Tiger & Dragon

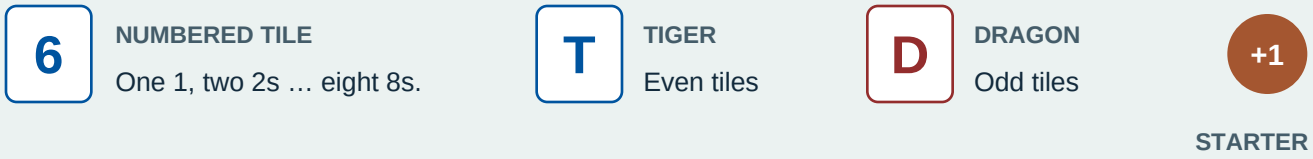
Four-player free-for-all | Base game | First player to 10+ points wins

01 Set up the table

Give each player a board. Put the score chips within reach. Reveal one battlefield card and use it for the game. Start with Battle at the Dojo if you're following the teach.

Mix all 38 tiles face down, deal 9 to each player, then give the starter one extra tile and the +1 marker. Leave the spare tile out of play. Keep your hand hidden.

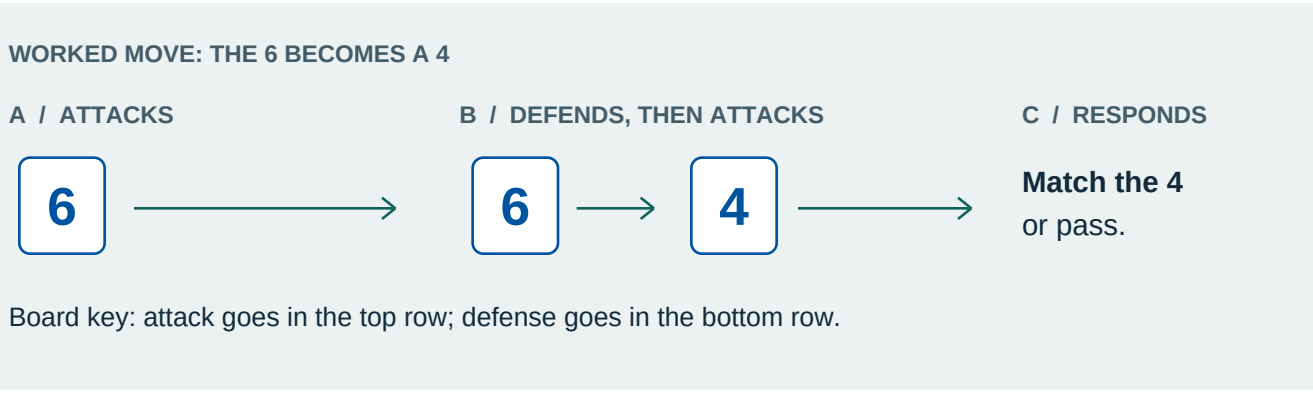
0:32 Pause: pick the battlefield and deal.



02 Attack, defend or pass

The starter plays one tile face up in the opening attack slot. Moving clockwise, the next player can match that attack face up in their own defense row or pass without playing a tile.

After defending, immediately play a new face-up attack from your hand, unless you just emptied it. A pass leaves the same attack live for the next player.



1:06 Pause: match the 6, then put down the 4.

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Keep this page at the table | Worked turns and scoring

03 Wild tiles work both ways

T **Tiger = 2, 4, 6, 8**

A Tiger blocks a 4; an 8 blocks a Tiger.

D **Dragon = 1, 3, 5, 7**

A Dragon blocks a 5; a 3 blocks a Dragon.

1:22 Pause: run one Tiger match and one Dragon match.

04 If everyone passes

Example: A attacks with a 7. B, C and D pass. A puts any tile from their hand face down in the defense row, then attacks again. Only A puts down a tile for the pass-around.

Only one tile left when your attack comes back to you? Reveal that last tile face up, end the round and score it. It does not count as a face-down bonus.

1:37 Pause: watch the attack come all the way back.

05 Score the last tile

Stop as soon as someone empties their hand, even on a defense. Only that player scores. Read the finishing tile on the battlefield card, then apply its bonus rules.

8 

Dojo example: 4 + 2 = 6 points

An 8 scores 4; two earlier face-down tiles add 1 each.

Finishing with Tiger or Dragon at the Dojo? Take 1 point and no face-down bonus.

No one at 10 yet? Keep your chips, mix all tiles, redeal and move the +1 marker one seat to the left. The new starter gets the extra tile.

2:10 Pause: score the finisher and any eligible bonuses.

Full TAP teach | Oink Games overview | Arclight setup and rules (Japanese)