DRAGON
in the HUT

Game Manual

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Content

Where to start?

The game manual and a rules cheatseet can be downloaded for free from our website. Manual and cheatsheet are available in other languages, along with other helpful resources. **www.dragoninthehut. com/help**

You can also learn the game by watching the **video manual**. Scan the QR code and start playing Dragon in the Hut right away. **www.dragoninthehut. com/video**

For more information you can visit our website **www.dragoninthehut.com**

*O*nce upon a time, a wooded valley was lying amid high mountains. Among those mountains' highest and most hidden peaks nested the greatest dragons ever seen. No one dared to climb up there to go and see, but the long shadows that crossed the valley on the brightest days left no doubt! Thick clouds cloaked the mountainsides, and heavy, frequent showers used to fall. Maybe it was for all the water pouring from the peaks down to the valley or for the strong winds that incessantly swept the cliffs, but it was relatively easy to come across some shell of a dragon egg while venturing into the lush woods of that valley. It wasn't even that unlikely to find a whole egg.

As a result of one of these fortuitous finds, one day, an inhabitant of the valley had the idea to try hatching an egg and raising a dragon. Against all odds, the egg actually hatched. Indeed, the dragon proved to be an excellent sentry, keeping away both wild animals — other dragons included — and unwanted visitors. Moreover, it also doubled as a fantastic aid in everyday work. As you can well imagine, the dragon did not go unnoticed. In no time, the news spread all over the valley and reached your village...

Components and preparation

All you need to play is...

Dragon Cards
18 cards

Forest Cards
80 cards

Huts
16 cards

Eggs
16 cards

Traps
16 cards

Actions
32 cards

... and some room for placing your cards. Snacks and drinks are recommended but not mandatory.

Divide Forest Cards from Dragon Cards, **shuffle each deck separately**, and put them in the center of the playing space.

Deal five Forest Cards to each player, moving clockwise. You will play in turns, clockwise, and one player at a time.
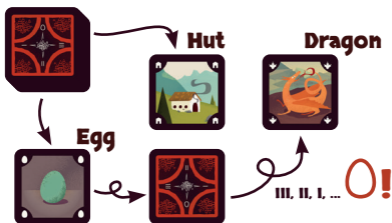
Goal of the game

Your goal is to be the first player to own three dragons.

To get a dragon, you need to:

- **find a Hut in the Forest** (it's the deck of cards from which you will draw at the beginning of each turn)

- **find a Dragon Egg in the Forest or steal it from a player**

- **place the Egg in a Hut or under a Dragon**

- **wait for the hatching counter to reach the egg icon.**

Hut

Dragon

Egg

III, II, I, ...

O!

Once your Dragon hatches, you won't have to worry about its safety: a Dragon can look after itself!

Hatching time varies according to the number of players.

- for **2 players,** the counter starts at **III** turns

- for **3 to 4 players,** the counter starts at **II** turns

- for **5 players up,** the counter starts at **I** turn

When the hatching counter reaches the egg icon, the card hatches.

Reveal it to other players.

If it's an egg, you can score a dragon. If it's a trap, add it to the discard pile (we will talk about traps later).

Cards and their use

Forest Cards are the cards from the main deck. On their back they have trees in the corners and and a counter with Roman numerals I, II, III, and a nice egg icon.
The counter tracks how many turns the card still needs to hatch.

Hut Cards can be recognized for the tiny house icons and the illustration of a hut on their front. A Dragon needs its space, and a Hut is the perfect place to hatch and lodge a Dragon.

Egg Cards are marked with egg icons and have an egg illustration. They come in different colors, but only for aesthetic purposes: an Egg's color does not affect the game. If you keep an Egg safe inside a Hut or under a Dragon long enough, the Egg will hatch and you'll score a Dragon.
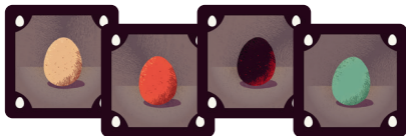
Dragon Cards have four little dragons on their back, while on their front, there's... a dragon, of course.

When an Egg of yours hatches, you draw the first card of the Dragon Deck and put it into play right in front of you. All the players must be able to see at any time how many dragons each player has hatched.

You can use Dragon Cards to host Egg Cards or Trap Cards (as you do with Huts).

Action Cards are marked with hand icons in the corners and have an illustration of their effect in the center.

Steal one, two, or three cards from an opponent's hand

Steal or discard a card from an opponent's Hut or Dragon

With Action Cards, players can sabotage other players by stealing cards from their hands, or by stealing or discarding a card from their Huts or Dragons.

Each player will try to get three dragons as fast as possible and do anything to succeed. You better protect yourself!

Trap Cards have the icon of a foot stepping onto a trap. The illustration depicts the effect a player suffers when triggering the Trap. Illustrations are similar to those on Action Cards, but their background is darker to tell Traps from Actions easily.

Attacking player discards two or three cards from the hand

Defending player steals two cards from attacker's hand

Trap Cards are placed in a Hut or under a Dragon (as if they were Eggs) and remain hidden until their hatching counter reaches the egg icon or an opposing player tries to steal or force the owner to discard them, activating the Trap.

The player who activates a Trap will suffer its adverse effects, while the Trap's owner will get all the benefits.

If no one interacts with the card before it hatches, the Trap is discarded without applying its effect.

How to play

Phase 1 — Setup

- Update hatching counters for your covered cards.

- When a card's counter expires, reveal that card. Discard Traps and convert Eggs into Dragons.

- If you own at least 3 Dragons, you win.

Phase 2 — Search

- Draw 2 cards from the Forest Deck.

- Choose whether to draw 2 additional cards. In this case, your turn ends.

