

# ALMANAC

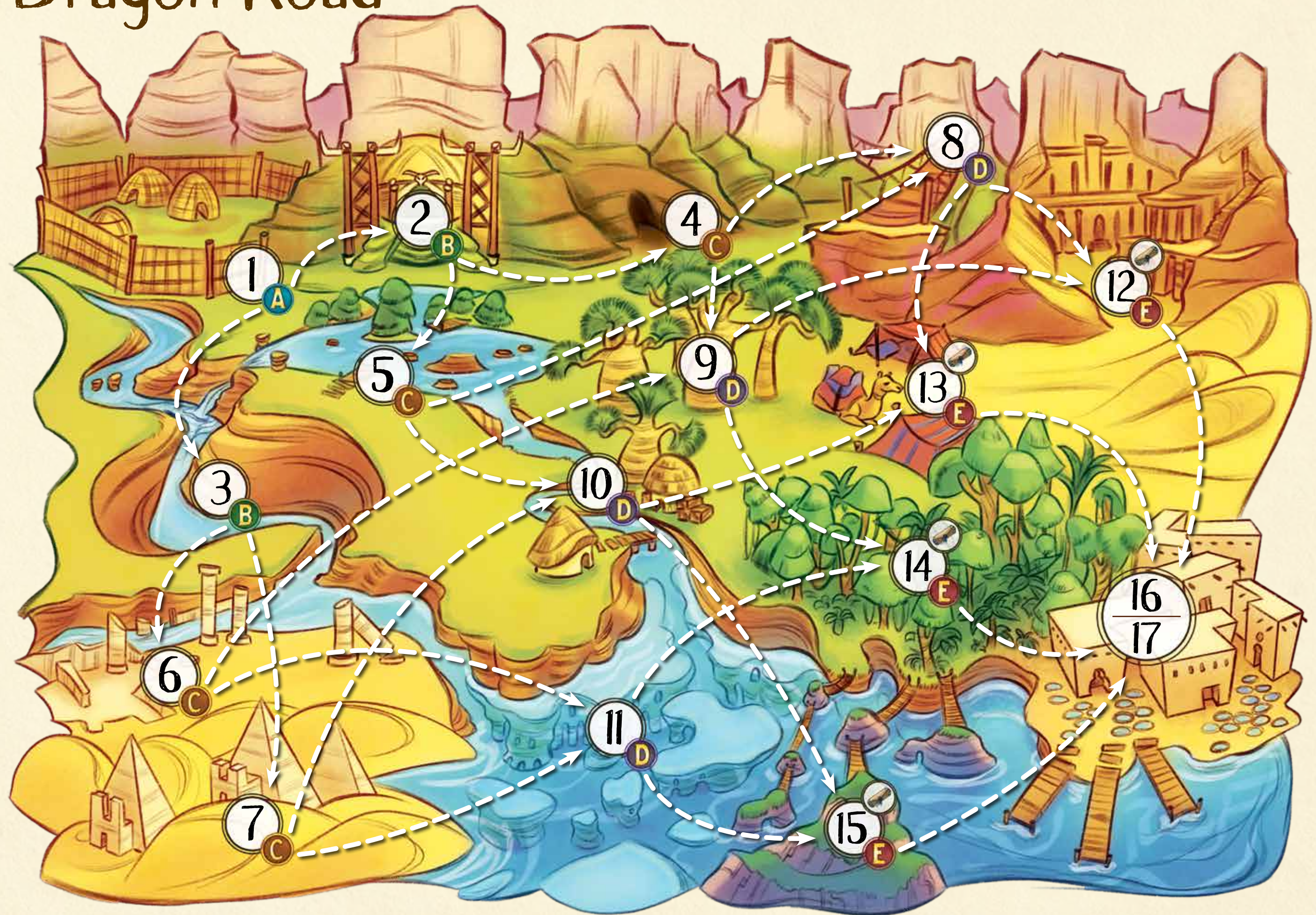


## THE DRAGON ROAD

RULES OF THE ROAD



# The Dragon Road



- |  |  |   |   |   |  |
|--|--|---|---|---|--|
| <b>1. The Outpost</b> .....<br>➤ 2. The Cloud Monastery<br>➤ 3. Razorbeak Canyon | <b>4. Cavern Mines</b> .....<br>➤ 8. Skygate<br>➤ 9. Neverwood             | <b>7. Emperor Sands</b> .....<br>➤ 10. Rivertown Landing<br>➤ 11. Sublin Salt | <b>10. Rivertown Landing</b> .....<br>➤ 13. Caravan Crossroads<br>➤ 15. Horizon Isles | <b>13. Caravan Crossroads</b> .....<br>➤ 16. Courtyard Markets<br>➤ 17. Dockside Arcade | <b>16. Courtyard Markets</b> .....<br><b>17. Dockside Arcade</b> .....             |
| <b>2. The Cloud Monastery</b> .....<br>➤ 4. Cavern Mines<br>➤ 5. Yop-Gub Islands | <b>5. Yop-Gub Islands</b> .....<br>➤ 8. Skygate<br>➤ 10. Rivertown Landing | <b>8. Skygate</b> .....<br>➤ 12. Wizard's Hollow<br>➤ 13. Caravan Crossroads  | <b>11. Sublin Salt</b> .....<br>➤ 14. Vineland Tract<br>➤ 15. Horizon Isles           | <b>14. Vineland Tract</b> .....<br>➤ 16. Courtyard Markets<br>➤ 17. Dockside Arcade     | <b>15. Horizon Isles</b> .....<br>➤ 16. Courtyard Markets<br>➤ 17. Dockside Arcade |
| <b>3. Razorbeak Canyon</b> .....<br>➤ 6. Silt Ruins<br>➤ 7. Emperor Sands        | <b>6. Silt Ruins</b> .....<br>➤ 9. Neverwood<br>➤ 11. Sublin Salt          | <b>9. Neverwood</b> .....<br>➤ 12. Wizard's Hollow<br>➤ 14. Vineland Tract    | <b>12. Wizard's Hollow</b> .....<br>➤ 16. Courtyard Markets<br>➤ 17. Dockside Arcade  | <b>15. Horizon Isles</b> .....<br>➤ 16. Courtyard Markets<br>➤ 17. Dockside Arcade      |  |





# Welcome Travelers...

*Almanac: The Dragon Road* is a game of trade, travel, and adventure through the whimsical fantasy realm of Baeloria! Players will visit strange places, acquire and sell goods, and face an unpredictable set of encounters as they travel from the Outpost to Dragon City. In *Almanac: The Dragon Road*, adventure and riches are just a page turn away!

*Almanac: The Dragon Road* is compatible will all *Almanac* products set in the world of Baeloria.

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## Components

- 120 goods tokens (30 each)  
30 Dewleaf  
30 Emberspice  
30 Everice  
30 Skyfish  
75 gold tokens (4 different values)  
30 1-value  
20 5-value  
15 20-value  
10 50-value  
30 caravan cards  
24 contract cards
- 24 workers (6 per player color)  
20 encounter cards  
12 guard tokens  
9 bottled lightning tokens  
