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- GAMES
- WHAT COLOR IS YOUR DRAGON?
- EXPLORE DRAGON CITY
- HUMANS and DRAGONS
- MYTHOLOGY, STORIES, and TRAILERS
- DOWNLOADS
- LINKS

Dragon Booster ALLIANCE ATLANTIS

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MAG UP AND RACE!

THE RACES IN DRAGON CITY FORGE THE FUTURE!

DOES THE WORLD FACE A DRAGON-HUMAN WAR? OR PEACE?

YOU DECIDE!

THIS IS A TRADING CARD GAME.

That means you build custom decks out of your collection to battle the way you want! Hundreds of cards to choose from mean thousands of different ways to play!

THERE ARE TWO WAYS TO WIN!

1. Reach the Finish Line of 30 Points!
You win when you reach 30 or more points.
2. Exhaust all Rivals. If you are the only player left with cards in your deck – you win!

Compete in Official Events! Find places to play and the official tournament rules at

DRAGONBOOSTERTCG.COM!

HOW THIS GAME WORKS

This is a brief intro to the steps in a turn. In a turn all players play in each step with the leader of the turn going first in each step.

As you play, you will use two decks of cards: your race deck and your dragon deck. You draw cards from your race deck at random into your hand. Your Dragon deck is where you keep all your crystal draconium cards: dragons, gear and crew.

1. DRAW

Each player draws 2 cards from his race deck.

2. GEAR UP

Each player must either mag a gear onto his dragon or recruit a crew from his dragon deck.

3. MAIN

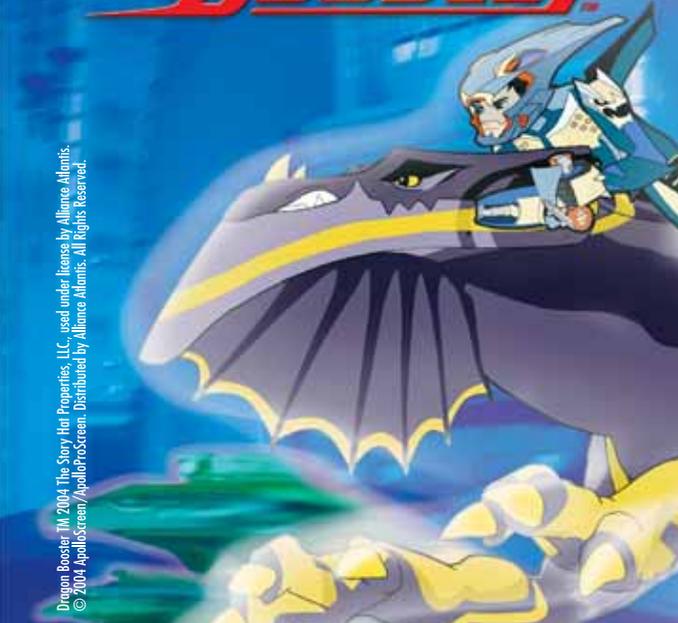
Now all players gain the energy they need to play maneuvers! Players also can play events and use powerful effects!

4. RUSH

Now you rush and battle to gain the points you need to win!

We will cover the play sequence more in a minute.

Dragon Booster



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WATCH IT ON

MORNINGS ON

✶ EVENINGS ON



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GETTING TO KNOW YOUR CARDS!

DRAGON CARDS

DRAGON CARDS REPRESENT YOUR DRAGON AND RIDER FOR THE GAME.

PLAYING YOUR DRAGON

You put your dragon into your mag pit before the game begins. Dragons come into play with no gear or crew.

TEAM SYMBOL

Team symbols appear on dragon and crew cards. All dragon and crew cards in your mag pit must share the same team symbol.



ZAP CAPS You choose gear from your dragon deck and mag them onto your zap caps. Each zap cap holds only one gear. Your dragon can mag up to 4 different gear.

KEYWORD EFFECTS: Keywords appear before many effects in the game. These words tell you when to use the effect that comes after them. For example, you use Constant effects all the time; Main effects in the Main step, and Battle effects during a battle.

TITLE Each card has a title. Crystal draconium cards have a title and a version of that title.



