

Game	Three-Dragon Ante
Players & Time	2-6. Best with 5 players. Recommended 3-6. 20 minutes.
Preparation	Each player takes 50 gold and draws six cards.
Rules Summary	<p>Game plays in a series of gambits. A gambit comprises three or more rounds. Each round players take turns.</p> <p>Start of a gambit. Every player chooses an Ante card from their hand and puts in face down, then simultaneously reveals them. The player with the highest-valued ante card is the leader. Each player pays this amount of gold (equal to the highest-valued card) to the stakes. Ante cards remain face up at the center of the table but are not part of the stakes.</p> <p>The leader starts the round by playing a card in front of them. This card is part of the player's flight. Then a player to the leader's left plays the next turn. The leader's card always triggers the power on the card. On the other player's turns, the powers only trigger if the value is less than or equal to the strength of the card the previous player laid down. The player who put the highest card is the next leader. All cards played remain in front of the players as part of their flights!</p> <p>Getting new crads: each player is given two new cards at the end of a gambit. At the start of a player's turn they must buy cards if they only have one left. Flip the top card into the discard pile; the player pay the amount equal to the top card's value to the stakes, then take cards until their hand size is 4.</p> <p>Max hand size: a player can never have more than 10 cards. When a player has 10 cards they no longer draw any cards.</p> <p>Ending a gambit. The gambit ends when, after three rounds, only one player has the strongest or when no gold is left in the stakes. The player with the strongest flight wins the stakes.</p> <p>Special flights: when a flight has three different colors, or 3 of the same valued dragons, it is a special flight. In a color flight, each player pays god equal to the second highest valued dragon in that flight to the player. In a strength flight, the player steals gold equal to the the value of the one of the dragons from the stakes.</p> <p>Players may go into debt in the middle of a gambit and get out of it before the end of it. Keep track of who is owed; if the indebted player gets gold, it must be immediately used to pay debts. The debt owed to a player by a player who is knocked out is not counted towards the total gold for winnings.</p>
End & Winner	Game ends when at least one player's hoard is empty at the end of any gambit. The winner is the player with the most gold.
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