

DRAGON BLAST

Dragon Blast is a multiplication challenge game.



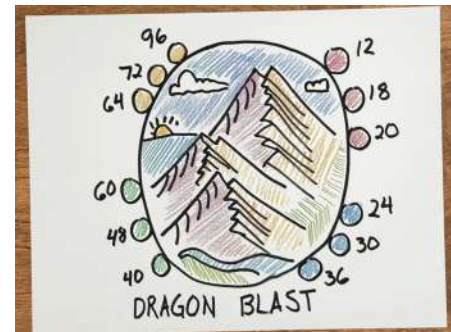
You will need a deck of cards. Separate the red cards from the black. Keep only the cards from 2 through 10. Put aside the Aces, Jacks, Queens and Kings. You will not need these.



You will need a pile of coins to represent the treasure the Dragons are battling over.



You will need a Dragon. Below the Dragon are the Dragon Blast Numbers.



You will need a gameboard with the target challenge numbers.

You will need markers for the Dragon Blast Numbers and the target challenge numbers



How to Play:

First, pile some treasure on the mountain. A collection of coins is best.

A player will mark the target number on the game board. The number 12 is the first target number. Players will then choose blast numbers - numbers that the other player will not be able to use to multiply to make the target number. Players take turns turning over cards from their deck. The youngest person goes first for the first round.

When a player turns over a card, three things might happen:

- If the card can be used in multiplication to make the target number, they should keep this card in front of them as a good card..
- If the card cannot be used in multiplication to make the target number, they should set this card aside.
- If the card number is the same as the blast number set out by the other player, they must turn over that card and not play it.

When a player is able to use their good cards in multiplication to make the target number, they win the treasure on the mountain.

The next round begins and the next target number is set with a marker. Treasure is set on the mountain and play begins. This time the not youngest player starts.

The player with the most treasure at the end wins.

Example Play:

One player will play the red deck of 2 to 10 cards. The other player will play the black 2 to 10 cards. More players can play using other decks divided by red and black 2 through 20 cards.



Place a marker on the target challenge number - 12 to start the game. After each round the marker moves to the next target number - 18 after 12.

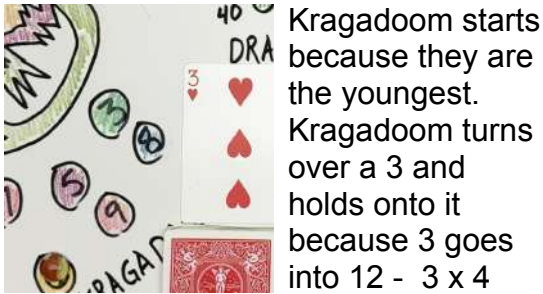
Treasure is set on the mountain. You can choose to have a set number of coins each turn for treasure or a random number of coins. Be as generous with treasure as you like.



Players set markers on Blast numbers.

The Dragon on the left, Kragadoom, chooses to blast the 6 to prevent the Dragon Firestorm from using the number 6 to make the target number 12 in this round.

The Dragon Firestorm chooses to blast the number 4 to prevent Kragadoom from using the number 4 to make 12.



Kragadoom starts because they are the youngest. Kragadoom turns over a 3 and holds onto it because 3 goes into 12 - 3×4



Firestorm takes a turn. Firestorm turns over a 5. The 5 card is not useful, it does not go into 12. Five cannot be multiplied in this game to make 12. Firestorm moves the card aside because it is not useful.



Kragadoom takes a turn. Kragadoom turns over a 4. The 4 card multiplied by the 3 card makes 12. But Firestorm blasts 4 cards. Kragadoom cannot use the four. It must be turned over.

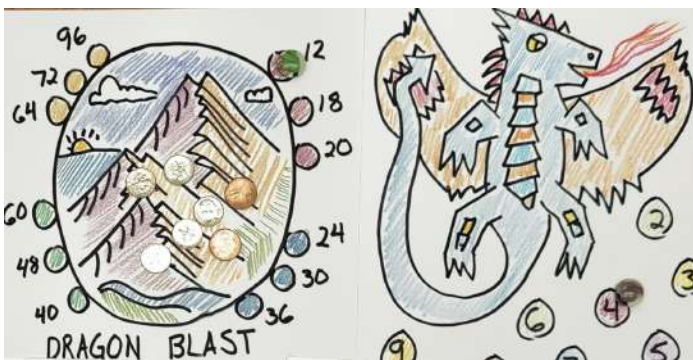




Players continue to take turns. Numbers that are cannot be used to make the target number 12 are placed down below. Players hold onto cards that might be multiplied to make 12. Firestorm turns over a 6. The 6 card times 2 makes 12- but Kragadoom blasts the number 6 card. Firestorm must turn it over. It cannot be played.



