Object of the game

You play as one of the dragon's heads, and the dragon's life is full of tribulations. Your objective is to dispatch a constant stream of knights and other nuisances, all the while accumulating gold. Every victory awards you coins, as does the Princess, but only when certain conditions are met. At the end of each round the coins accumulated by each head are counted. Easy, right?

## GAME CONTENTS

- 9 character cards (Josh's roles).
- 3 double-sided Princess cards.
- 60 Passion cards:
  - 30 Dragon Fire cards;
  - 15 Magic cards;
  - 8 Protection cards;
  - 7 Gift cards.
- 24 Affliction cards:
  - 18 Adventurer cards;
  - 6 Nasty Surprise cards.
- 6 Josh's life tokens.
- 12 coins valued 1.
- 12 coins valued 2.
- This rulebook.



## THE GAME ROUND

- At the start of the round all players are dealt their cards face down — 1 Josh card and 5 Passion cards per player.
- 1 double-sided Princess card is selected for the current round; the rest are removed.
- The Afflictions deck is then shuffled and placed in the center of the table.
- The first player draws the top card from the Afflictions deck.
- Each player plays a Passion card from his hand face down.
- Players battle with the Passion cards they have played and count the points. If the total of the Passion cards is higher than the Afflictions card, Josh wins and earns points.
- Then, should he want to, the active player can use his character's ability. The other players can follow suit, in a clockwise order. Everyone receives the points they are eligible to be awarded, and the turn passes to next player (more about this in the "Round Order" section).

## TYPES OF CARDS

### Josh's role cards

The game contains 9 role cards, each representing one of Josh's heads. Every head features a unique ability which can be used at some point in the game according to the card text. Each ability can only be used once per round. Using an ability has a cost: a player must discard one or two cards whose combined value is equal to or greater than the price of the ability.



**Rightfielder** — this is Josh's rightmost head. The Rightfielder can alter the strength of a card he has played by 1 in either direction. The ability does not affect Gifts. Not only can the Rightfielder often decide the fate of an Adventurer encounter or a Nasty Surprise event, he also has the opportunity to earn coins by lowering the power of the card he has played.  
Cost: 6.  
Opportunity: After Passions showdown.

**Leftfielder** — Josh's leftmost head. If the Leftfielder is in the game, he begins the round. He can turn another player's card into a Gift and receive 1 coin for it.  
Cost: 10.  
Opportunity: After Passions showdown.

**Spoilsport** lowers the power of a Passion card played by any head to 0. This may decide who loses coins when Josh succumbs to an Affliction.  
Cost: 8.  
Opportunity: After Passions showdown.

**The Sly Fox** switches two Passion cards played by any two of Josh's heads. Should someone played the lowest card and gets close to earning 3 coins, the Sly Fox switches their cards, and to the victor go the spoils!  
Cost: 9.  
Opportunity: After Passions showdown.

**The Mage** is indispensable when dealing with Nasty Surprises, for he can change any Passion card played by any head into a Magic card of the same value. Gift cards presented by others will turn into Magic cards with a value of 0. The Princess is in another castle, buddy...  
Cost: 7.  
Opportunity: After Passions showdown.

**The Petty Thief** can steal gold right from under other players' noses. By using this ability, he can take coins from other players' hands rather than the treasury.  
Cost: 9.  
Opportunity: After Passions showdown.

**Scroogeski** gets richer every minute, and all the while his fellow heads lose their treasures. If Josh succumbs to an Affliction and the other players have lost at least 2 coins total, the Scroogeski can take 1 coin.  
Cost: 6.  
Opportunity: After Passions showdown, if Josh succumbs to an Affliction. Don't forget to take advantage of it!

**The Beefcake** is attractive and charming. If he has played a Gift and charmed the Princess, taking her away would be a daunting task indeed — the Beefcake can prevent other heads from luring the Princess away. This ability will not help the Beefcake when he himself is just about to lure the Princess by playing a Gift card. In this case, the right to receive the Princess card is resolved in a common dispute (see the "Player Dispute" section). Likewise, nothing will save the Beefcake from the spell of Dragonette (see the Afflictions deck description) if Josh succumbs to this Nasty Surprise.  
Cost: 8.  
Opportunity: When the Beefcake holds the Princess and someone tries to use a Gift to lure her away. Don't forget to take advantage of it!

