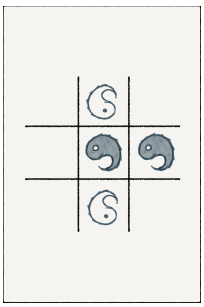
The Dragon

Original artwork edition · English rules · November 2026

Black and white stones lie on a shared altar. Take turns reshaping their patterns to complete your own Dragon Seals. Neither player owns a colour: every move may help your opponent or disrupt their plans.



2 players · About 30 minutes

Complete your 6th Goal Card to win immediately.

What is included?

Component	Quantity	Use
Action Cards	12	One set of 6 per player
Goal Cards	24	Shared deck; acquire them during play
Black / white tokens	20 of each	Shared supply; colours belong to neither player
Board	1	8 × 8 cells; 64 spaces in total

Original artwork, current rules.
This PnP preserves the early physical edition's dragon symbols, coiled-dragon stones and hand-drawn Goal Cards. The rules follow the current Table by Stillwind version. The app has redesigned visuals. See page 3 for the action names printed on the cards.

Getting ready to play on paper

You will need scissors or a craft knife and paper suitable for your printer. Use opaque card stock, or sleeves with an opaque backing. Mount the paper tokens on thick card to make them easier to handle.

The file includes 20 black and 20 white tokens. **This is the printed quantity, not a limit on the number of stones in play.** If a colour runs out, use clearly distinguishable objects or labelled paper as extras. You may also use your own black and white stones.

16 pages: rules 1-6; print sheets 7-16. A4, 100%, double-sided, flip on long edge. See page 6.

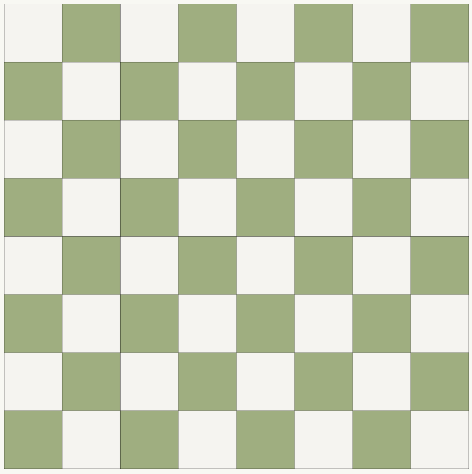
Setup and your turn

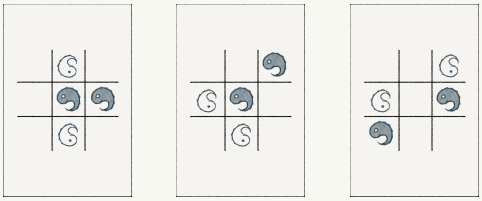
Share the board and stones. All players' Action Cards and acquired Goal Cards are visible.

Set up the game

1. Place the empty board in the centre. Keep black and white stones beside it in a shared supply.
2. Each player takes one set of 6 Action Cards, all face up. The sets have different coloured backs.
3. Shuffle the 24 Goal Cards. Reveal 3 in the centre; place the rest face down as the draw pile.
4. Players start with no Goal Cards. Choose a starting player, then take alternating turns.

Suggested table layout





3 face-up Goal Cards



Shared stones
Keep the face-down draw pile beside the public cards.

Place each player's Action Cards and Goal Cards on their side of the board, visible to both.

On your turn

1 Choose an action

Choose one of your face-up Action Cards whose entire effect is possible. You take exactly one action per turn.

2 Act, then claim

Complete the action. Turn its card face down, except FLIP OVER. You may then claim any number of your matching Goal Cards, or none.

3 End your turn

When you choose to stop claiming goals, your opponent plays. Completing your 6th Goal Card ends the game immediately.

Agree on a starting player, or play rock-paper-scissors. Card-back colours identify the two action sets; both players use black and white stones.

The six actions

Face-down actions cannot be used. Recovered actions become available on a later turn.



