



## SCORE ENTERTAINMENT'S VERIFIED EVENT NETWORK

---

DRAGON BOOSTER ADVANCED RULES DOCUMENT – UPDATED 2/11/05



Score Entertainment  
2300 East Randol Mill Road  
Arlington, TX 76011  
Phone: 817-983-0300 / Fax: 817-983-0498

## Additional Game Rules and Definitions

These are additional rules and definitions to help you play at a higher level.

### Can vs. Can't

- When you have an effect that allows you to do something and another effect that does NOT allow you to do that specific action, the effect that does NOT allow you to do something overrides the other effect.

### Card Memory

- A card only remembers what has happened to it while it is in play (track, zone, or mag pit). When a card leaves play, it loses all “memory” of what happened to it, even if it comes back into play at a later time.

### Cherry Picking Rule

- When a card effect allows you to search your deck or discard pile you may choose to not find the card.

### Common Knowledge

- The game defines “common knowledge” as the things that all players have a right to know. The following are all common knowledge:
  - The cards in all discards
  - The number of cards in discard piles
  - The number of cards in every deck
    - A player may refuse his rival from looking at the actual contents of his dragon deck, but the rival may still know how many cards are left.
  - The number of cards in each player’s hand
  - The number of points each player has

### Controlling Cards and Ownership

- You “control” any face-up card that you play (or put into play) the mag pit, track, or zone. You “own” any cards that you bring to the game in your race deck and dragon deck. Some card effects change the controller of some cards. When this happens, the “controller” is changed to the new player, but the “owner” of the card is not changed.
- When a card leaves play, it always goes to the owner’s respective deck/discards/hand.

### Crew

- Crew is both singular and plural, like sheep and fish.
- When a card refers to crew, it refers to crew in play unless the text says otherwise.

### Deciding Who Goes First

- For the first game of a best 2 of 3, randomly decide who goes first by a method both players agree on (roll a die, flip a coin etc.). For each game afterward, the player who lost the prior game decides who goes first before looking at his opening hand.

### Doubling Sprint and Negative Numbers

- Any negative number is 0 for checking to see if you are double that number (like for Green Ramming Gear level 4).
- Any positive number is automatically double 0 or any negative number.

### Gear

- When a card refers to gear, it refers to gear in play unless the text says otherwise.

### How to Play Cards

- Declare intent to play a card and pay its cost/meeting its burst.
- Use the effect of the card.
  - You cannot use “Main:” or “Battle:” effects in this manner.
- If the played card is an event, discard the card. If the played card is a maneuver, put it in the track.

### How to Use a “Main:” or “Battle:”

- Declare intent to use a “Main:” or “Battle:” on a card you control and discard a card from your hand.
- Use the effect of the card.
- The “Main:” or “Battle:” cannot be used for the rest of the turn.

## Infinite Rules

- If a game state occurs such that the mandatory actions form a loop that neither player is willing and able to break, the game is a draw.
- If a game state occurs such that there exists a loop with optional actions, the player that created the loop must first demonstrate the loop 3 times without being interrupted by his rival(s). Then he or she may choose a number of times to repeat that loop. The loop resolves the stated number of times and play immediately continues.

## Moving Cards

- When a rushing card is moved from the zone to the track, it is still a rushing card for that battle.

## Rushing Cards Gaining Sprint

- When an effect has your rushing card gain sprint for the battle, it is given to your current rushing card. If your rushing card is switched during battle, the additional sprint still stays with your previous rushing card.

## “Targeting” Effects

- When an effect refers to a rushing card or another specific card, you must have that card in play in order to gain that effect. If you do not have a rushing card, then that effect is not used. You can still play/use the card itself, but no card can “act as your rushing card” if you do not have one.

## Triggered Effects

- An effect that is used when the condition on the effect occurs is a triggered effect. Triggered effects are used only once when the stated condition is met.

## “When you win this battle” Effects

- Some effects say “When you win this battle”. You only get to use that effect if you win that battle. You do not get to use the effect if you do not win that battle, and it does not carry over to your next battle.

# Timing Sequences

## Turn Sequence

- 1) Start of Turn (“At the start of the turn” effects)
- 2) Draw
  - a) Start of Draw (“At the start of Draw” effects)
  - b) Players Drawing Cards (“When you draw cards during Draw” effects)
  - c) End of Draw (“At the end of Draw” effects)
- 3) Gear Up
  - a) Start of Gear Up (“At the start of Gear Up” effects)
  - b) Players Mag Gear or Recruit Crew
  - c) End of Gear Up (“At the end of Gear Up” effects.)
- 4) Main
  - a) Start of Main (“At the start of Main” effects)
  - b) Players gain energy (“When you/players/rivals gain energy” effects)
  - c) Players use “actions” (“When you play a maneuver/events” and “When you use a Main:” effects)
    - i) Put the Maneuver into the track
    - ii) Use the Maneuver’s effect
  - d) End of Main (“At the end of Main” effects. “This turn/this Main” effects end.)
- 5) Rush
  - a) Start of Rush (“At the start of Rush” effects)
  - b) Players choose to move any of their maneuvers from the track to the zone.
    - i) “After you move maneuvers into the zone” effects.
  - c) Players start battles (“When a player starts a battle” and other effects below)
  - d) End of Rush (“At the end of Rush” effects. “This step/this rush” effects end.)
- 6) End of Turn (“At the end of the turn” effects. “this turn” effects end.)

## Battle Sequence

- 1) A player starts a battle (“At the start of a battle” effect)
- 2) A player chooses his rushing card (“When you choose a rushing card” effect)
- 3) Players alternate actions (“When you play an event/use a Battle:” effects)
- 4) Players have all passed around the table

- 5) Players resolve the battle (“When you resolve the battle” and “When you win/lose a>this battle” and “If and when you win/lose this battle” effects)
- 6) Winner gains points equal to difference in sprints (“When you win points in a battle” effects)
- 7) Winner moves his card into the track/Losers discard maneuver
- 8) The battle ends (“At the end of a>this battle” effects. This is when “this battle” effects end.)