7 ocean tokens  
4 air supply tokens  
4 contraband tokens  
4 dragon statue tokens  
4 letter tokens  
4 player screens  
4 prophecy globe tokens  
4 starting caravan cards
- 3 bedroll tokens  
3 hireling tokens  
2 ancient weapon tokens  
2 camel tokens  
2 tourist tokens  
1 6-sided die  
1 Almanac game book  
1 fight die  
1 Guide token  
1 Key to Dragon City token  
1 rule book



## Location token reference



## Credits & Thanks

Scott would like to thank his family and friends for all their support for his crazy cardboard career. He'd also like to thank all of the playtesters who explored the many twisting paths of Dragon Roads and lived to tell the tale. A special thanks to Jim Bennie and the other friends of Kolossal for the additional set of eyes.

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# Setup

- 1 Place the Almanac in the center of the play area and open to the first location, *The Outpost*.
- 2 Shuffle the caravan deck and place it facedown near the Almanac.
- 3 Shuffle the contract deck and place it facedown near the Almanac.
- 4 Place the fight die and 6-sided die near the Almanac.
- 5 Place the gold tokens in a supply near the Almanac.
- 6 Separate the goods tokens by type and place them near the Almanac.
- 7 Place the Key to the Dragon city and the guard tokens near the Almanac.
- 8 Keep all location tokens near by in the box so that they are readily available if they are needed.
- 9 Create the encounter deck. Randomly select an encounter card from each letter, A-E. Stack the selected cards in alphabetical order so that the top of the deck starts with encounter A and the bottom of the deck ends with encounter E. Return all remaining encounter cards to the box.
- 10 Each player selects a color and takes the following:
  - 1 player screen matching the player's chosen color
  - 6 workers matching the player's chosen color
  - 1 starting caravan card
  - 2 contract cards
- 11 Players place their starting caravan and 3 of their workers on their starting caravan infront of their player screen. Their remaining 3 workers and should be kept behind their player screen creating their personal supply of workers that can be earned during the journey.
- 12 Give the youngest player the Guide token. The player with the Guide token (the Guide) plays first during each round and turn order proceeds clockwise.
- 13 Give each player gold based on their turn order. Players keep their gold behind their player screen.