**The Karma Chameleon** is the most cunning of Josh's heads. At the start of his every round, the Karma Chameleon's player can select any free role (not claimed by any other player), take its card and use its ability until his next round. The ability of this role works and is paid with cards in the usual manner. The next time Josh goes, the Karma Chameleon must first return his borrowed role, and then he may use his own ability again.  
Cost: 5.  
Opportunity: At the start of the player's own round.

### Princess cards

The Princess is a special card that awards coins at the end of a session, or provides certain boons during the session for the player holding it. Altogether, the game features 3 double-sided cards, 6 Princesses in total, but only one is played in any given session. At the start of the game, players must decide which of the six will be in the game. They can select one randomly, agree on it together, or leave the decision to the owner of the deck.

The Princess card is then placed in the center of the table. Whenever a player plays a Gift card, he gets to keep the Princess at the end of the round. If several players play Gifts at once, they get to resolve their dispute (see "Player Dispute") and the winner gets this card.

When the Princess is held by the Beefcake and someone else plays a Gift to lure her away, the Beefcake can use his ability to prevent this from happening (see "Josh's role cards"). If Josh loses to the Dragonette, the Princess leaves the player who was holding her; her card returns to the center of the table.

**Princess Wise:** The player holding Princess Wise never loses his coins. If he is about to lose them after succumbing to an Affliction (due to playing a Gift or after a card value comparison), nothing happens (other than Josh losing 1 life token). Even the Petty Thief can't steal from a head assisted by Princess Wise!

**Princess Charming:** Awards 4 coins at the end of the game.

**Princess Militant:** Awards 1 coin for every victory over an Affliction, eg: if the player has played a card of a higher value than those of the rest of the players.

In a two-player game, a combined value of two cards is compared to find out whether Princess Militant's ability is in play.

**Princess Bountiful:** If Princess Bountiful remains in a player's possession for an entire round he earns 1 coin.

**Princess Gloomy:** When a Gift is played for the first time, 10 coins are placed on the Princess' card. Whenever she leaves a player, 1 coin is taken away from her pool and placed back into the treasury.

It does not matter whether Princess Gloomy leaves a player due to Gift being played by another or to Josh succumbing to the Dragonette.

**Princess Terrible.** Each player not holding this Princess loses 1 additional coin upon succumbing to an Affliction. Those who have played Gifts or a weakest card still lose 1

additional coin in the usual manner. Princess Terrible is only active when kept by one of the players.

### Passions deck

- 30 cards of Dragon Fire, valued 1 to 5.
- 15 cards of Magic, valued 1 to 5.
- 8 cards of Protection, valued 6 to 9.
- 7 cards of Gifts for the Princess.

When encountering the Adventurers, there is no difference between using Dragon Fire, Magic or Protection. Nasty Surprises, on the other hand, can only be confronted with Magic; other cards are considered equal to 0.

A Gift card can be played instead of a Dragon Fire, Magic or Protection card. This carries a risk of succumbing to an Affliction and losing a 1, but getting on the good side of a Princess is priceless!

### Afflictions deck

Overcoming an Affliction earns some coins for Josh. The amount is listed on Affliction cards below the heart or star symbols. There are two kinds of Affliction:

- 18 Adventurer cards, which can be fought with any Passion cards.
- 6 Nasty Surprise cards, which can only be fought with Magic cards.



### Nasty Surprise cards

Nasty Surprises are force majeure events (such as adverse weather conditions or an unexpected tryst). When confronting Nasty Surprises, Dragon Fire and Protection cards are considered to have a value of 0.

If Josh loses to a Nasty Surprise, special rules, listed on the lower part of the Nasty Surprise card, come into effect.

**Dragonette** (strength 6): If Josh succumbs to this Affliction, the player holding the Princess loses her. The Princess card returns to the center of the table until someone plays a Gift once again.

**Glorious Spring** (strength 7): Once in a while, every Princess starts acting... strange. After losing, turn the Princess card over. You'll be playing with a different kind of Princess until the end of the round!

**Summer Heat** (strength 7): The heat is unbearable! Everyone is desperate to find shade spot, and Josh's heads entangle while struggling to find a cooler place. After losing, each player passes his role card to the player to his left.

