



## The Dragon Quest

You have traveled the seas in a quest to help villages on an island, against a dragon.

It has been confirmed that the dragon lives in a big dragon lair on a small island in the north.

Your goal is to enter the dragon lair and kill the dragon.

But the dragon lair can only be entered by someone that has the four village stones.

So...

You need to collect the 4 village stones from the 4 villages on the island (one from each village).

But the villages will not give up their precious stones for nothing.

They are scared to travel the inland of the island, so if you can go into the island and bring them the supplies they need they will gladly trade you the stones for it.

Once you have one stone from each village you are ready to enter the dragon lair and try to kill the dragon. The player that does this will win the game and the respect from all the villages.

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### Contents:

- 1 dice D12
- 1 dice D6
- 1 sticker dice
- 1 Map board (map over the island)
- 6 "Player boards"
- 1 card with co-op player rules
- 1 deck of jungle area cards
- 1 deck of mountain area cards
- 1 deck of dragon lair cards
- 1 deck of search cards
- 6 characters
- 6 black village stones
- 6 red village stones
- 6 white village stones
- 6 yellow village stones
- 6 red cone pawns
- 20 wood token (green cube)
- 20 food token (yellow cube)
- 20 stone token (black cube)
- 1 large pro box

### One player round...

- \* Move your character one step to a new area.
  - \* Pick up an area card if you moved to a jungle, mountain or dragon lair area.
  - \* If you run into a creature, do your battle.
  - \* Pick up the supplies you want if you moved into a supply area.
  - \* Make the trade if you went into a village.
  - \* Search the area if your in a jungle or on a mountain (You cant do a search if your hiding)
- Your turn is over!

(Note: If you want to play the game single person or co-op, also read the separate rule card)



### Setup for a game:

- All players choose a character color and place it on one of the two ships on the map. (You can decide on your own from what ship you want to start)
- Roll the supply dice two times for each village to determine what supplies a village wants to receive, in trade for a “village stone”.  
Example: You roll Food and stone for the first village. Now place a food (yellow cube) and a stone (black cube) on the two grey supply spots, next to the village on the map. Do the same for all of the four villages.
- Each player draws 2 search cards. If a player loses all health he returns to the ship and get 2 new cards.
- Each player picks a “Player board” and place a red pawn on the first heart to the left (zero) You will move this pawn to the right when you lose health.



### Supply spot

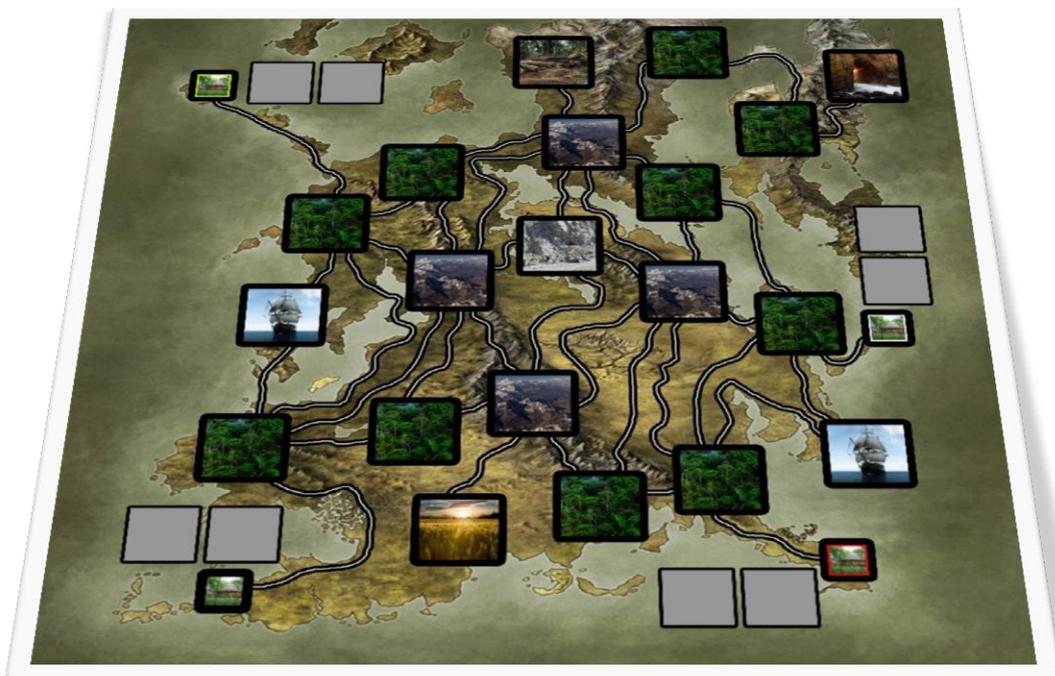
Here you place the supplies you collect from the supply areas (room for 3 supplies).