1st	2nd	3rd	4th
10 gold	12 gold	14 gold	16 gold

Your journey is ready to begin!



- 8 Not every location will be visited on your journey. It is recommended to keep the location tokens specific to each page in the box until needed.



# Game Overview

Players will explore 6 locations in total, each of which is 1 game round. Players start at *The Outpost* and then decide which path they will take to Dragon City. Each location provides players with a unique challenge to overcome in pursuit of their goals. Many locations even have pieces specific to that page, some of which provide special abilities or are kept by the players until the End of the Game. The player who best overcomes these challenges by acquiring wealth, building their caravan, completing contracts, and performing adventurous deeds will become the most famed merchant in the realm and the winner of the game!

# Game Round

The game consists of 6 rounds, each of which is made up of the following 3 phases:

- Arrival Phase
- Action Phase
- End Phase

# Arrival Phase

Players enter a new location each time they turn to a new page in the Almanac. Follow these instructions each time the players enter a new location:

- ① In turn order, each player resolves all Arrival Phase abilities they have in their play area.
- ② Deal out a number of cards from the caravan deck equal to the number of players and place them faceup near the Almanac.
- ③ Read the location-specific lore as well as the setup and placement rules aloud to all players. Retrieve any additional components from the box and set them up as instructed.



②



3

### Razorbeak Canyon

The wind whips through the canyon and carries with it the fearsome screech of razorbeaks. Keep close to one another as you cross the canyon bridges, for razorbeaks are known to capture lone traders and take them to their nests. Despite the danger, many thrill-seeking tourists come here to marvel at these magnificent, yet mortifying beasts.

**Placement Rules:** The first worker placed on each bridge must be placed on a blue end space. Each additional worker placed on that bridge must be placed in the first vacant space adjacent to the last worker placed.

**Setup:** Place the 2 tourist tokens in the designated spaces to the right.

After a player places a worker on a tourist space, they gain 1 tourist token and 2 gold. They place the tourist token in 1 of their crates. At the start of each Arrival Phase, players gain 2 gold for each tourist token in their crates.



6 - Silt Ruins



7 - Emperor Sands

B

Navigate the unending fog of the ancient ruins for the black market valuables lost therein...

B

Ascend the noble pyramids of this wealthy desert city.












# Action Phase

Each location is resolved in a similar manner. Starting clockwise from the Guide, each player places 1 worker from their caravan on an available action space and resolves that space. The visual presentation of an action space can vary from location to location, but as a rule an action space is defined by a solid border and contains a single action icon. Players continue placing workers from their caravan in this way until all workers have been placed. If a player cannot place a worker on their turn, skip them and proceed to the next player. Players may not place workers from behind their player screens. After all players can place no further workers, proceed to the End Phase.

There are 2 types of actions: standard actions and location actions. Standard actions can be found on most or all pages in the Almanac and are not unique to any specific location. Location actions are unique to a specific location and have special rules defined in the setup and placement section provided on each page.

## Standard Actions

Icon	Action	Rules
	Complete a Contract	After a player places a worker on a space with the Complete a Contract icon, they must complete 1 of their incomplete contracts by discarding the required goods to the general supply and flipping the contract faceup in their play area.
	Extend Your Caravan	After a player places a worker on a space with the Extend Your Caravan icon, they must pay the cost of an available caravan card by discarding the indicated gold and goods to the general supply. They then place the card in their play area as part of their caravan.
	Gain a Contract	A player with fewer than 2 incomplete contracts may place a worker on a space with the Gain a Contract icon. After placing their worker, they draw 3 contract cards, keep 1 placing it facedown in their play area, and place the other 2 on the bottom of the deck. <b>NOTE: Incomplete contracts subtract fame equal to their fame value at the End of the Game.</b>
	Gain Goods	After a player places a worker on a space with a goods icons, they gain the indicated goods and place them into empty crates in their caravan. If a player acquires more goods than the number of empty crates in their caravan, they may arrange those goods as they see fit and discard the surplus.
	Sell Goods	After a player places a worker on a space with a Sell Goods icon, they must sell at least 1 good at the listed price per good sold. The player gains the indicated gold for each good sold in this way. They then discard the goods they sold, returning them to the general supply.
	Visit the Shop	After a player places a worker on a space with the Visit the Shop icon, they must perform 1 of the following options: 1. Gain 1 good. 2. Discard goods of a single type for 3 gold each. 3. Gain 1 guard token.