STATS Your dragon has 3 stats: speed, agility and power. You use these stats throughout the game to play events. The higher your dragon's stats, the easier you can play events from your hand.

COLORS Every dragon has a draconium color. Building your deck with cards that match your dragon's color gives you an edge.



GEAR CARDS

GEAR CARDS INCREASE YOUR DRAGON'S STATS AFTER YOU MAG THEM ONTO YOUR DRAGON'S ZAP CAPS. THEY ALSO GIVE YOU EFFECTS THAT YOU CAN USE DURING A GAME.

HOW TO MAG GEAR

When you mag a gear, you place a gear card from your dragon deck under an empty zap cap on your dragon. Your dragon cannot mag a gear if it already has a gear magged onto it with the same title. Also, your dragon cannot have more than 1 gear in a zap cap at the same time.

MARKINGS When you mag a gear, you line up the top or bottom of your dragon with this mark. That way, the correct stat symbol appears through your dragon's zap cap.



BONUS When you mag a gear, a stat symbol appears through your dragon's zap cap. Each symbol increases the matching stat on your dragon by +1.

COLOR BOXES If a gear has any color boxes, your dragon's color must match the color of one of the boxes to mag the gear. If a gear has no color boxes, then any of your Dragons can mag it.

CREW CARDS

CREW CARDS REPRESENT TEAM MEMBERS THAT YOU PUT ONTO YOUR MAG PIT TO HELP YOU GO FASTER, BATTLE HARDER AND WIN!

HOW TO RECRUIT CREW

When you recruit a crew, you place a crew from your dragon deck into your mag pit. You cannot recruit a crew if you already have a crew in your mag pit with the same title.

TEAM SYMBOL

Each crew belongs to a team. To recruit a crew, the team symbol on the crew card must match the team symbol on your dragon.



DAMAGING CREW AND GEAR CARDS: When you damage a crew or gear, you put it into the Damage Pile.



RARITY There are 3 kinds of rarity on any card:

common uncommon rare

MANEUVER CARDS

MANEUVER CARDS ARE THE MOVES YOU USE TO GET AHEAD IN THE RACE!

HOW TO PLAY MANEUVERS
You play maneuvers face-up into the track during Main.

COST Each maneuver has a cost icon appearing in the top left corner of the card. You must spend energy equal to the cost to play it into the track.

WHAT IS ENERGY?
Energy is the power you use to play your maneuvers from your hand. The total energy you have each turn equals the turn number (If you're on turn 3, you have 3 energy for the turn). You may want to use dice, pen and paper, or counters to keep track of your energy.

EFFECT Many effects on maneuvers have keywords to tell you when to use them.

SPRINT This number is a maneuver's sprint. During battle, you and your rival (opponent) battle with your maneuvers to gain points. The player with the highest sprint wins the battle!



EVENT CARDS

EVENT CARDS MIRROR THE ACTION SEEN IN THE SHOW.

HOW YOU PLAY EVENTS
You play events during Main and Rush. To play an event, the burst on the event must be equal to or less than your dragon's matching stat. You play the event by showing your rival the card, using its effect and then discarding it.

BURST Compare this number to your dragon's matching stat to see if you have enough of that stat to play the event.

COLOR If the color of your event matches the color of your dragon, your dragon gains +2 to its stat for playing that event. This +2 bonus is ONLY for playing events.



THE STEPS OF PLAY EXPLAINED

All players share the same turn and every step in the turn. Each turn has a leader that goes first in each step. Other players act after the leader in each step in a clockwise direction. After each turn ends, the leader for the next turn becomes the person to the left of the last leader.

STEP 1 DRAW

STARTING WITH THE LEADER, EACH PLAYER DRAWS 2 CARDS FROM THE TOP OF HIS RACE DECK.

EXAMPLE: It's *Wyldfyrr* with *Kitt Wonn* vs *Brutarus* with *Phistus*! *Kitt Wonn* is the leader for the turn. *Kitt Wonn* is the leader for the turn and is behind 21 to 26. It is turn 5.

Kitt Wonn draws 2 cards: *Mag Kick* and *Enraged*.
Phistus draws 2 cards: *Burst Forward* and *Head Strong*.