**Soggy Fall** (strength 8): In weather like this, no flame burns for long and no magic is reliable. If Josh succumbs to this Affliction, all Passion cards are considered one point weaker until the end of the game (strength 1 will be considered 0, strength 2 becomes 1, and so on).

**Winter is Coming** (strength 8): Preparations for the winter are costly; there are so many things to purchase! If Josh loses to this Affliction, every player loses 1 coin. For some, it might be their last one...

## GAME SETUP

### 1. Choosing the characters and selecting the first player

Each player is dealt a random role card (one of Josh's heads) and reveals it. If the Leftfielder is in play, he goes first, otherwise the player to the left of the game owner goes first.

### 2. Josh's life and treasure distribution

Josh's life tokens are placed in the center of the table. You can change the number of tokens to alter the difficulty of the game.

Number of players	2	3	4	5	6
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Life tokens	4	6	6	5	5
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Each player receives 6 coins — the treasures accumulated by every head prior to the start of the game. Coins are placed in the open in front of the players; each player knows how many treasures the others own.

The rest of the coins are placed in the center of the table, making up the treasury. When someone earns a coin, he takes it from the treasury. All lost coins are returned there.

### 3. Selecting the Princess card

Players choose a Princess to play with and place her card next to Josh's life tokens. The Princess card can be selected in the open, by common agreement at the will of the first player, or chosen randomly by selecting a card blindly.

### 4. Preparing the decks

The Passions deck is shuffled. Each player is dealt 5 cards; the rest of the deck is placed face down in the center of the table.

Only some of the Affliction cards are used per session. The Affliction deck is shuffled and the necessary number of cards is placed face down in the center of the table. The rest of the deck is removed from the table.

If you want to make the game easier or more challenging, you can exclude certain cards from the game and select random cards to replace them.

Number of players	2	3	4	5	6
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Number of Affliction cards	8	12	12	10	12
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Easy game	Random cards with strength below 10
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Standard game	All random cards
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Challenging game	Random cards from the following: · Adventurers with strength over 8 · All Nasty Surprises
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## ROUND ORDER

The game sequence consists of the following phases:

1. New Affliction.
2. Selecting the Passions.
3. Challenging the Affliction.
4. Gains and losses.

5. Active player's action.
6. Filling the hand.

### 1. New Affliction

The top card of the Affliction deck is shown and placed in front of the active player.

### 2. Selecting the Passions

Each player chooses and plays a Passion card face down in front of him.

### 3. Challenging the Affliction

All players reveal the Passion cards they have played. The sum of their values is calculated to find Josh's total strength. Keep in mind that only the Magic cards are effective against Nasty Surprises, other Passion cards have a value of 0.

At this point the active player has to decide whether he uses his character's special ability. If he does so, he discards the necessary Passion cards to activate the ability. The other players then do the same, going clockwise. This only applies to the characters whose abilities need to be activated during the showdown.

Afterwards, Josh's final strength score is recalculated.

### 4. Victories and Defeats

#### Victory

If Josh's final score is equal or greater than the strength of the Affliction, the players have overcome it. The player who has played the card of the lowest non-zero value earns the number of coins listed on the Affliction card. This is a reward for bravery to the head which has fought and won using the weakest card.

If two or more players are eligible for the reward and they have played cards of equal non-zero power, they have to resolve a dispute (see "Player Dispute"). The winner of the dispute earns the coins.

#### Defeat

If Josh's total strength is less than the Affliction's power, the following happens:

- Josh loses 1 life token.
- Anyone who has played a Gift card loses 1 coin.
- The bravest of the players (the one who played the weakest Passion card, including 0-power cards), loses 1 coin.
- If two or more players have played the weakest cards of equal power, including 0-power cards, they have to resolve the dispute (see "Player Dispute"). The loser of the dispute loses a 1.
- If Josh has failed to resist the Dragonette, the Princess card is moved to the center of the table. The Princesses are jealous and have zero tolerance for competition!
- If Josh has succumbed to another Nasty Surprise, its special rule (listed on the card) is enacted.

#### Note

For an easy game mode, ignore the special rules of the Nasty Surprises. See the "Game variants" section.

If one of the players has played a Gift card, at the end of the round he gets to keep the Princess card and places it in front of him. If several players have played Gifts, they resolve their dispute in the usual manner (see the "Player

Dispute" section). Note that a Gift comes into play regardless of victory or defeat in the Affliction!