### Location Actions with a Cost

Some location action spaces have a ⌘ icon in the corner. This is a reminder that players must pay the cost as defined by the location action rules to place a worker on that space.



# Strength and Guards

Each player's caravan has its own strength. Strength is the total of all shield values represented in a player's play area. The strength of a player's caravan determines how effective that caravan will be at dealing with encounter cards that require players to fight. Each guard token a player has adds 2 strength to their caravan during the game and is worth 1 fame at the End of the Game. Once gained, guard tokens remain in a player's play area until the End of the Game.



Front



Back



# End Phase

If this was the final location (no upcoming locations), proceed to the End of the Game. Otherwise, resolve the End Phase in this order:

- ① **Retrieve Workers:** All players simultaneously retrieve all of their workers from action spaces and place them back on their caravan.
- ② **Bid For Guide:** To bid, all players secretly place any amount of their gold into their hand. When all players are ready, everyone reveals their bids. The player who reveals the most gold is the winner. The winner then discards gold equal to the least amount bid by all players and gains the Guide token. In the event of a tie, if one of the tied players is currently in possession of the Guide token that player wins the tie and keeps the Guide token. Otherwise, the tied player seated closest to the left of the Guide is the winner. If the lowest bid is 0, the winner must discard 1 gold.
- ③ **Choose a Location:** The Guide selects 1 of the 2 upcoming locations that the players will travel to next.
- ④ **Encounter:** The Guide reveals the top card of the encounter deck, reads its story text aloud, and resolves it as instructed. Each player only resolves an encounter once unless specifically instructed by the text of the encounter.
- ⑤ **Clean Up:** Discard the encounter card and retrieve any workers or tokens used in its resolution unless otherwise instructed. Discard any unpurchased caravan cards, turn to the page of the chosen location, and proceed to the Arrival Phase.

# End of the Game

In turn order, players have an opportunity to complete any incomplete contracts in their possession. To do so, a player must discard the required goods and 5 gold for each contract they complete in this way.

- Players now determine their final score by totaling their fame values. A player's fame is calculated in the following ways:
- 1 fame for each gold
  - Fame value of each caravan card
  - Bonus fame: location tokens, guards, encounter cards.
  - Fame value of completed contracts
  - Goods in crates provide no fame
  - **Subtract fame value of incomplete contracts**

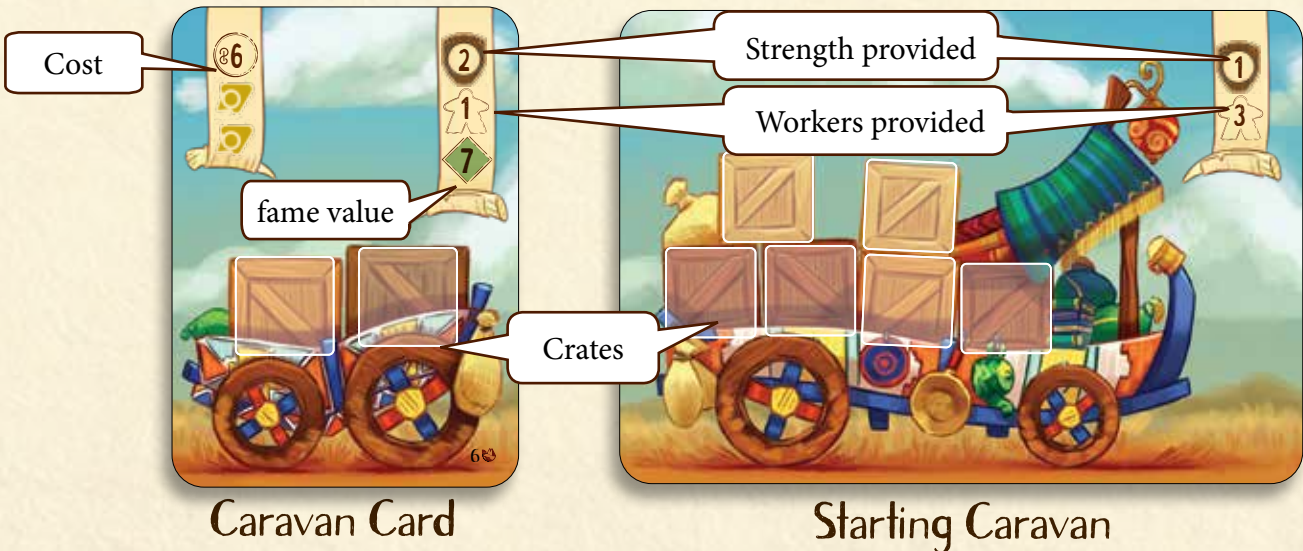
The player with the most fame wins. In the event of a tie, the tied player with the most gold wins. If a tie still remains, the tied player with the most goods in their crates wins. If there is still a tie, the tied players share the victory.