**STEP 2
GEAR UP**

STARTING WITH THE LEADER, EACH PLAYER CHOOSES 1 CARD FROM HIS DRAGON DECK TO DO ONLY 1 OF 2 POSSIBLE CHOICES:

1. MAG A GEAR

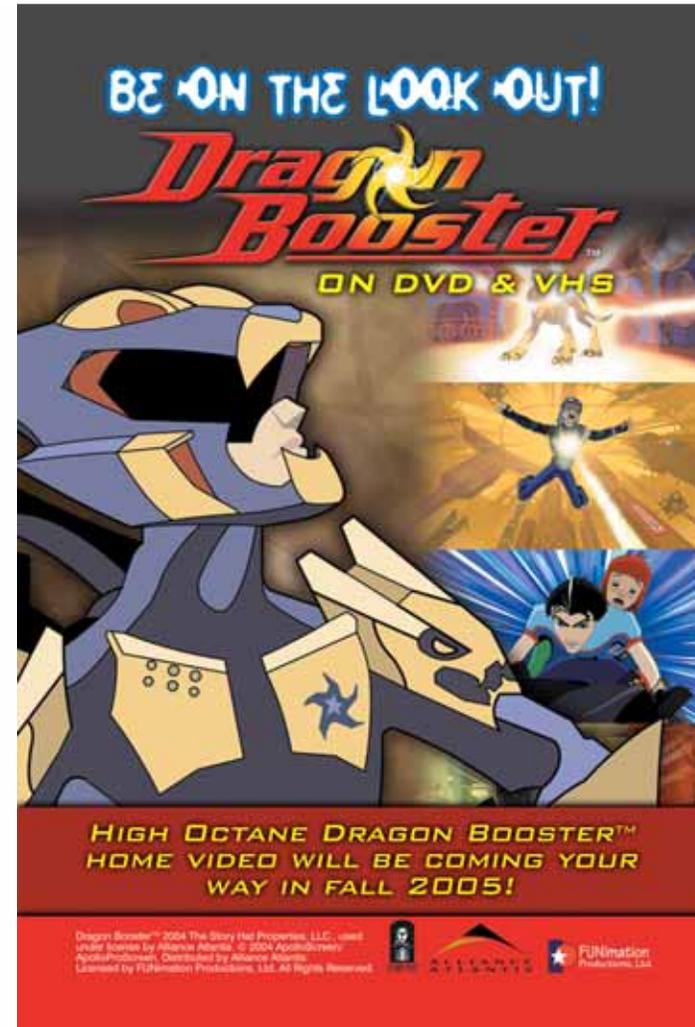
To mag a gear, search through your dragon deck and select a gear. Then place it face-up underneath your dragon into one of its zap caps. The gear will show you how to align it properly to your dragon's zap cap. Your dragon gains +1 to the stat that shows through the zap cap while the gear is magged. If your gear has a color box, your dragon must match one of the colors in the color box to mag the gear. Your dragon cannot mag a gear that has the same title of a gear already magged to it.

2. RECRUIT A CREW

To recruit a crew, search through your dragon deck for a crew that has the same team symbol as your dragon, and then play the crew card into your mag pit face-up. You cannot recruit a crew that shares the same title as a crew in your mag pit.

If you have no gear to mag, or crew to play, show your opponent any cards remaining in your dragon deck as proof that you can't mag or recruit. After all players try to mag a gear or recruit a crew, the step ends.

EXAMPLE: It's Gear Up. Kitt Wonn takes *Red Thruster Gear* from her dragon deck and mags it onto *Wyldfyf*. Phistus recruits *Kudgy!* as a crew from his dragon deck.





THIS IS THE STEP WHERE YOU PLAY EVENTS AND MANEUVERS AND USE EFFECTS ON CARDS.

FIRST, EVERYBODY GAINS ENERGY

At the start of each Main, each player gains energy equal to the current turn number. *(For Example: On turn #1, everyone has 1 energy, on turn #4 everyone has 4 energy).* Energy does not carry over to other steps or turns, and disappears after Main finishes.

NEXT, EVERYBODY DOES THEIR ACTIONS FOR THE TURN

After all players gain their energy for the turn, each player (starting with the leader) does any of the actions below in any order and as much as he likes until finished. When he finishes his actions, he tells his rivals he is done. Then the player to the left does the same. *Players do not alternate actions in this step! Each player does all his actions at once, and then the next player does all her actions at once.* A player can pass all his Main actions if he wants to.