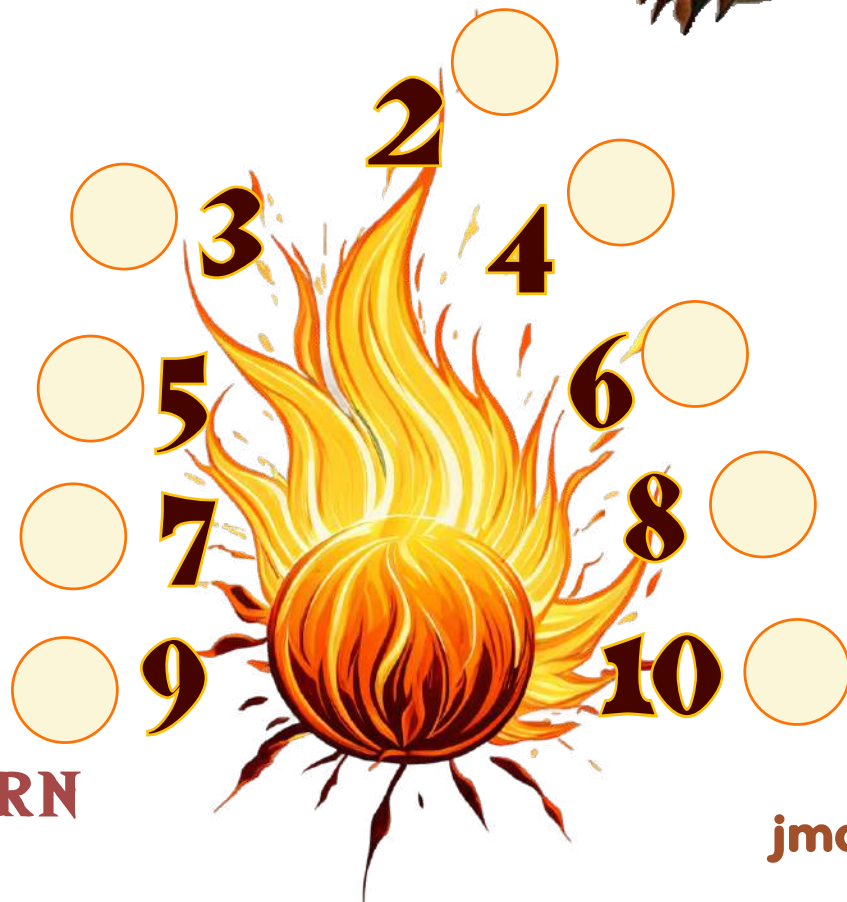
Players continue to take turns. Firestorm turns over a 2 card. Kragadoom blasts 6 cards not 2 cards so Firestorm can play this card. Firestorm realizes that these good cards can make a 12- 3×2 makes 6- that 6×2 makes 12 - or $3 \times 2 \times 2 = 12$ Firestorm has made the target number 12 and wins this round.



Firestorm collects the treasure from the Mountain.