# Bid and Bidding

In addition to bidding for guide during each End Phase some locations or card effects will ask player to bid. In these instances follow the exact same rules for bidding as described in step 2 of the End Phase. The winner gains the rewards indicated by the effect that prompted players to bid instead of the Guide token.

# Caravans and Caravan Cards

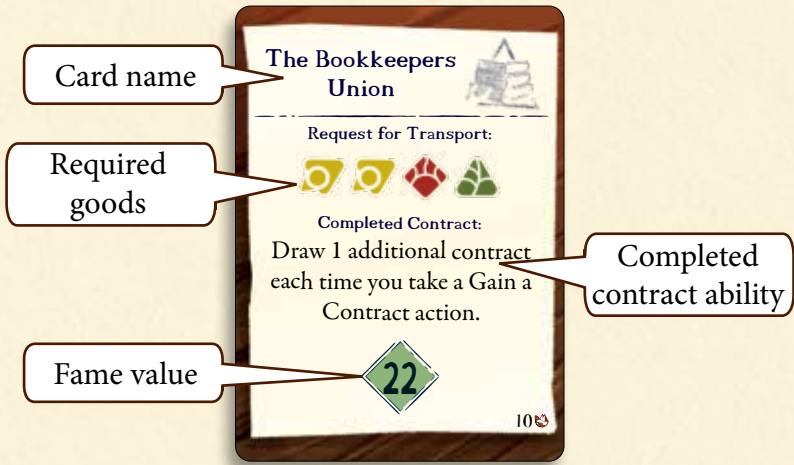
Each player controls their own caravan, which consists of their starting caravan and any caravan cards added to it during the game. Players store and transport the goods they acquire in crates. Crates can hold 1 good at a time. Players purchase caravan cards for many purposes: to gain additional crates, increase the strength of their caravan, gain additional workers, and earn fame at the end of the game.