DROP I — Place one stone

Place one black or white stone in any empty cell.
Requirement: at least 1 empty cell.



DROP II — Place two stones

Place 2 stones, one after the other, in two different empty cells. They may be the same colour or different colours.
Requirement: at least 2 empty cells. Finish placing both stones before claiming any goals.



MOVE — Move one stone

Move any black or white stone to any empty cell. There is no direction or distance limit, and its colour stays the same.
Requirement: at least 1 stone and 1 empty cell on the board.



RETRIEVE — Remove one stone

Return any black or white stone from the board to the shared supply. It can be placed again later.
Requirement: at least 1 stone on the board.



GOAL — Acquire a Goal Card

Take 1 public Goal Card and place it face up in front of you. Refill the display from the draw pile if possible. Once the pile is empty, do not refill or reshuffle.
Requirements: a public Goal Card is available, and you have fewer than 5 unfinished Goal Cards.



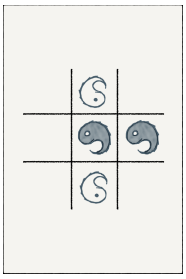
FLIP OVER — Recover your actions

Turn all your used Action Cards face up. FLIP OVER itself stays face up, but using it takes your one action for the turn. Recovered cards can only be used on later turns.
Requirement: at least 1 of your Action Cards is face down.

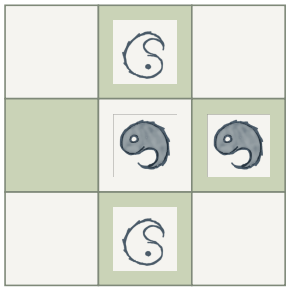
Resolve the full effect. You cannot use an action that has no effect or that you cannot finish. Choose another legal, face-up action instead.

Patterns and scoring

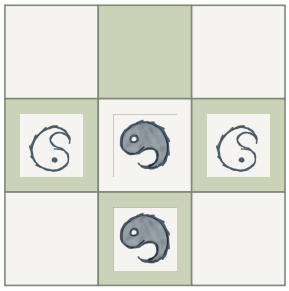
Match all nine cells of a 3 × 3 pattern: black stones, white stones and empty spaces.



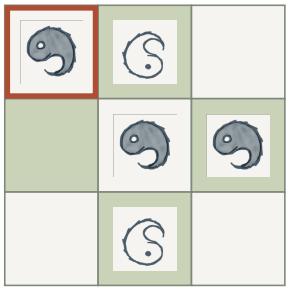
Find any **contiguous 3 × 3 area** on the board that matches one of your Goal Cards cell by cell. Stones outside that area do not matter.
You may rotate a goal 90°, 180° or 270°. **No reflections or swapping black and white.** On your turn, you may rotate your cards before or after your action, never partway through it. Claim goals only after finishing the action.



Original: matches



Rotated 90°: matches



Extra stone: no match

Empty cells count too: every blank cell on the Goal Card must also be empty on the board.

When and how to claim a goal

1. Fully resolve your one action for this turn.
2. Show one of your Goal Cards and the matching 3 × 3 area. Let your opponent check every cell.
3. Turn the confirmed Goal Card face down in your completed-goals area. It scores 1 goal.
4. You may claim other matching Goal Cards one at a time, or end your turn.

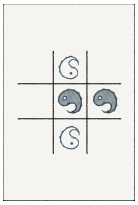
Completing a goal does not remove any stones.
The same area may complete different Goal Cards, but each card can score only once. Completed cards never return to the deck and do not count towards the limit of 5 unfinished goals. Keep your completed-goal count visible to both players.

The first player to complete their 6th Goal Card wins immediately.
Do not wait for the end of the turn or give the other player an extra turn. Only cards you have acquired and successfully claimed count. Public Goal Cards cannot be scored directly.

Timing examples

Goals are never scored automatically. Claim them on your turn, after finishing your action.