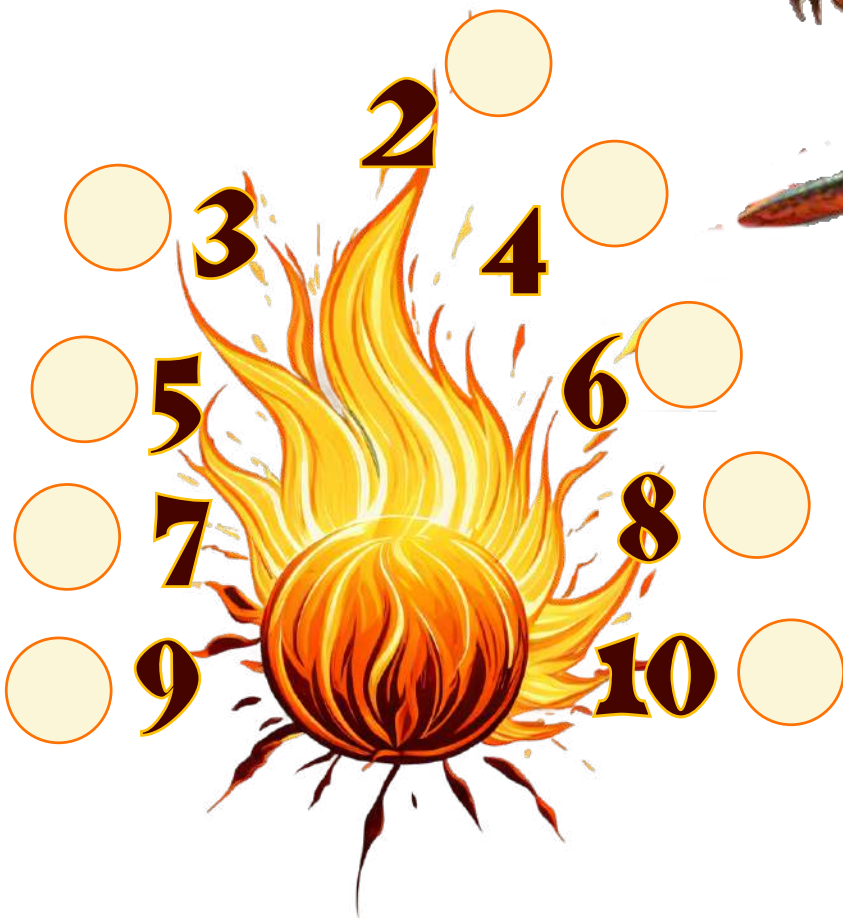
Play continues. The target multiplication number will be 18 the next round. Players will choose their blast numbers for 18. Firestorm will start the next round since Kragadoom started the first.

The player with the most treasure at the end of the game is the Greatest of all Dragons.