1. PLAY A MANEUVER FACE-UP ONTO THE TRACK

To play a maneuver card, you must first pay energy equal to its cost, then use its effect and then put it into the track face-up.

2. PLAY AN EVENT FROM YOUR HAND

You play an event by showing your rivals the card, using its effect, and then discarding it. To play an event, the burst appearing in the upper left corner of the event must be equal to or less than the matching stat on your dragon. You can play as many events each turn as you want.

3. USE A "MAIN:" EFFECT ON A FACE-UP CARD

To use a "Main:" effect on a card, you must discard a card from your hand to use it. You may use each "Main:" effect only once a turn.

ENDING MAIN

Main ends after all players have a chance to do their actions. When Main ends, everyone's energy resets to 0.

EXAMPLE: It's the 5th turn, so both Kitt Wonn and Phistus gain 5 energy.

Kitt Wonn's Main Actions:

Kitt Wonn puts *Mag Kick* into the track. *Mag Kick* costs 4 energy so Kitt Wonn is now at 1 energy. Next, she plays *Enraged* into the track which costs 1 energy. Kitt Wonn has 0 energy and doesn't want to do anything else. Kitt Wonn tells Phistus she is done.

Phistus's Main Actions:

Phistus plays the maneuver *Head Strong* and damages Kitt Wonn's *Red Thruster Gear* by its effect: "If your dragon is green, damage a rival's gear that is level 4 or below." *Head Strong* costs 1 energy, so Phistus now has 4 energy. Kitt Wonn damages *Red Thruster Gear* by putting it into her damaged pile. Phistus now plays the maneuver *Burst Forward*. It also costs 1 energy - putting him at 3 energy. Next he plays the event *Charge!* from his hand and gains a point from *Charge!*'s effect. Phistus is at 27 points! Phistus tells Kitt Wonn he is done.

THE MAIN STEP ENDS





STARTING RUSH

In the first part of Rush, players choose any of their maneuvers in the track and move them into the zone, starting with the leader. Once the leader chooses to move his cards into the zone, the player to the left has a chance to move his cards into the zone. Players may choose to move all, some, or none of their maneuvers. After all players have had a chance to move maneuvers into the zone, players begin starting battles.

STARTING BATTLES

Starting with the leader, a player starts a battle by choosing one of his cards in the zone to be his "rushing card." Once a rushing card has been chosen, all other players choose one of their cards in the zone to be their rushing card (if possible). Once all players have chosen rushing cards the battle begins!

BATTLE

During battle, both players alternate taking actions, *beginning with the player who started the battle*. You can do any of the following as your action during a battle.

1. **PLAY AN EVENT.**
2. **DISCARD A CARD FROM YOUR HAND TO USE AN EFFECT THAT BEGINS WITH "BATTLE:" YOU MAY USE EACH "BATTLE:" ONCE PER TURN.**
3. **PASS.**

When all players pass immediately one after another, the battle resolves. You compare the sprint values to find the outcome of the battle. There are 2 possible outcomes:

1. THERE IS A WINNER

- A player wins a battle if his sprint is higher than his rival's sprint.
- Any effects that occur "When you win a battle" now happen.

- The winner of a battle takes his rushing card and moves it back into the track. The loser discards his rushing card.
- The winner gains points equal to the difference between the two sprint values. The points gained cannot be larger than the rushing cards printed sprint.

2. THERE IS A TIE

During ties, all players lose the battle and discard their rushing cards. No player gains points for ties.

GENERAL RULES ABOUT BATTLES

- Players must battle if they have 1 or more cards in the zone.
- You cannot start a battle if you do not have a maneuver in the zone. If it is your rival's turn to start a battle, but he has no card in the zone, play skips over him and the next player to the left gets a chance to start a battle.
- When a player battles without a rushing card, their sprint for the battle is 0 and no effects can raise or lower that sprint value.

Ending Rush - Rush ends when no player is in a battle, and no cards are in the zone.

Ending the Turn - When Rush ends, the turn ends. The new leader is the player to the left of the previous leader.