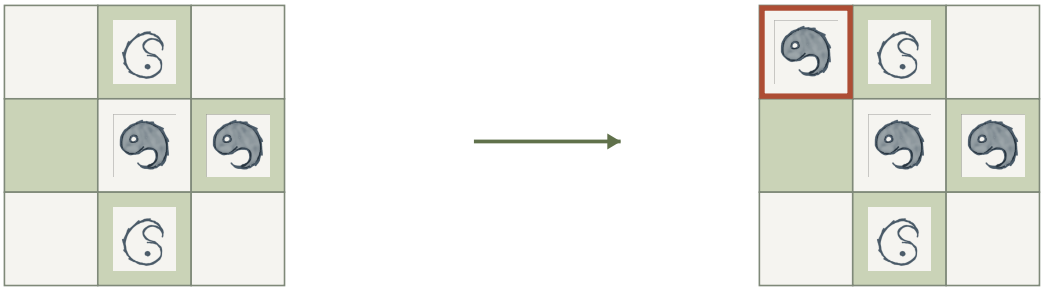
1. A newly acquired goal can score this turn



You use GOAL to take the card shown here. If its pattern is already on the board, you may claim it after taking the card and refilling the display if possible.
Acquiring a goal is your action; claiming it costs no additional action.

2. Do not claim a goal halfway through DROP II

Suppose you already own the card above. Your first stone completes its pattern, but you must place the second stone before checking goals. In this example, the second stone spoils the matching area:



After stone 1: cannot claim yet **After stone 2: this area fails**

To score using this area, all its black, white and empty cells must still match after both placements.

3. Your opponent makes your pattern: wait

If your opponent's action creates your pattern, you cannot claim it on their turn. On your turn, take a legal action first, then check that the pattern still matches.
For example, if you have a used Action Card, you may play FLIP OVER. It leaves the board unchanged, so you can claim the goal afterwards.

What if you already have 5 unfinished Goal Cards?
You cannot choose GOAL, nor claim a goal first and then choose GOAL. Take another legal action, then claim at least 1 goal. You may use GOAL again on a later turn if you have room.

Print, cut and assemble

The rules and components are ordered for continuous double-sided printing.

A4 portrait / Actual size 100% / One page per side
Double-sided / Flip on long edge
Turn off “Fit to page”, automatic scaling, multiple pages per side and booklet mode.

Pages and paper

Pages	Contents	A4 sheets
1-6	English rules	3
7-8	Board and black / white tokens	1
9-10	First action set + 3 Goal Cards	1
11-12	Second action set + 3 Goal Cards	1
13-14	9 Goal Cards	1
15-16	9 Goal Cards	1

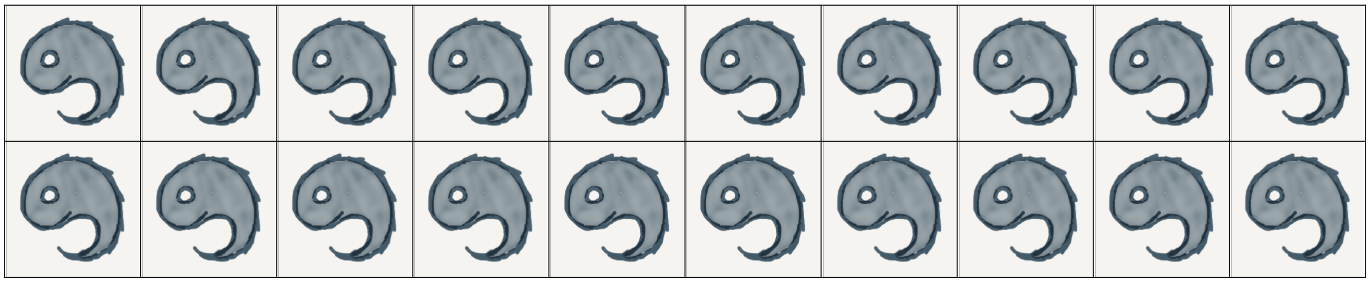
The full 16-page file uses 8 sheets. For components only, print pages 7-16: 5 sheets.