# Contracts

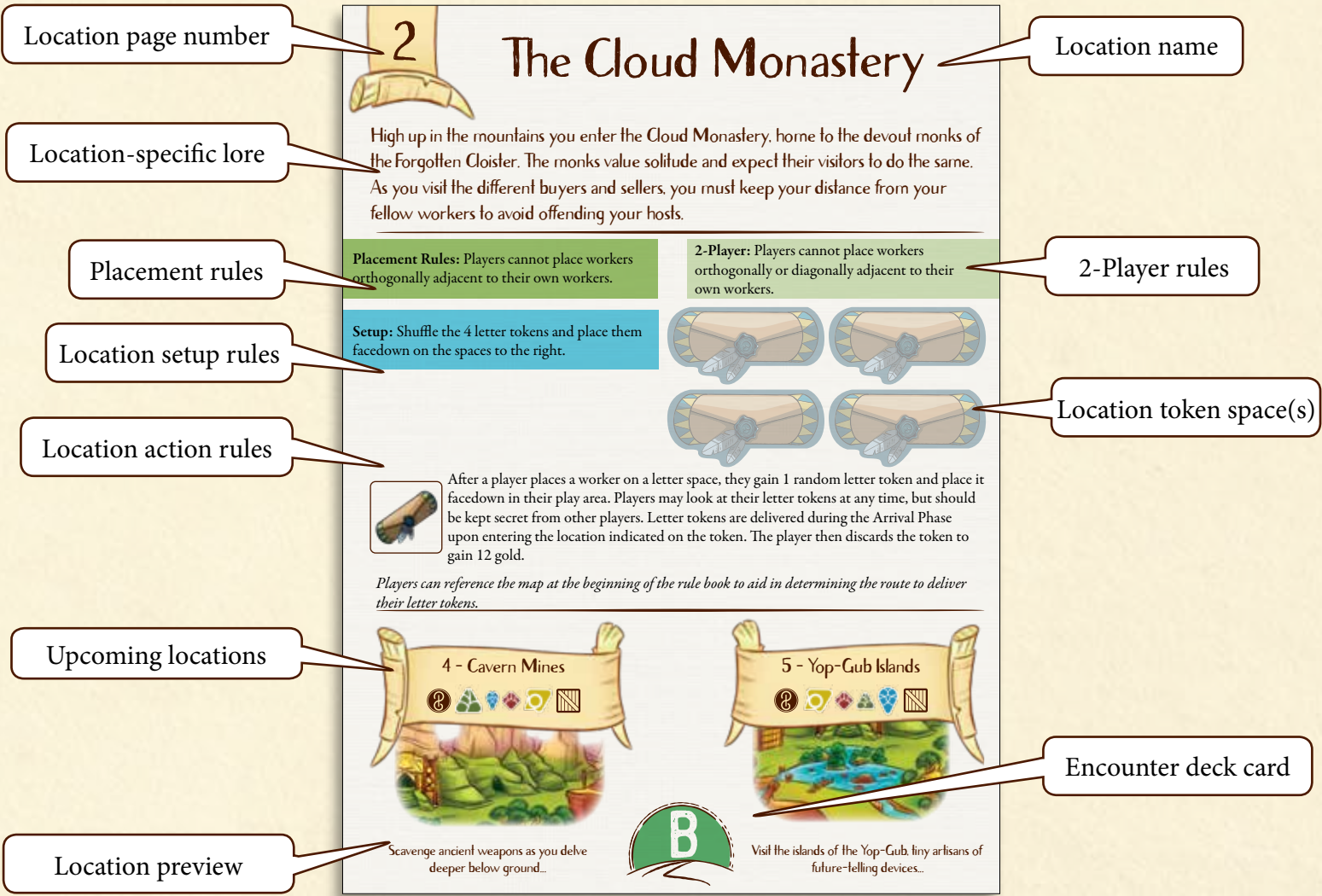
Players start the game with 2 contract cards and can acquire additional contract cards by taking the Gain a Contract action at locations during the journey. Players can complete contracts by taking a Complete a Contract action and discarding the required goods shown on the contract to the general supply. Completed contracts provide players with a special ability for the remainder of the game and are worth fame at the End of the Game.

**NOTE: Players must subtract the fame value of their incomplete contracts at the End of the Game.**



# Locations

Players visit 6 different locations during their journey, with each location defined by a different page in the Almanac. Each location (page) has a unique rule or set of rules for how players can place their workers and may include components unique to that page. A complete token reference can be found on page 5.



# Location Supply and Demand

Every location has a supply and demand bar that indicates the relative value and availability of each good at that location. The goods with greater value are on the left and the goods with greater availability are on the right.





# Encounters

During each End Phase in the game except the last, players will resolve an encounter card. Encounter cards are 1 of 3 types: fight encounters, optional fight encounters, or special encounters. Each player only resolves an encounter once unless specifically instructed otherwise.

## Fight encounter

Fight encounters require each player to attempt to fight the encounter. Each fight has a specific strength. If a player meets or exceeds the strength of the encounter, that player gains the win result. If a player does not have enough strength, they incur the lose result. Unless otherwise noted, a fight encounter ends as soon as a player wins a fight or all players have lost a fight.

Story text

Guide banner

Strength

Win result

Lose result

## Optional fight encounter

Optional fight encounters give players the option to either fight an encounter or perform the special encounter text. The fight side of an optional fight encounter lists the strength, win result, and lose result. The special encounter side varies from card to card, but will typically provide an alternative to fighting. Unless otherwise noted, an optional fight encounter ends as soon as a player wins a fight or all players have resolved the encounter.

Story text

Guide banner

Strength

Win result

Lose result

Special encounter text

## Special encounter

Special encounter cards do not require players to fight. Each special encounter card describes how it is resolved and any special rules or conditions that apply to the encounter. Pay close attention to the Guide banner on special encounter cards when resolving them, as they vary greatly and often have unique effects. Unless otherwise noted, each player only resolves a special encounter once.

Story text

Guide banner

Special encounter text

## Fight



Some encounters require a player or players to fight. When a player fights against an encounter, they roll the fight die and add the result to the strength of their caravan. Compare the player's total strength with that of the encounter. If the player's total strength is greater than or equal to that of the encounter, the player wins and follows the instructions on the card for winning. If the player's total strength is less than that of the encounter, the player loses and follows the instructions on the card for losing. If the player rolled an X on the fight die, they automatically lose the fight regardless of their caravan's strength and follow the instructions on the card for losing.