



RULES OF THE GAME

Dragon Face™

INTRODUCTION:

Prepare yourself for an epic battle! Two camps confront each other, seeking to control the universe, but nothing is set in stone. Within each camp, as within each of us, there is strong and weak, light and dark, war and peace. Your adversary holds the key to your victory. Come and discover the simple complexity of Dragon Face.

CONTENTS:

1 Game Mat
28 Pieces
Illustrated Rules

AGES: 8 to Adult

NUMBER OF PLAYERS: 2

PLAYING TIME: 20 to 40 min.



Game created by Thierry Denoual © Blue Orange
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DESCRIPTION OF THE GAME MAT AND THE PIECES:

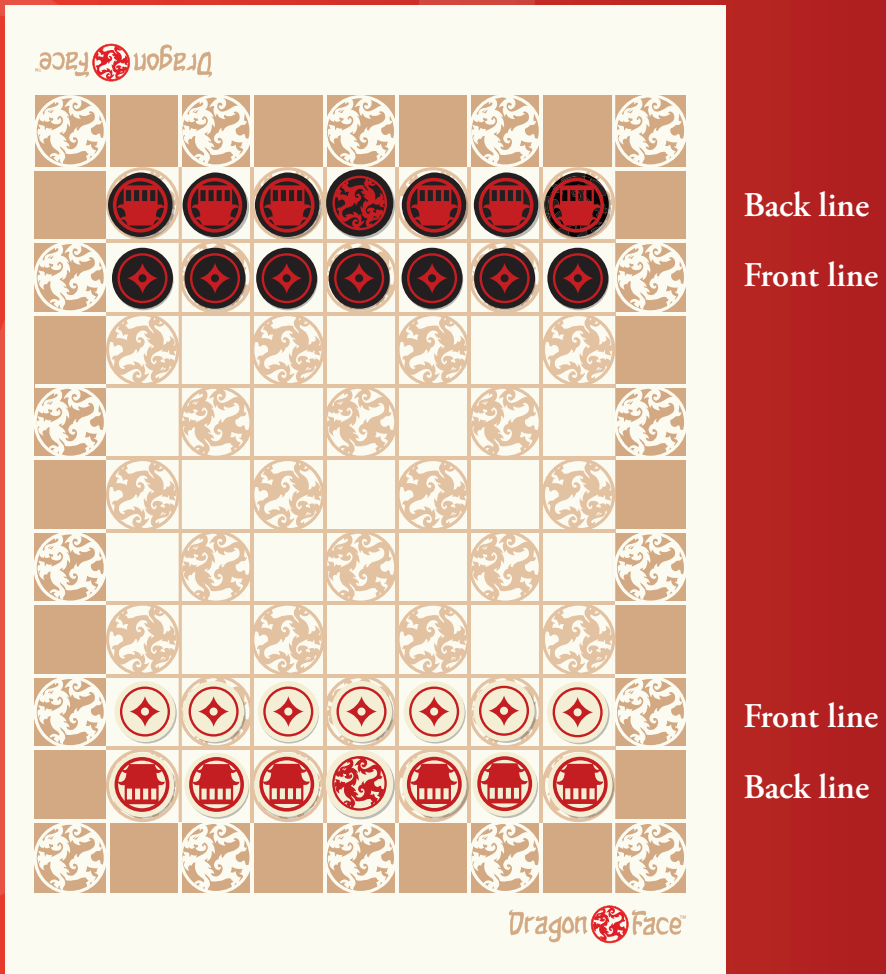
Dragon Face contains one game mat and 28 pieces.

The game mat is a rectangle divided into 99 squares.

The “Territories” consist of the 63 central squares, which alternate between light and dark.