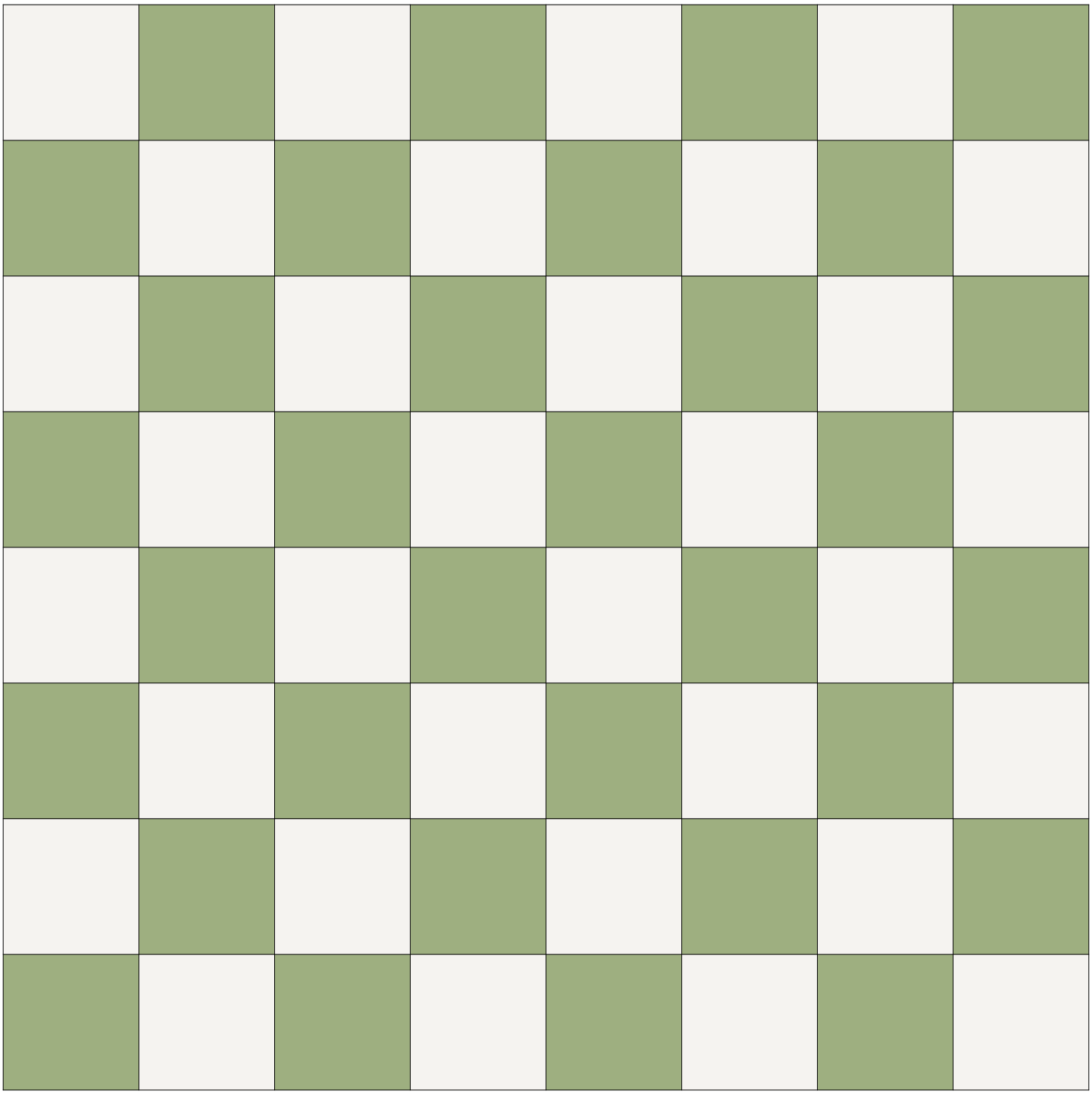
Test one sheet, then make the full set

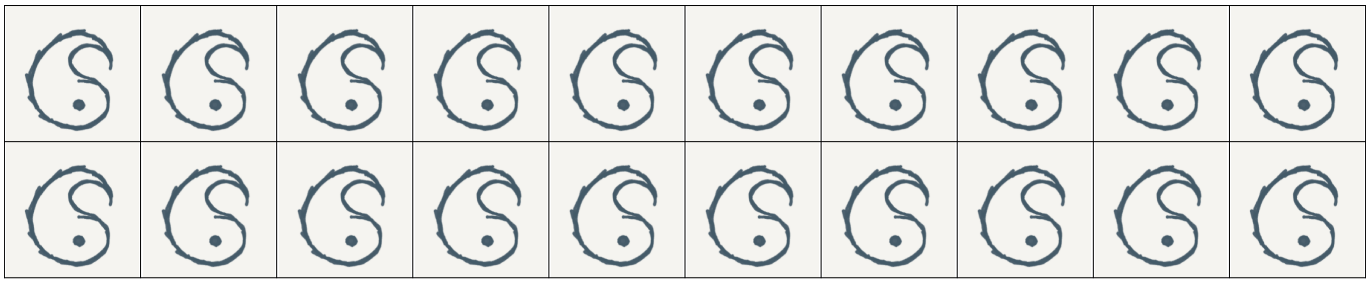
1. Test-print pages 9-10 to check front/back orientation and alignment.
2. Keep the page order. **Do not skip page 8** or select only odd or only even pages.
3. Cut cards along the borders on the fronts, not the patterns on the backs. Finished card size is approximately **57 × 85.5 mm**.
4. Keep the board on page 7 in one piece, **188 × 188 mm**. Cut the tokens along the square outlines into **18 × 18 mm** pieces. Page 8 provides their matching backs: the same colour on both sides, with a blank board reverse.
5. Sort by back colour: 6 green and 6 turquoise Action Cards; 24 yellow Goal Cards.

Check each action set: one each of FLIP OVER, MOVE, GOAL, RETRIEVE, DROP II and DROP I. In the original artwork, black stones are filled grey; white stones have a pale background and a line drawing.

This line should measure 50 mm.