**DRAGON
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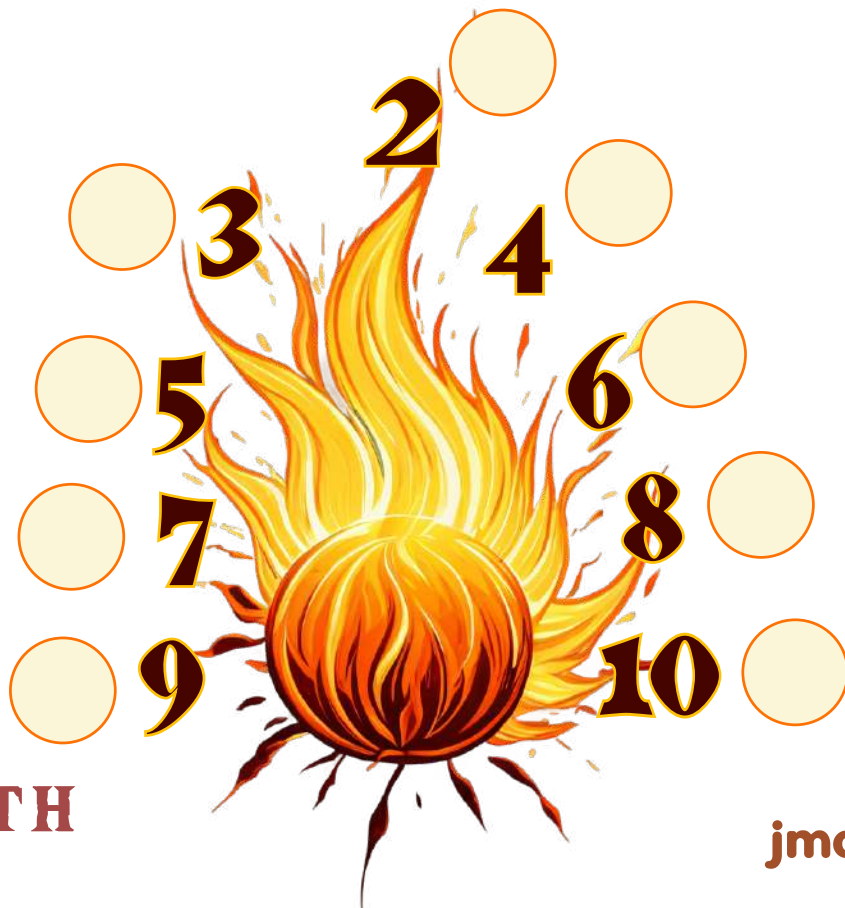
ANDOLORN



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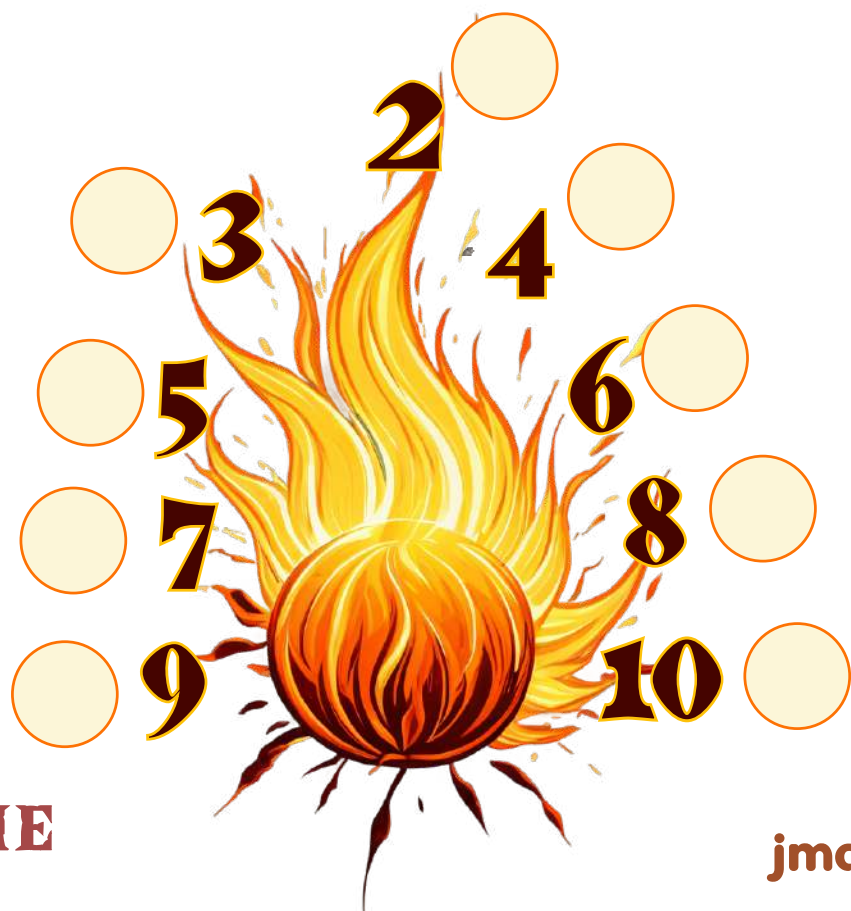
HARWORM