### Village stones

Here you place the village stones once you get them from the villages.

- Each player take one red pawn and put it on the “zero” heart on his “Player board”
- Roll a dice to decide who shall start the game.

**You are now ready to start the quest!**



### Search cards (shown here to the right):

When you have come to a jungle or mountain area on the map, you can search that area.

Note: You can't search the area if you are hiding

Here are the cards you can find when you do an area search:

- Weapon cards (Give you extra attack points in battle)  
You pick the card before you roll the dice in a battle.
- Healing herbs (Heal your character)  
You can use this card anytime in the game.
- Energy herbs (make your character move one extra area in a move)  
You only draw a card for the area you end up in, not the one you move thru.
- Hiding place cards (Hides your character without rolling the dice)  
You can use this card after the first battle round in a battle.
- Old wood building (No value in the game so no need to hold on your hand)



You can only hold 4 search cards on your hand. If you already hold 4 cards and draw a new one, you have to choose what 4 cards you still want to hold on to. The card you don't want shall be placed in the bottom of the "Search card" deck. (you only get to draw search cards when you do a search and when you start from a ship)  
A card can only be used one time.

Once it's been used it goes back to the bottom of the "Search card" deck.

### Area cards (shown here to the right):

As soon as it's your turn you get to move your character one step to a new area on the board map. Once you have moved your character into a new area you have to draw a "Area card". The area icon on the map will show you what "area card" deck you will draw from.

- If you moved into a jungle area, you draw a card from the jungle area deck.
- If you moved into a mountain area, you draw a card from the mountain area deck.
- If you have moved into the Dragon lair, you draw a card from the Dragon lair deck.



If you draw an area card with a creature on it, it will attack you.

You have to defeat the creature or hide from it before your turn is over.

At the bottom of the card you will see the creature's strength.

To defeat the creature you have to roll the dice (D12) and get the same number or higher to win.

If you choose to use a weapon you have to play this card before you roll the dice.

Read more about this under "Battle".

### Areas on the map:

There are 8 different areas on the map.

You can only move from one area to another that is connected with a road.

You can only move from one area to another on your turn, so you don't roll any dice for moving.



- **The ship.** (there are 2 ships on the map)  
All players start from a ship.  
You will be placed here if you lose all your health. Once you have been placed here your health will be restored to full again.  
Once you have left the ship you can only be placed here when you have lost all your health.  
You don't draw any area card on a ship.  
This area can't be searched.



- **The village.** (there are 4 villages on the map)  
When you move into a village you can trade supplies to receive a village stone. You need to bring in all requested supplies at the same time to make the trade. Once the trade is made you roll the “supply dice” to determine what the village wants in return for the next village stone and place these supplies on the grey spots next to the village.  
You don’t draw any area card in a village.  
You can’t search a village.



- **The Timber place.** (there are only 1 timber place on the map)  
When you move to this area you can pick up wood. You can put one wood (**green cube**) on each free supply spot you have, on your “Player board”. Meaning you can max get 3 wood cubes. But you can also choose to only pick up one or two. (You can remove one or all supplies you have, if you need the spot/spots for some other supply/supplies)  
You don’t draw any area card in the timber area.  
You can’t search the timber area.



- **The stone quarry.** (there are only 1 stone quarry on the map)  
When you move to this area you can pick up stones. You can put one stone (**black cube**) on each free supply spot you have, on your “Player board”. Meaning you can max get 3 stones cubes. But you can also choose to only pick up one or two. (You can remove one or all supplies you have, if you need the spot/spots for some other supply/supplies)  
You don’t draw any area card in the stone quarry.  
You can’t search the stone quarry.



- **The rye field.** (there are only 1 rye field on the map)  
When you move to this area you can pick up food. You can put one food (**yellow cube**) on each free supply spot you have, on your “Player board”. Meaning you can max get 3 food cubes. But you can also choose to only pick up one or two. (You can remove one or all supplies you have, if you need the spot/spots for some other supply/supplies)  
You don’t draw any area card in the rye field.  
You can’t search the rye field.



- **The Jungle.** (there are 10 jungle areas on the map)  
Lots of dangerous creatures live here but the creatures are not as strong as the creatures guarding the mountains. You can’t get any supplies from the jungle since the areas are too hostile.  
As soon as you enter a jungle you have to draw a “jungle area card”.  
If you meet a creature in the jungle it will attack you directly.  
Jungle areas can be searched one time at the end of your turn but only if you’re not in hiding.



- **The Mountain.** (there are 4 mountain areas on the map)  
Lots of strong creatures of the night are controlling and guarding the mountains. You can’t get any supplies from the mountains since the areas are too hostile. As soon as you enter a mountain area you have to draw a “mountain area card”. If you meet an creature in the mountain it will attack you directly. Mountain areas can be searched one time at the end of your turn but only if you’re not in hiding.