FLIP OVER



MOVE



GOAL



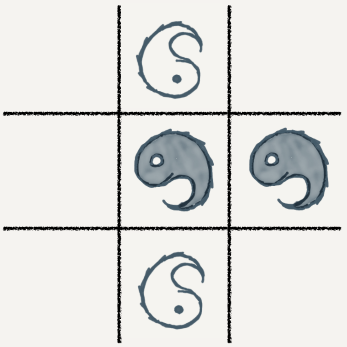
RETRIEVE

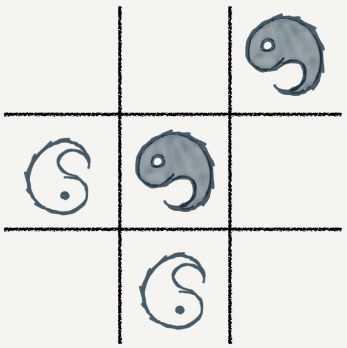


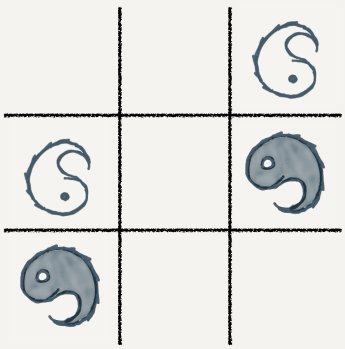
DROP II

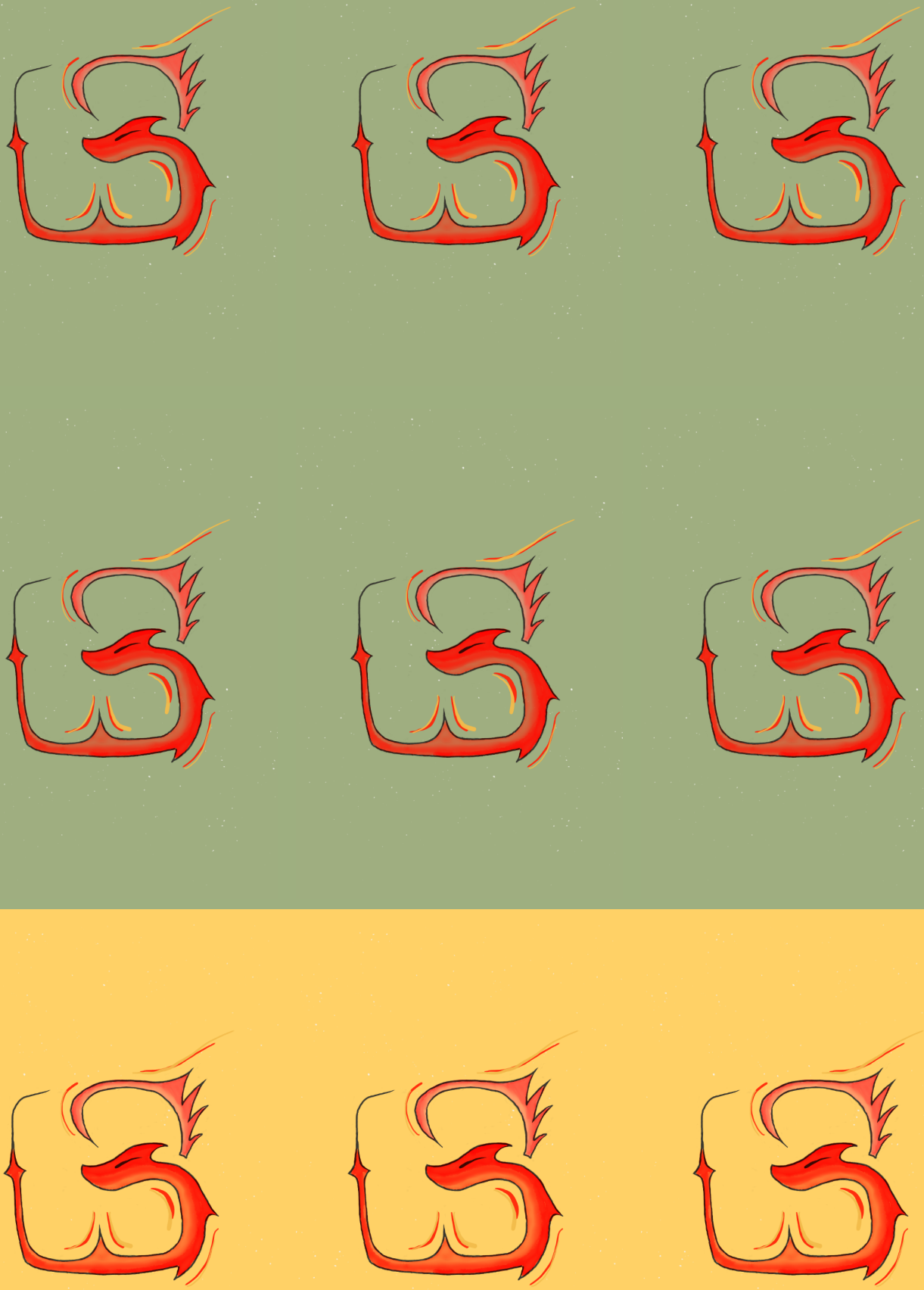


DROP I











FLIP OVER



MOVE



GOAL



RETRIEVE



DROP II



DROP I

