

## Dragomino (v1)

### Goal:

Get the most dragons by the end of the game.

### Setup:

- Place all the circle egg/dragon tokens around the table egg side up grouped by color. Mix up each group.
- Note: there are 7 dragon tokens for every color but some colors have more broken shells (listed best first):
  - 9 **red** volcanoes (7 dragons, 2 broken eggshells)
  - 10 **brown** mountains (7 dragons, 3 broken eggshells)
  - 11 **dark green** forests (7 dragons, 4 broken eggshells)
  - 12 **light green** prairies (7 dragons, 5 broken eggshells)
  - 13 **blue** snow (7 dragons, 6 broken eggshells)
  - 14 **golden** deserts (7 dragons, 7 broken eggshells)
- Each player takes a starting dragomino tile (desert/snow on both sides) and places it in front of them (extra starting tiles are removed from the game).
- Mix all the dragomino tiles facedown on the table.
- Give the purple Mommy Dragon to the youngest player.

### Gameplay:

Play for each round goes clockwise around the table:

- Pick 4 dragomino tiles and lay them face up on the table
- Beginning with the Mommy Dragon Player, each player takes one of those tiles and places it next to one of their tiles so it has at least one adjacent square. Squares do not have to match (though that is the way to gain dragons).
- Each square on the placed tile that matches a square next to it gets one egg token of the same color as that square.
- Flip each new egg token over and place it where the two matching squares meet to reveal a dragon or broken shell.
- If the egg token just flipped is a broken shell, the Mommy Dragon is given to that player.
- When each player has chosen a tile the round is over.

If there are more facedown dragomino tiles on the table, repeat these steps again beginning with the player who has the Mommy Dragon at the end of the Round.

### Scoring:

Score 1 point for every dragon. The Mommy Dragon also is a dragon and counts as 1 point. Most points win. In case of a tie, the one with the most broken eggshells wins. Otherwise a tie!

### Variation: Dragon's Thirst

[Len's note: this can add confusion and not much fun, so playing with kids I recommend not using this variation]

Some squares include a watering hole. If a watering hole is on at least one of two matching squares, the player takes 2 egg tokens of that color, peeks at them without showing anyone else, keeps one and puts the other back egg side up. This applies to each set of matching squares with a watering hole.

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