#### Player Dispute

When their card values are equal, the players each play another card, face down. The cards are revealed simultaneously, and the person with the strongest card wins a reward, a coin, or the right to keep the Princess.

- All cards apart from Gifts retain their base power values, even if the dispute happens after a Nasty Surprise Affliction. If the card values are equal again, repeat the dispute, until you have a winner or the disputing players have no cards left. In this case, the dispute is considered a tie, and no one gains or loses coins, or keeps the Princess.
- If one player runs out of cards before the other, he loses the dispute.
- If the dispute is over the Princess card, the winner of the dispute keeps it.
- If the dispute is over earning the reward for overcoming an Affliction, the winner of the dispute receives the coins.
- If the matter of the dispute is losing an Affliction challenge, the loser of the dispute loses a coin.
- Gifts are worthless to the Princess when used during a dispute. They are merely cards with a power of 0.
- Special abilities of all characters do not work during disputes!

### 5. Active player's actions

Prior to filling his hand, the active player can perform one of the following actions:

- Select and give one or more of their cards to another player or players (as long as their hand does not exceed 5 cards).
- Take some cards from other players blindly (as long as his hand does not exceed 5 cards).

### 6. Filling the hand

All Passion cards played during the round are discarded.

The active player draws 5 cards. The rest of the players do the same, going clockwise. The player to the left becomes the new active player.

At the end of the round, each player must hold 5 cards. No cards can be drawn if you already hold 5 cards.

If a player needs to fill his hand but the Passions deck is empty, he shuffles the discarded cards and makes a new Passions deck.

## ENDING THE GAME

The game ends when one of the following occurs:

1. Josh loses all his life tokens and dies. All players are losers in this case, regardless of their individual points.
2. One player runs out of coins by the end of a round. A disgrace to all dragonkind!
3. The last Affliction card is played and defeated.

In the last two cases, calculate each player's points.

- Each player counts their coins. The player with the most coins is the winner and Josh's best head.
- If the Princess who adds coins has been a part of the session, the player holding her at the end earns the number of coins listed on her card.
- If two or more players have the same number of coins, they have to resolve their dispute (see "Player Dispute").

If the dispute ends in a tie, all players with the highest earnings are considered joint winners.

## GAME VARIANTS

### Easy game mode

If you are new to board games or play with small children, you can simplify the game in the following way:

1. Do not use character special abilities.
2. Ignore the special rules of the Nasty Surprises.
3. Increase the number of life tokens.
4. Select the weakest Affliction cards before starting the game.

### A game for two

Rules for a two-player game vary slightly from the basic rules:

1. Character cards are not used.
2. Players' hands are comprise of 6 cards rather than 5.
3. When dealing with an Affliction, the players play 2 cards each, not 1.
4. While calculating points to determine the winner, the sum of both cards is compared.

If the sum is equal, the weakest card of each player is compared (in case of victory only non-zero valued cards are compared, while in defeat the 0-power cards are also accounted for, as in the basic rules).

If there is still a tie, the players resolve the dispute in the usual manner.

5. If a Gift is played and Josh has succumbed to the Affliction, the player loses 1 coin. It doesn't matter whether 1 or 2 Gift cards have been played at once. Nevertheless, the player risks losing 2 coins, one for playing weaker cards, and another for playing a Gift.
6. When playing with Princess Militant, the total value of two cards is used to find out whether her ability applies.

### Bipolar Princess

Whenever a Princess changes hands, her card is turned over, so the new player has to deal with a different kind of Princess.

### Two Princesses

At the start of the session, players choose two Princess cards rather than one. When a Gift is played (and a dispute is won, if necessary), the player gets to select which of the Princesses he wants to keep.

### Everyone has a price

When playing this variant, the players are encouraged to exchange coins for the use of their characters' special abilities. For example, the Rightfielder can ask the Mage to turn the card he has played into a Magic card and pay 1 coin for his troubles. The coins are transferred upon the activation of the ability.

### The poor are out

Once a player runs out of coins, he is out of the game, while the rest keep challenging the Afflictions until the victorious (or ignominious) end. Or, alternatively, until there is only one player with coins left, who is considered the winner. You can select the option you prefer.



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