

TINY DRAGON BATTLES <http://www.wildtangent.com/Games/tiny-dragon> (print Tiny Dragon above)

Both Player's begin with 7, 6-sided dice, one to three of which may be pocketed and the rest put in your hand. The game starts with the negotiation, who is going to comb and who is going to brush. If the game does not turn out to be what the Dragons expected a new bout begins and the Players must start over, allowing the Player to use another magic or the old magic if the magic was not used the last bout. The magics are cumulative, you may opt not to use a magic this bout and use two the next, etc. If the Player that combs wins, half the bounty is taken. If the Player that brushes wins, then that Player takes what bounty (blasted D6's) was left over from the match and rolls that many D6 to see how much gold was taken. That gold is then multiplied by 100 if the player was brushing and can be used to purchase new items for the Player for the next game. If you are combing, cut that score in half. Both Player's begin with 1000 gold each.

Play is fairly simple, the person who chose to brush rolls their hand first while the other Player calls high or low of that amount. If the person dicing (chooses high or low) rolls favorably, the other player loses a die and a new round starts. Players can choose to use an item (rider magic: played during a round) or a weapon (dragon magic: played before a roll) on the other Player for the next round. The Player that won the toss (dicing properly) is allowed to dice again. The Player that lost rolls again.

If the Dragon is saddled (i.e. has a saddle), then the rider can use magic. If the Dragon has no saddle, that Dragon can choose to roll any amount of dice during the bout in their hand, but cannot use any magics. If the dice rolled for both Players is even (i.e. both players roll the same total), new negotiations must be made.

Requires 7, 6-sided dice each player. Bouts are from negotiation to negotiation if nobody wins.

Both Players pocket from 1-3 dice while keeping the rest in their hand (from 6 – 4 dice)

Both Players decide who is going to brush the Battle and who is going to comb the Battle.

The Player who decides to comb dices first.

If no negotiations can be made, roll a D6, highest player dices first and plans on combing.

If there is a tie, player with the most dice in their hand dices first and plans on brushing.

If both players have the same amount in their hand, re-roll until a decision is made.

The Rider (you) may have 1 of 7 items to use once per bout (once used it is destroyed):

- The Grail - Automatically destroys an enemy block if you are dicing
- The Crown - Enemy cannot take a dice out of their pocket next round
- The Necklace - You can choose to roll instead of dice the next round
- The Lantern - If you lose a dice, you can call for a re-roll
- The Key - Put a die from your hand into your pocket
- The Candlestick - If you are missing dice, re-claim one into your pocket
- The Ring - Calls for a re-roll of who dices next round (roll a D6, highest player dices, ties change nothing, combing and brushing occur according to the rules. Cannot be used the very first round of the bout.)

The Dragon (Tiny Dragon [one per game]) can be used during the Player's turn to roll:

- Sword - Roll any number of dice that you want (both in your Hand and Pocket); re-pocket 1 – 3 dice.
- Flower - Roll from your Pocket, Dice from their Hand
- Candy - Roll from your Hand, Dice from their Pocket
- Wand - Dice and Roll from your Pocket instead of your Hand (Both Players)

Attire (Tiny Dragon) is being constantly used:

- Sash - -3 to the die roll
- Rosencreutz - -2 to the die roll
- Diaper - -1 to the die roll
- Scales (naked) - +0 to the die roll
- MooMoo - +1 to the die roll
- Tunic - +2 to the die roll
- Chainmail - +3 to the die roll

### ***Magic Item Price List***

<u>Candle Stick</u>	<u>Crown</u>	<u>Ring</u>	<u>Necklace</u>	<u>Lantern</u>	<u>Grail</u>	<u>Key</u>
1000g	300g	200g	300g	300g	300g	100g