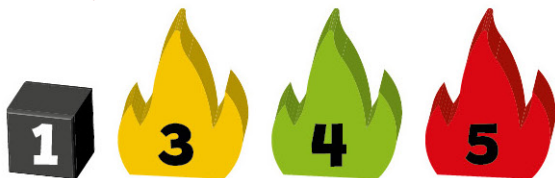


DRACHO KARACHO



Players: 2 to 4 • Ages: 7+ • Playing time: 15 minutes
Layout & design: Christof Tisch • Designer: Oliver Igelhaut

COMPONENTS

- 12 lava stones • 3 volcano flames
 - 36 dragon cards
- The number on each card indicates the dragon's speed in dragon miles per hour.



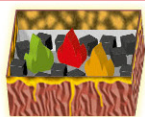
GOAL FOR DRAGON TAMERS

Dragons are wild creatures. If you say „Karacho“, the next dragon should fly faster. If you say „Brake“, it should fly slower. But will they obey?

Make sure you stop in time before any dragon rebels. For only then will all the tame dragons of one color follow you. That's how you win valuable points!

SET-UP

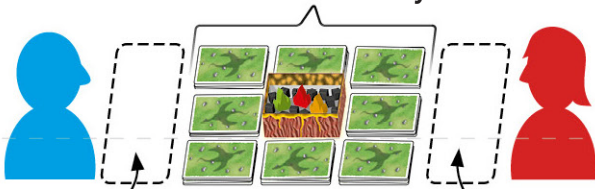
Put the **volcano flames** and the **lava stones** in the bottom of the box.



This is the volcano.

Shuffle the **dragon cards**. Place the first 32 cards face-down, in **8 stacks** of 4 cards each, around the volcano. Place the remaining 4 cards randomly on top of the 8 stacks.

The volcano and the 8 card stacks form the **volcano colony**.



Leave enough space in front of each player for their **private colonies**. This is where you will store the dragons you have won.

GAMEPLAY

You take turns in clockwise order.

The oldest player begins. He or she flips over several dragons during their turn.

You may flip over dragons in the volcano colony as well as in any private colony.

Leave each dragon exactly where you reveal it!

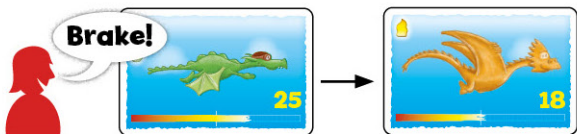
In the **volcano colony**, you are allowed to flip over a **maximum of 8** dragons.

In each foreign and in your own **private colony**, you are allowed to flip over a **maximum of 1** dragon.

1) FINDING TAME DRAGONS

Starting with the second dragon, you always give a speed command before you flip over a dragon:

- If you say “**Karacho!**”, the next dragon should fly **faster**.
- If you say “**Brake!**”, it should fly **slower**.



Example: The predecessor dragon flies with speed 25. Malina says “Brake!” and flips over a new dragon. Just as commanded, it flies slower than its predecessor dragon.

If the dragon obeys, you continue your turn.

Give a new speed command and flip over the next dragon.

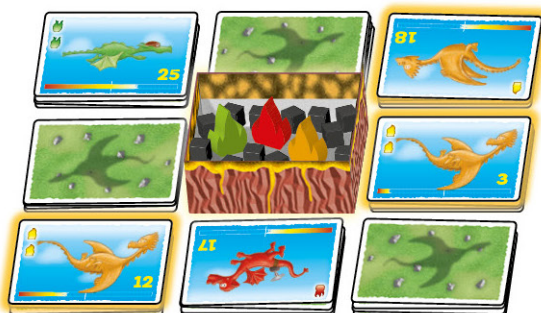
2a) ENDING YOUR TURN VOLUNTARILY

End your turn voluntarily by deciding not to flip over another dragon.

Then choose a **dragon color**.

You get all dragons of that color, even if they are in foreign private colonies. Put them face-down into your own private colony.

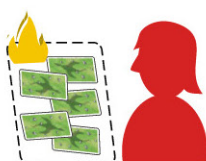
If your choice of color wins you **at least 3** dragons, you also get the **volcano flame** of the same color. Even if that flame is with another player.



Example: Malina ends her turn voluntarily and chooses yellow. She wins 3 dragons and the yellow volcano flame.

WELCOME MIX

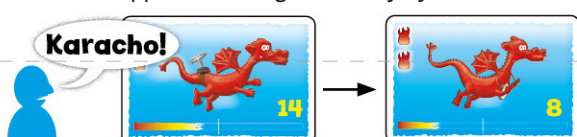
Only if you gain new dragons, you may shuffle all dragons in your private colony. Leave the cards on the table and swirl them briefly.



Remember: If it's another player's turn, he may reveal 1 dragon in your private colony. After shuffling, nobody knows which dragon is where.

2b) WHEN A DRAGON DISOBEYS

If the last flipped-over dragon disobeys, your turn ends.



Example: The predecessor dragon flies with speed 14. Kilian says "Karacho!" and flips over a new dragon. But unlike commanded, it flies slower.

Now all the face-up dragons are rebelling, and no one wants to enter your private colony. As a consolation price, you receive **1 lava stone** from the volcano.

HOW TO USE YOUR LAVA STONES

In your turn, put a lava stone back into the volcano. Say **"My Speed!"** and flip over a new dragon. Your turn continues, no matter what speed the new dragon flies.



(You may use multiple lava stones on your turn.)

3) CLEANUP

When your turn ends, successful or not, flip over all remaining face-up dragons on the spot.

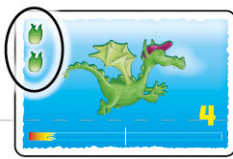
GAME END AND SCORING

The game ends if after a turn there are **less than 4 dragon stacks** in the volcano colony.

Now score your private colonies:

- The **flames on the dragon cards** score **1 point** each (regardless of their color).

*Example:
Two flames
= 2 points.*



- Each **lava stone** scores **1 point**.
- The **yellow volcano flame** scores **3 points**.
- The **green volcano flame** scores **4 points**.
- The **red volcano flame** scores **5 points**.

Winner is the player with the most points overall. In case of a tie, the player who has the dragon with the highest speed number wins.

TIPS

Medium speed predecessor dragons are riskier. If you want to continue playing, choose a dragon that you have memorized. Or use a lava stone.

With very fast or very slow predecessor dragons, choose an unknown dragon. Because the risk that the new dragon will disobey is small.

Place the folded rule booklet next to the playing area as a scoring overview.

Translation: Corinna Spellerberg, Textguru.eu



www.igel-spiele.com