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EVRYNYTH



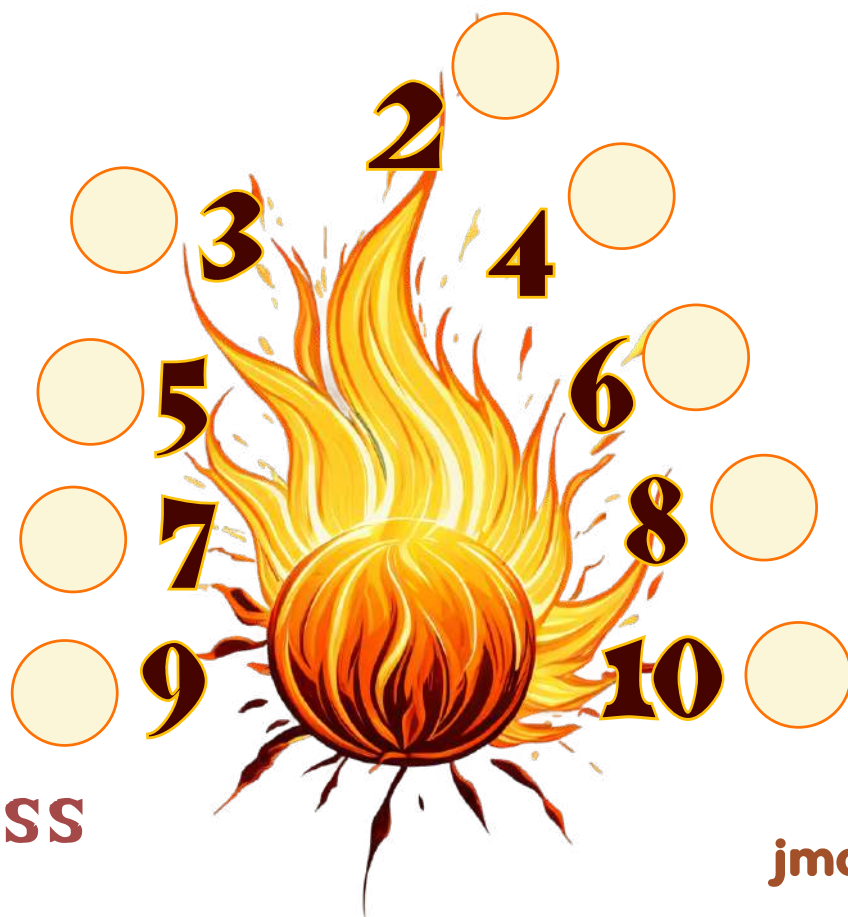
**DRAGON
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SPREETHE