- Otherwise, proceed to Action

Phase 3 —Action

- Play your cards. You can put only one Hut on the ground per turn, play as many Action cards as you want, and place Eggs or Traps under available Huts or Dragons (Huts and Dragons can host only one card at a time).

- When you're done, declare the end of your turn.

- Now it's up to the next player!

Phase 1 — Setup

In the first round of the game, all players skip phase 1 (having no card to update).

Update hatching counters.

Forest Cards have a hatching counter on their back. **At the very beginning of your turn, update your cards' counter by turning the cards counterclockwise.**

Egg (and Trap) cards' **hatching time varies** according to the number of players. When you put Eggs or Traps into play, set their counter to the corresponding **hatching time: III for 2 players, II for 3 to 4 players, and I for 5 or more players.**

Reveal the cards that are ready to hatch. Discard Traps and convert Eggs into Dragons.

When your counter reaches the egg icon, the Egg Card is ready to hatch. **Discard hatched Eggs, draw a Dragon card, and place it in front of you. If the hatched card is a Trap, discard it without applying any effect.**

If you have three or more Dragons, the game ends, and you win!

Phase 2 — Search

Draw two cards.

Draw two cards from the Forest Deck.

You can draw two additional cards and end your turn.

Choose whether to search the Forest again and **draw two additional cards or proceed to the Action phase**. Decide before playing any card (you can look at the two cards you already drawn before deciding). If you draw additional cards, you won't be allowed to play any cards for this turn.

If you didn't draw additional cards, proceed to your Action phase.

Game example. It's your first turn, and you have four cards. You don't have any covered cards yet, so you skip to Phase 2.

You draw two cards from the Forest Deck and add them to your hand. You still don't have any Hut to play, so you try drawing two more cards. You get a Hut but cannot play it for the moment. Your turn ends.

Phase 3 — Action

Play your cards!

In the Action phase, **you can put only one Hut on the ground per turn**. You can **play Action Cards without limits** and **place as many Eggs or Traps under available Huts or Dragons as you wish** (remember: a Hut or a Dragon can host only one card at a time).

Always play one card at a time, apply its effects, and move it to the discard pile before playing a new one. **You can immediately play any card you obtain** during your turn.

Place any used or discarded Forest Card in the discard pile. When the Forest Deck runs out of cards, shuffle the discard pile and place it on the table as the new Forest Card deck.

Forest Deck Discard Pile

Hosting Huts and Dragons

Hosted cards

Game example. *It's your turn. You have two cards in your hand, and you play them both to steal a card from an opponent's Hut and two from its hand. The covered card you attacked is a discard-two trap, and you would now be supposed to discard the steal-two-cards Action you played against your opponent.*

My hand

That's why you should have played just one card, applied its effects, and only after that played the second card.

Playing Eggs and Traps

To play Eggs or Traps, you will need an available Hut or Dragon on the field. You play a Hut card from your hand by putting it in front of you, face up. **A Hut or a Dragon can host one card at a time** (Egg or Trap). Place the hosted card right below its Hut or Dragon. Your hosted card will stay by its hosting card until its hatching time expires, or another card will force you to discard it. There's no limit to the number of Huts you can own during a game, but remember, you can play only one Hut per turn.

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Playing Action Cards

To play an Action Card, put it in the discard pile and apply its effect. **When an effect requires to discard cards, target player chooses which cards to discard. When players steal cards from your hand, they choose them randomly.**

Dealing with Traps effects

When another player tries to steal or make you discard an active Trap, the Trap triggers and its effects are applied. Apply positive effects of a Trap to the owner of the hosting Hut or Dragon. Apply adverse effects to the attacking player.

How to handle players' errors?

If a player misuses a card (e.g., places an Action card under a Hut or tries to play a Trap directly against an opponent as it was an Action), discard it.

When you're done, declare the end of your turn.
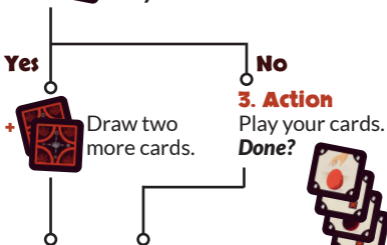
The turn passes to the next player.

In brief

1. Setup
Update hatching counters for your cards.
Did any hatching counter expire?

Discard Traps.
Yes Convert Eggs into Dragons.
Do you have 3 or more Dragons?

No   **Yes**

You win!
The game is over.

2. Search
+ Draw two Forest Cards.
Do you want more cards?

Yes   **No**

+ Draw two
more cards.

3. Action
Play your cards.
Done?

End of your turn!
Pass the turn to the next player.

"Frost&Fire" expansion set

"Frost&Fire" is Dragon in the Hut's first mini-expansion, included in all versions of the game. It adds two Action Cards (and a little more meanness) to the game.

Fire cards burn a Hut down. Target Hut will be discarded along with any hosted card.

Frost cards slow down opponents' cards hatching time. Target covered card's hatching counter is increased by 1 (delaying hatching time of one card by one turn).

Simply shuffle those cards in the Forest Deck before starting to play. We suggest to remove 3 Steal from Hut and 3 Discard from Hut cards from the deck.

Optional rules and variations

Check out out website for optional rules and game variations:
www.dragoninthehut. com/help

And finally... thank you!

Without your contribution, this project would not have been possible. **Thank you for believing in Dragon in a Hut!**

Do you have any questions or suggestions? You can find our contacts and links to our social channels at **www. dragoninthehut.com/social**

Dragon in the Hut is a card game by Isochronia Games

Game Design
by Claudio Branca

Isochronia Games is an independent project born out of our passion for playing good games in good company.

We design the games we'd love to play — and hope you will fall in love with them too.

We are artisans, not an industry, and if something does not work perfectly, we will be happy to receive your feedback.

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