
REFERENCE BOOK
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DRAGON RUN™
blue orange
Hot Games Cool Planet

LOCATION CARDS



Draw or discard until you have exactly 4 treasures.



Dragon!
– Take one point of damage
– The dragon's temper decreases by 1

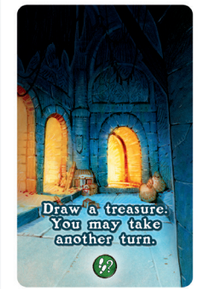


Take another turn.

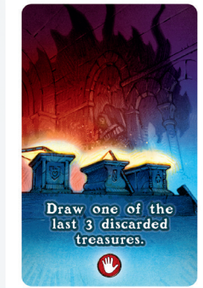
LOCATION CARDS



The next player cannot Cry Like a Baby on his turn.



Draw one Treasure Card.

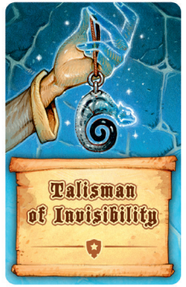


Look at the top 3 Treasure Cards in the discard pile, and choose one to add to your hand.

TALISMANS



Talisman of Redirection: If you draw the Dragon Card, you can redirect its attack against one of your uninjured opponents. Discard this Talisman once the Dungeon Deck is reshuffled.



Talisman of Invisibility: You are out of the game until the Dungeon Deck is reshuffled. (The other players cannot target you, and you do not take your turn.) Discard this Talisman once the Dungeon Deck is reshuffled.



Talisman of Languor: Hiding and Crying Like A Baby cost your opponents 2 more gold until the Dungeon Deck is reshuffled. Discard this Talisman once the Dungeon Deck is reshuffled.

POTIONS



Potion of Mind Control: Look at the hand of one of your opponents. Choose one card to steal and add it to your hand.



Potion of Healing: Your character is returned to its uninjured state.



Potion of Annulation: Cancel one potion as it is being played.



Potion of Vision: Secretly look at the top two Location Cards, then return them as you wish, on either the top or bottom of the Dungeon Deck.



Potion of Light: Secretly look at all of the Dungeon Deck in the draw pile, then put them back without changing the order.

CHARACTER CARDS



Cleric: The Cleric can heal any character back to its uninjured state. Before deciding whether or not to use her power, she can ask each player what they would give her in exchange for using her power on them. She can then choose to use her power on the highest bidder, or on herself (by discarding two cards).

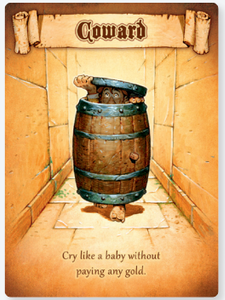


Psychic: The Psychic can try to guess what cards his opponents have in their hands. Going around the table, he randomly picks (and reveals) one card of each players's hand. If that card is NOT a potion or talisman, then it is discarded and he moves on to the next player's hand.
If the card he reveals IS a potion or a talisman, then the Psychic's power is cut short. (He does not continue to reveal cards). The revealed potion or talisman is returned to that player's hand, and he randomly picks one of the cards in the Psychic's hand and discards it.



Scout: The Scout can secretly look at the top Location Card of the draw pile (before taking her mandatory action for the turn).

CHARACTER CARDS



Coward: The Coward can Cry Like a Baby without discarding any treasure this turn.



Thief: The Thief can steal one card (chosen at random) from an opponent.



Warrior: The Warrior can attack the Dragon for more treasure! Roll the die and apply the following results:
0 Take one point of damage
1-3 No effect 4-7 Draw one Treasure Card 8-9 Draw 2 Treasure Cards and the Dragon loses one Temper Point.



Wizard: The Wizard can use the top potion card of the discard pile as though it were in his hand.

DRAGON RUN™



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