**DRAGON
BLAST**

MIRALYSS



**DRAGON
BLAST**

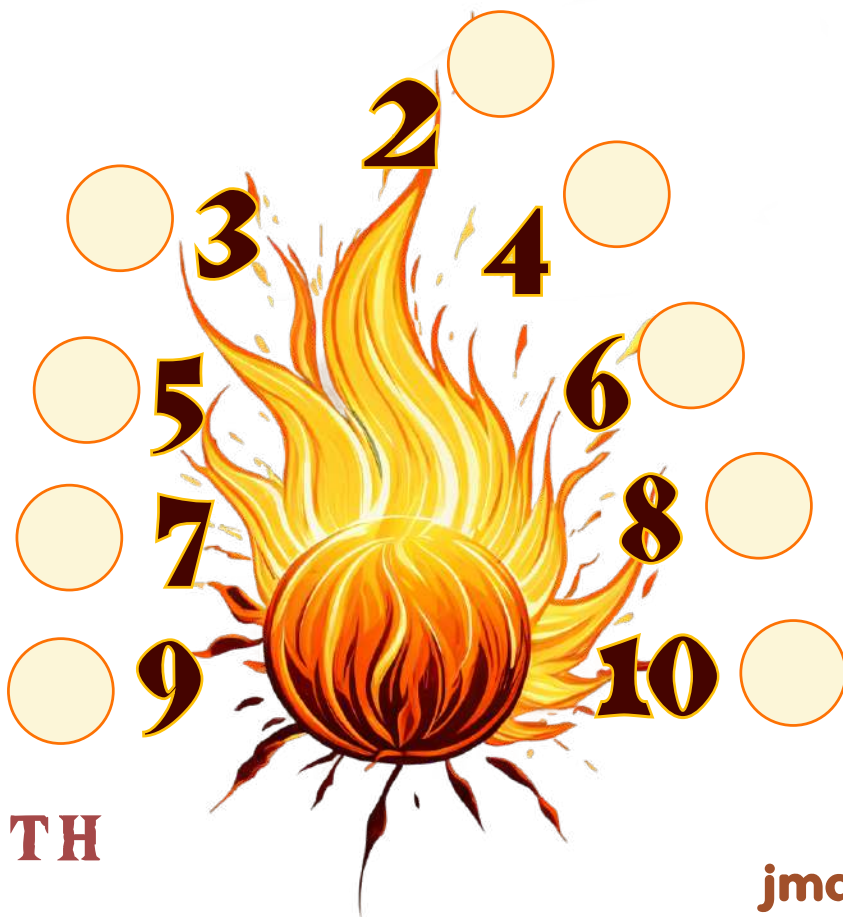
CYNTARESS



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WRATHORN

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PANDROTH

48

40

36

30

12

18

20

24

LEVEL 2

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DRAGONBLAST MULTIPLICATION

96

12

72 18

64 20

60 24

48 30

40 36

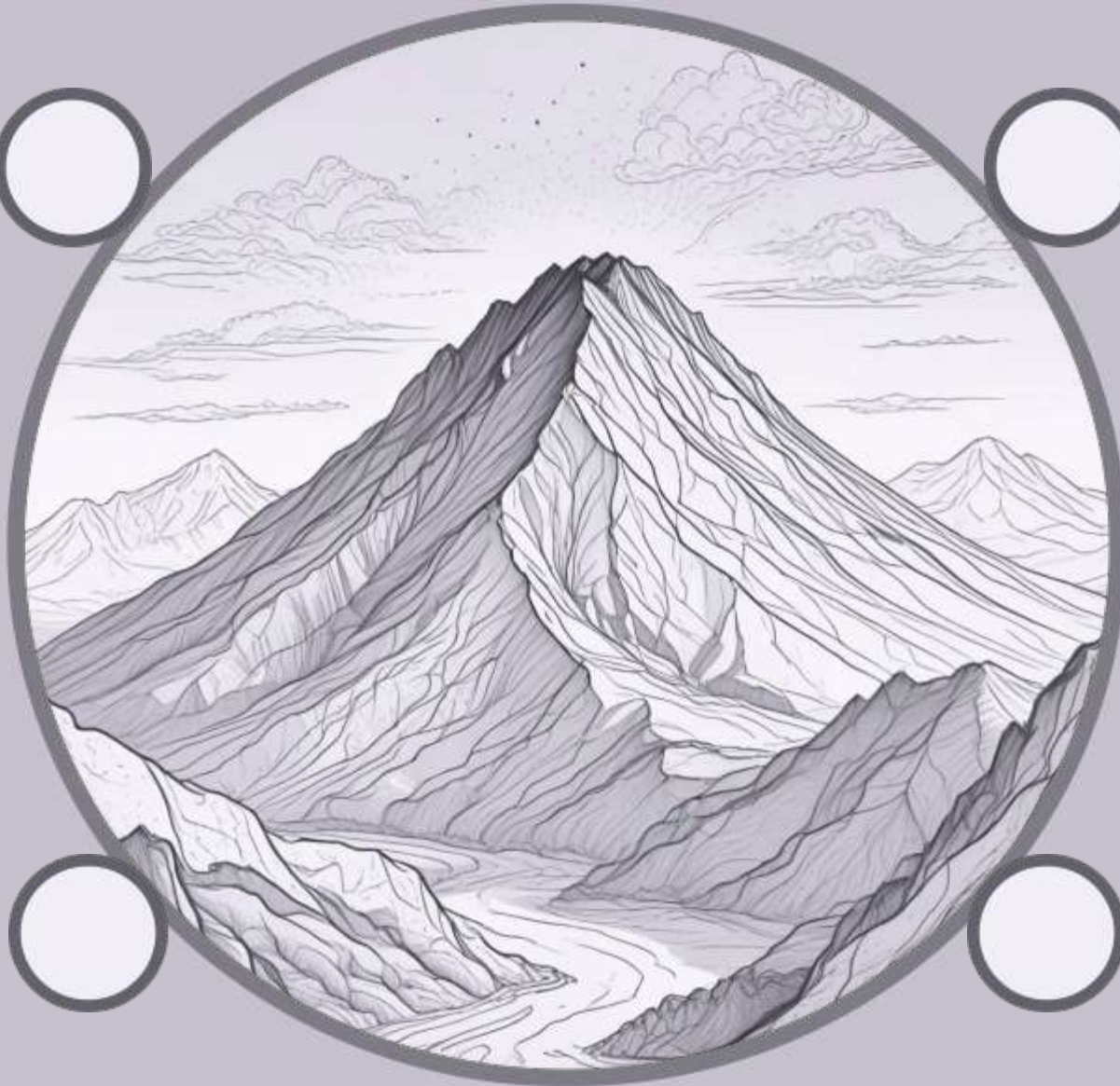
LEVEL 3

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30



12



24



18



LEVEL 1

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