- **The Dragon Lair.** (there are only 1 dragon lair on the map)  
This is the target of your quest. To enter the Dragon Lair and kill the dragon that brings terror to the villages. Kill the dragon and you have won the game and saved the land from its terror.  
To enter the Dragon lair you have to have one village stone from each village, placed on your “Player board”.  
You can’t hide in the dragon lair. Once you enter you have to fight until the dragon is defeated or you have run out of all your health.  
(If you run out of all your health you have to place your character on a ship).  
You can’t search the dragon lair.  
As soon as you enter the dragon lair you have to draw a “Dragon lair card” to find out how strong the dragon is.



### **Battle:**

As soon as you draw an area card with a creature on it, it will attack you.

You have to kill or hide from the creature before your turn is over.

You choose if you want to use a weapon or not. If you decide to use a weapon you play this card before you roll the dice. (You can only choose a weapon you are holding on your hand)

You then roll the dice (D12) one time and add that number to the number on the weapon you used (if you use a weapon). This will be your attack number.

To defeat the creature, your attack number has to be the same or higher than the creature’s strength number (This number you will see on the card you drew)

If you lose a battle, the amount between the creature’s strength and your attack number will show how many health points you will lose.

- A weapon can only be used in one battle round. Once the battle round is over the weapon is used. And will go back to the bottom of the deck. If you lose the first battle round you have to take another one or try to hide. If you choose to take another battle round, you have to pick a new weapon from the cards you are holding (if you have any). The battle continues until you win, lose all your health or manage to hide.
- If your health comes down to the ship icon on your “Player board” you have lost all your strength and are at once to be placed back on a ship. All supplies you had on your “supply spots” on your “Player board”, are lost but you will keep everything else (found items and village stones).

### **Hiding after the first battle round in a battle:**

There are two ways of hiding. The most common way is that you say that you want to try and hide and then roll the D6 dice. Your hiding will be a success if you manage to roll 1, 2 or 3. If you roll 4, 5 or 6, your hiding will fail and the number you rolled will show how many health points you lost.

The second way of hiding is to play a “Hiding place” card. This will hide your character without rolling the dice.

- You always have to fight one battle round before you can try and hide.
- If you manage to hide you will not be able to search the area.  
(You don’t get to draw a search card).
- You battle the dragon the same way your battle a creature.

### Example of a battle:

You draw a card with a creature on it. The creature has 10 in strength.

- In first battle round you use a sword (+3) and roll the number 4 on the battle dice D12.  
 $3+4 = 7$  (your attack number). Since the creature has 10 in strength you lose the battle round.  
You lose 3 health points ( $10-7 = 3$ ). You lower your health 3 points on your "Player board"  
You place the weapon card you used in the bottom of the "Search card" deck.
- You decide to take another battle round. You use a knife (+2) and roll the number 3 on the battle dice D12.  $2+3 = 5$  (your attack number).  
Since the creature has 10 in strength you lose this battle round too.  
You lose 5 health points ( $10-5 = 5$ ). You lower your health 5 points on your "Player board"  
You place the weapon card you used in the bottom of the "Search card" deck.
- You decide to try and hide since you don't have any more weapons on your hand.  
You don't have any "Hiding place" cards so you use the hiding dice D6.  
You roll a 5 and failed to hide. (To hide you need a 1, 2 or a 3). You also lose 5 health points (since the dice D6 also determine how many health points you will lose when fail to hide).
- You now feel that your need to gain more health so you play a health card (+5) that lets you raise your health bar, 5 points on the "player board".  
You place the used health card in the bottom of the "Search card" deck.

Since the creature still are alive and you're not in hiding, you have to keep battling until its defeated, your health is down to zero or you manage to hide.

- You decide that you will try and hide again and roll the "hiding dice" (D6)  
You roll a 2 and the hiding is a success.  
The creature card, you have been battling are placed in the bottom of the "Area card" deck. (Mountain or jungle) Since your now in hiding you can't do an area search so your turn is over.

Important rules to remember:

- A player can hold maximum 4 cards.
- You can anytime you want in the game, play a herb card and increase your health.
- When someone deliver the supplies a village wants in return for a village stone, that player receive a village stone (same color as the village) and roll the supply dice to determine what that village would like to have in return for the next stone.
- You need all 4 village stones to be able to enter the Dragon lair.
- For each health point you lose, you move the red pawn on your "Player board" to the right. If you lose 3 health points, you move the pawn 3 steps. If you go all the way down to the ship, your character shall be placed on a ship at once. (you can NOT use a health card if your out of health from a battle round)
- You can only use a card one time. Then it has to be placed at the bottom of the deck it came from.
- You can only use same weapon card in one battle round. If you have 2 battle rounds and want to use weapons in both of them, it will cost you 2 weapon cards.