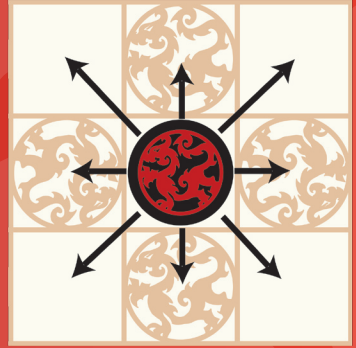
The “Sacrifice Zone” consists of the 36 outer squares, whose colors also alternate between light and dark (but are represented with darker colors than the Territories squares).

INITIAL SET-UP:

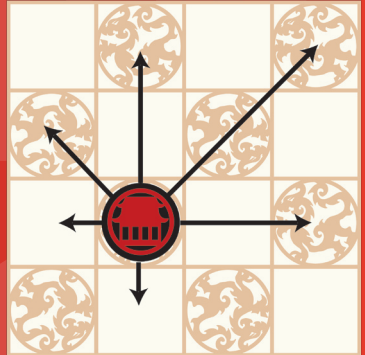


There are 28 dual-colored pieces divided into three categories:

The 2 Emperors can move in any direction, one square at a time, to any free squares.



The 12 Ambassadors can move in any direction, along a straight trajectory of free squares.



The 14 Governors can only move forward, one square at a time, to any free square. The first time a Governor moves, it can move two squares rather than one.



PLAYING THE GAME:

The objective of the game is to force your opponent's Emperor to do an about-face. This about-face symbolizes one empire's ideological victory over another.

According to convention, the player using the light-colored pieces plays first. After this, players take turns.

The game is played mainly within the Territories.

The Sacrifice Zone is only used to complete a capture. When a Governor enters the Sacrifice Zone, it stays there for the rest of the game. When an Ambassador enters the Sacrifice Zone, it must remain there until a Governor reaches or crosses the opponent's back Line.

At this point the player may choose whether or not to return one Ambassador in the Sacrifice Zone to the Territories. To do so the player just places the Governor (that just reached or crossed the opponent's back line) underneath the Ambassador that will now be "activated" and free to move back into the Territories whenever suitable, using any of its usual moves. The Governor that was used to "activate" the Ambassador stays in place in the Sacrifice Zone (just the Ambassador move back in the Territories).

CAPTURING PIECES:

A piece can capture another piece by jumping over it. When capturing, pieces must move in the usual way, with the exception of the Governors, who can only capture on a diagonal move. The square immediately beyond the piece being captured must be empty for the capture to be possible.

A piece that has just been captured must be flipped over and immediately becomes part of the empire that captured it.

Immunity: A piece which has just been flipped over may not be captured on the following turn.

When an Emperor has been captured, this is the end of the game.

Important note: When a player is threatening the opponent's Emperor, he or she does not need to let the opponent know.

CONTEXT OF THE GAME:

In the holy year of 2527, one millenium after the death of Niccolo Machiavelli, the universe is divided into two ideological camps. Each empire seeks to put an end to the incessant conflict once and for all, and gain absolute control over the universe by converting the other camp to its own ideology. The Dragon Face game board represents this universe: the stage on which the conflicts between two powerful political forces are played out.

An Emperor reigns over and guards the values of each empire. An assembly of Ambassadors elects Emperors. In these new societies where brute force has long been replaced by spiritual power, the Ambassadors are considered to be the most prestigious of citizens. Their mission is to establish and defend the principles of their empires, as well as to organize crusades seeking to convert their adversaries to their way of thinking.

The Governors oversee the control of their empire's territories. These modern-day missionaries are charged with defending the empire, but also conquering new territories. Only a highly accomplished Governor with an impeccable record can rise to the rank of Ambassador.

In this volatile climate where the exchange of ideas is omnipresent, individuals are subject to sudden changes of opinion and thus are likely to change sides. As a consequence of these reversals of loyalty, close allies can become formidable enemies, and vice versa.

In order to triumph at this battle of ideas, each empire must defend itself, and attack its opponent, while always keeping in mind that the key to success lies in one's ability to maintain a thoughtful balance between the interdependence of one's subjects and their respective freedoms. An about face of the Emperor signifies the victory of one empire over the other, and is the ultimate goal when playing this game.

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