EXAMPLE: It's Rush! Kitt Wonn pushes *Mag Kick* and *Enraged* into the zone. Now Phistus puts *Head Strong* into the zone! Now it's time for battles! Kitt Wonn is still behind 21 to 26.

Wyldfyr's Effect: "Battle: For this battle, your rushing card gains +1 sprint each time you play an event."

Brutarus's Effect: "Constant: Your maneuvers gain +2 sprint while you have damaged of a rival's cards that turn."

Kitt Wonn starts the first battle and chooses *Mag Kick* as her rushing card. Phistus chooses *Head Strong*. Kitt Wonn currently has a sprint of 10 from *Mag Kick*. Phistus has a sprint of 2 from *Head Strong*. But *Brutarus*, Phistus's dragon, has an effect that boosts Phistus's sprint by 2. Phistus has 4 sprint to Kitt Wonn's 10!

Kitt Wonn's Action: She plays the event *Immense Power!* Her agility is 3 compared to *Immense Power's* burst of 1, so she uses its effect and discards it (the effect lets her search for a maneuver and put it in her hand). Kitt Wonn's sprint is now 11 because of *Wyldfyf's* effect!

Phistus's Action: Phistus passes.

Kitt Wonn's Action: She plays the event *Charge!* She gains a point because of *Charge!* just like Phistus did earlier. Kitt Wonn is at 22 points! She played another event so her sprint is now 12.

Phistus's Action: Phistus passes.

Kitt Wonn's Action: Kitt Wonn Passes.

THE BATTLE ENDS! Kitt Wonn's sprint is 12 compared to Phistus's sprint of 4. Kitt Wonn gains 8 more points! Kitt Wonn leaves Phistus in the DUST by 30 to 27! Phistus could start a battle himself except for one detail... HE JUST LOST!

OTHER RULES

THE GOLDEN RULE

The cards in this game override the rules. Whenever a game card specifically breaks a rule, the card is always right.

DAMAGING AND DISCARDING CARDS

Effects can damage gear and crew cards during a game. When you damage a gear or crew, you put it into your damaged pile. Effects can discard events and maneuvers in a game. When you discard a card, put it in your discards.

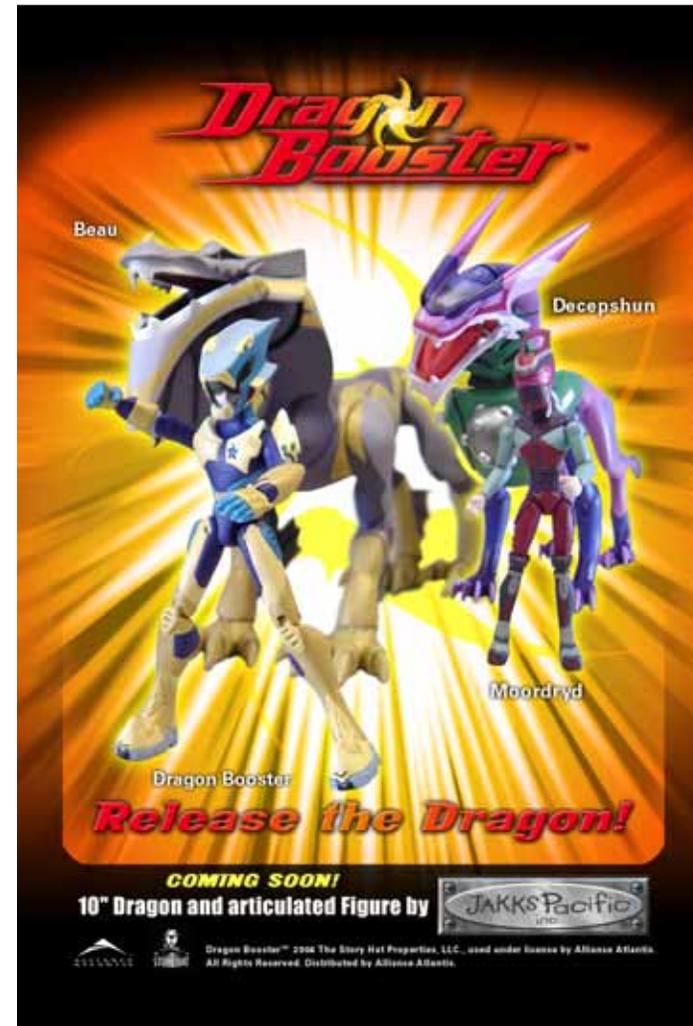
When an effect damages an event or maneuver, it is discarded, and when an effect discards a crew or gear it is damaged.

