TAO LONG

THE WAY OF THE DRAGON

天人地

兔

THE PINK FLUFFY BUNNY

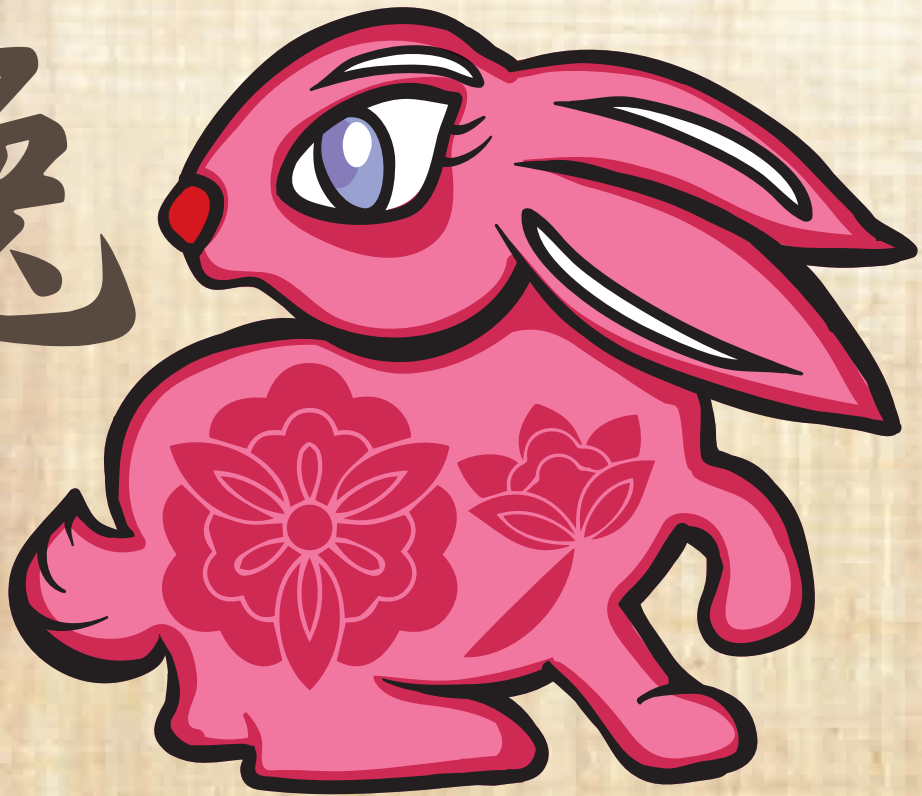


TAO LONG

THE WAY OF THE DRAGON

天人地

兔



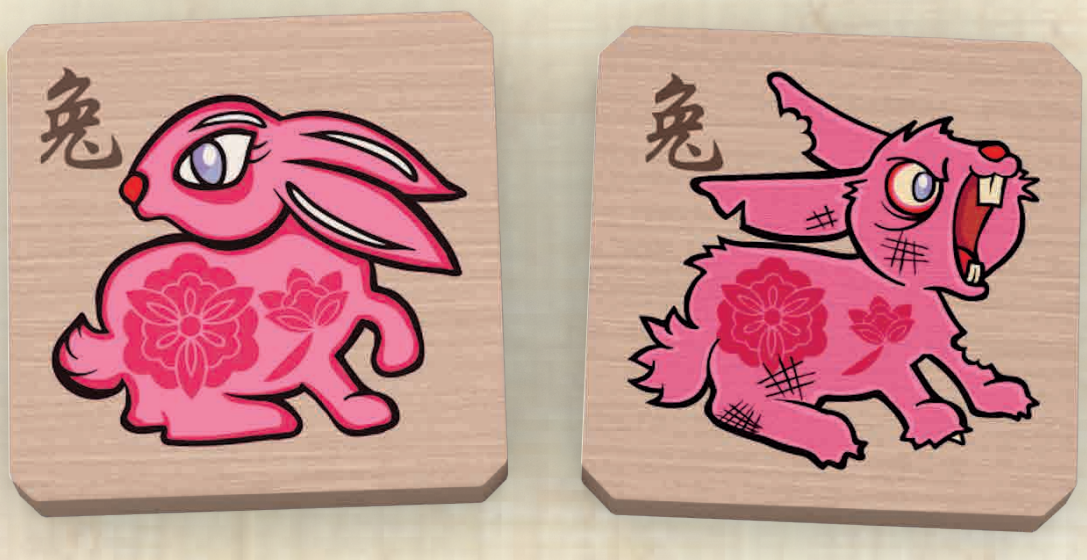
THE PINK FLUFFY BUNNY



Yang, Yin, whatever.
Meet Fluffy. It has had enough of those damn dragons baffling around the world and wants to teach them a lesson.
Also, it likes the idea of governing humanity for an entire era. Some even say the Renaissance and the 70s were governed by it. But that's just speculation.

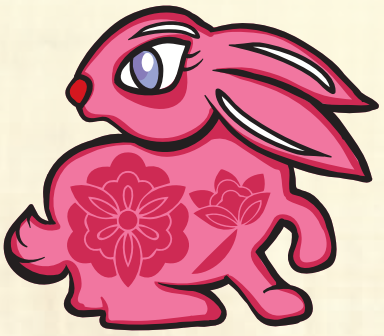
COMPONENTS

1 Pink Fluffy Bunny and Fluffy's Last Stand tile



SETUP

Replace one of the dragons with Fluffy, placing its tile with Pink Fluffy Bunny side up where the head of the replaced dragon would be.



"Embrace the fluffiness."

THE PINK FLUFFY BUNNY

Fluffy functions exactly like a dragon, except for the following:

In its turns, Fluffy always performs two Spirit phases, each followed by a Matter phase. Both of its Spirit phases may generate extra Spirit phases as a result of Wind and Thunder actions.

When moving Fluffy, treat its single tile as the head of a dragon. As it has no segments, Fluffy goes through portals without having to flip them to their occupied face, and is defeated as soon as its water meter depletes.

Or is it?



"There's no fluff anymore when things get to this point."

FLUFFY'S LAST STAND

Whenever Fluffy is defeated, flip its tile to Fluffy's Last Stand side. It gets 1 extra turn for each damage taken that exceeds the necessary damage for defeating him. Bear in mind that its turns are doubled!

If after the extra turns the dragon is still undefeated, Fluffy falls, resigned and exhausted, and rests for an entire era right where it fell.

If Fluffy manages to defeat the dragon in its rampage, it is the winner. Humanity, however, shall have to take care of itself, as our hero is too tired for ruling over the world and just wants to take a long, long nap.

天人地



THUNDERGRYPH
GAMES

thundergryph.com


兔


兔