DECK CONSTRUCTION

Race Deck - You build your race deck out of maneuvers and events. Race decks must have exactly 60 cards. You can have up to 4 copies of any event or maneuver that has the same title.

Dragon Deck - You build your Dragon Deck out of gear, crew and dragon cards. Your Dragon Deck must have at least 1 Dragon.

22



You can have up to 2 copies of any version of a gear, crew, and dragon card. (A card's version is found below the title.) Your dragon deck's max size is 10 cards and can be face-up or facedown.

IN PLAY

A card is "in play" if it is face-up in the track, zone or mag pit.

KEYWORDS

Many cards in the game have keywords followed by a colon (like Constant:, Battle: or Main:). These keywords tell you when you can use certain effects on these cards:

1) CONSTANT:

A "Constant:" effect is active as long as its card is in play.

2) BATTLE:

Use this during a battle. Each of these effects are limited to one use a turn. You must discard a card from your hand to use a "Battle:" effect.

3) MAIN:

Use this during Main. Each of these effects is limited to one use a turn. You must discard a card from your hand in order to use a "Main:" effect.

NEGATIVE POINTS

It is possible to have negative points and stats in the game.

RIVALS

A rival is your opponent.

TIMING CONFLICTS

When multiple effects from your cards occur at the same time, you decide in which order they resolve. If multiple effects happen between players, the leader's effects always resolve first, and the other effects resolve clockwise from one player to another.

SOME EFFECTS ON EVENTS AREN'T USED WHEN YOU PLAY THEM

If an event has an effect that is used "this battle" or "this Main" or something similar, you cannot use the effect of the event if you play it outside of the time described. You can still play it during other times in the game, you just can't use the effect at the time.

24

EXAMPLE: It's Main, and you decide to play the card *You're Next* with this effect: "If your dragon is *Beau*, your rushing card gains +2 sprint this battle."
If you have the dragon *Beau* and play this card during Main, you don't gain the +2 sprint in any battle ahead.

OTHER WAYS TO PLAY

MULTI-PLAYER RULES

A Dragon Booster multi-player game follows the same rules as a normal game, but with these few minor changes.

1) AFFECTING RIVALS

When you use a card that only affects one rival, you must choose one of your rivals in the game. That player is the "rival" for the entire card effect, and the effect excludes other players unless the text says otherwise.

2) BATTLING

When a battle starts, the player who started the battle picks his rushing card out of his cards in the zone. Then you go around the table clockwise and each player with a card in the zone picks one for their rushing card in the battle. This does mean that 3+ players battle at the same time. The choosing of rushing cards and the first action always starts with the player starting the battle and goes in a clockwise direction.

3) POINT GAIN

When you win a battle, you gain points equal to the difference between your rushing card's sprint and the highest sprint among the other rushing cards.

EXAMPLE: Bob, Joe, and Sam are in a battle. Bob wins the battle with a 14 sprint. Joe had a 12 sprint at the end of the battle and Sam had a 7 sprint. Bob gains 2 points.

DRAFT RULES

BOOSTER DRAFTING

Each player starts with 4 boosters to use in the draft. Then, the following occurs:

1) Each player opens his booster pack (1 pack) and puts the crystal draconium card in the booster pack facedown into his pile of cards.

25

2) Each player then chooses a card in that booster pack and puts it facedown in that same pile.

3) Once the player has chosen a card, he passes his booster pack to the player on his left (or right if it is the 2nd or 4th opened booster pack).

4) When cards pass to you, go back to step 2. If not, that booster pack is finished and you move onto your next booster pack starting again with step 1.

After everyone drafts all the cards in the boosters, players build a deck with the cards that they drafted. Any crystal draconium cards they pulled automatically go into their dragon deck, although *they may choose to not use the dragon that they pulled*. They must put together a 25 card race deck with the maneuvers/events that they drafted. There is no limit to how many copies of any card you can have in any deck.

TEAM SYMBOL RULE

For Drafts, you get to ignore team symbols and color boxes for magging gear and recruiting crew.

DRAGON CARD RULE

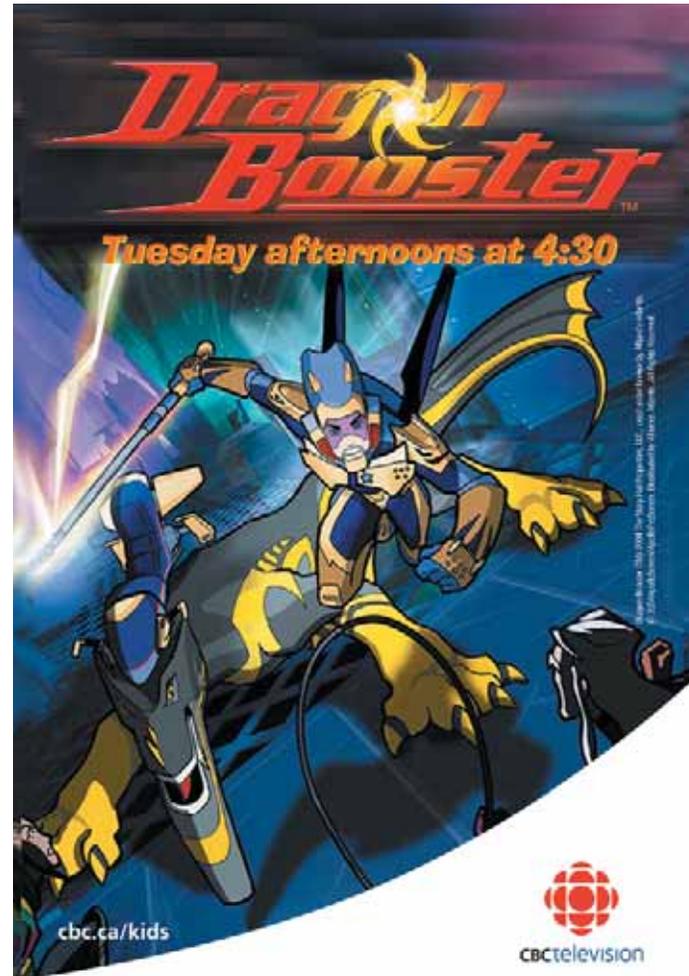
If you do not have a Dragon (or choose not to use one) – Each of your stats starts at 3. At the start of the match, choose a color for your dragon to be. Putting a gear in your Mag Pit shows that you are “magging the gear”, and the stat in the corners of the gear is the stat that gains +1 for “magging the gear”.

SEALED DRAFT

Drafting from Starter Decks is just like drafting from booster packs, but with these changes.

1) Treat the small pack of crystal draconium cards as a booster pack. Everyone drafts those cards FIRST. Players must keep the dragon found in the starter, choose *another* crystal draconium card, and then pass the remaining 3 cards. Players get to pull 1 card from the crystal pack until all the crystal draconium cards are drafted.

2) Each of the 20 card cell-wrap packs in the starters are also treated as booster packs and are drafted from AFTER the crystal pack. Players must have a race deck of at least 40 cards but play as normal.



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STEPS OF PLAY

STEP 1. DRAW

All players draw 2 cards starting with the leader.

STEP 2. GEAR UP

All players either mag a gear or recruit a crew starting with the leader.

STEP 3. MAIN

All players gain energy equal to the turn number. Afterward, each player does any of the actions below in any order and as much as he likes until finished (starting with the leader). Then the player to the left does the same.

1. Play a maneuver face-up onto the track.
2. Play an event from his hand.
3. Use an effect on a card in play that begins with "Main:" You must discard a card from your hand to do this.

STEP 4. RUSH

Each player chooses 0 or more maneuvers in the track and moves them into the zone (starting with the leader). After all players do this, battles begin.

BATTLE: During battle, players have 3 actions that they can take:

1. Play an event.
2. Use a "Battle:" effect. You must discard a card from your hand to do this.
3. Pass.

Battle ends when all players pass one after the other.

**RUSH ENDS WHEN THERE ARE
NO CARDS IN THE ZONE.**