



Required

One Dragon and Dragon tracker for each player
Four power D6 and one play D6 for each player
The Dungeon Maze tiles
Three starting Portals
Three starting Portals
One Hoard Room
Doors

Setup

Lay the nine Maze tiles in a 3x3 array.
Place the starting portals at one end (The larger starting portal is in the middle).
Place the Hoard Room in the centre at the other end.
Place a Door at each Door marker on the maze tiles.
Red doors go on red markers.
Orange doors go on orange markers.
Yellow doors go on yellow markers.

(You may wish to follow the sample board layout, at the back of this book or create the board randomly)

Place the Dragon tracker in front of each player along with the four power dice.

Each player rolls the play D6, re-rolling ties.
The highest roll places his Dragon on one of the starting Portals, then the next highest etc, until the last player places his Dragon.

Object of the game

Win the Dragon Race, by being the first to travel through the Hoard Room, pass over a Treasure square and returning to your Starting Portal.

Playing the game

Each turn the players roll a D6 to determine the play order.

The players then roll the four power D6
These are distributed between the power attributes of the Dragon.
Place them in the appropriate location on the Dragon Tracker.

Speed - This is the maximum number of squares you may move this turn.

Dexterity - Divide the D6 by 2 and round up. This is the maximum number of corners you can take this turn.

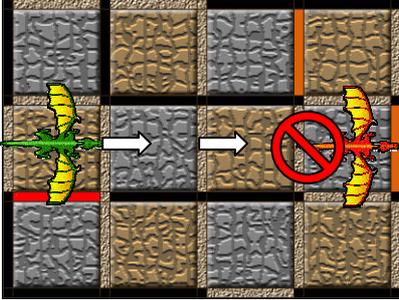
Fire Breath - Divide the D6 by 2 and round up. This is the maximum number of Flame-Blasts you get this turn.

Agility - This is how well you are dodging and weaving to avoid being hit. Lower is better.

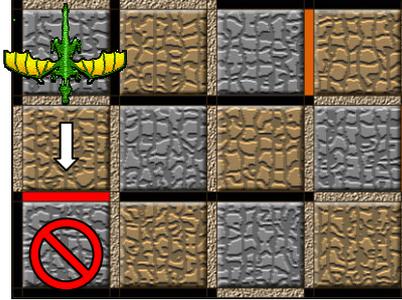
Movement

You may move as many squares as your speed. You may only move directly forward to the square in front of your dragon. You may not move diagonally. You may not pass through a wall, doors or other Dragons. Your move will end if you are blocked by any of the previous. You may turn to avoid obstacles. Some obstacles can be removed by using a Flame-Blast

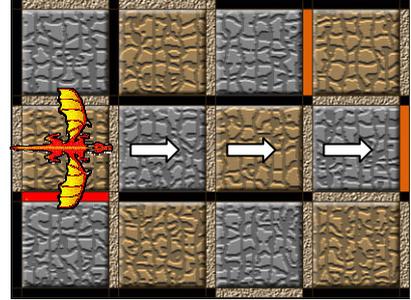
Example 1



Example 2



Example 3



The Dragons all have a speed of **3** in the above examples.

Example 1: The Green Dragon can only move two squares before he is blocked by the Red Dragon.

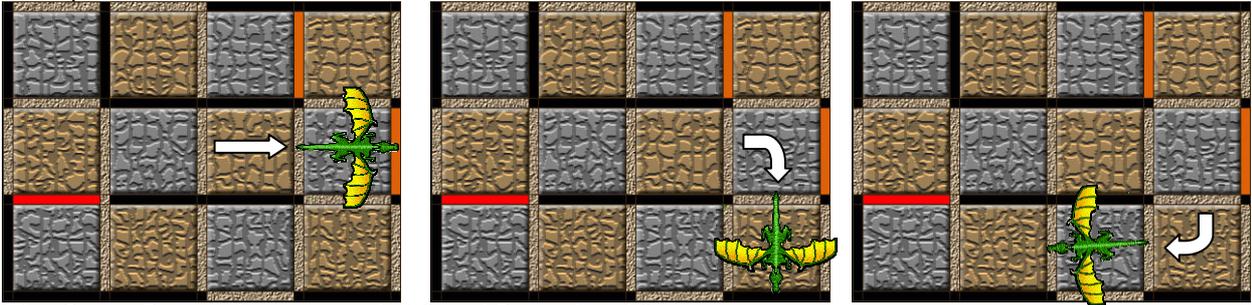
Example 2: The Green Dragon can only move one square before he is blocked by a door.

Example 3: The Red Dragon can move the full three squares.

Turns

You may turn 90 degrees for each point of Dexterity. You must travel forward one square after turning. If you do not have enough speed to move one square after turning, you may not turn.

Example 4



The Green Dragon has a speed of **3** and Dexterity of **2**.

The Dragon moves forward and is blocked by the door.

The Dragon turns 90 degrees and must move forward 1 square and is blocked by a wall.

The Dragon turns 90 degrees and must move forward 1 square.

If the Dragon had a speed of **2**, then the Dragon would not have been able to make the second turn because it could not move 1 square forward

Shooting

You may Flame-Blast doors.

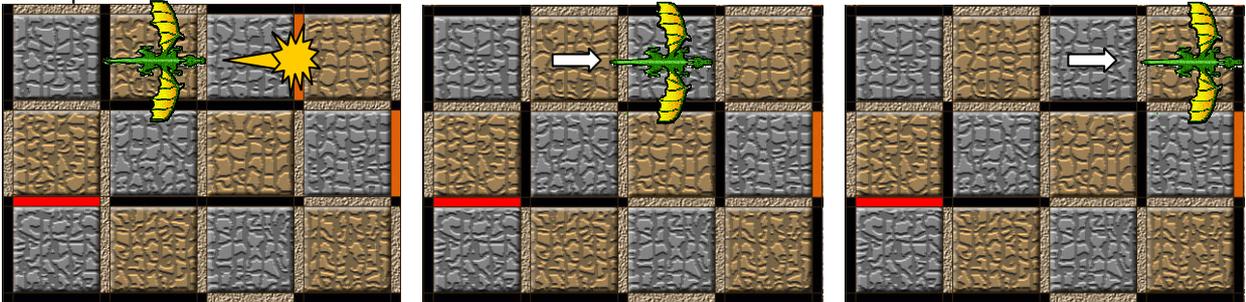
To shoot you must have a Flame-Blast and speed point available. The speed point is used while the Dragon hovers in front of the door.

To shoot a door, there must be no other obstacles between you and the target

Doors have a Resistance, and you must roll equal to or under the Resistance value to destroy the door.

If you successfully destroy a door, remove it from the board.

Example 5



The Green Dragon has 2 Flame-Blasts and speed 3.

He flame Blasts an Orange door Resistance 4 and rolls a 1, successfully hitting the door

The door is removed and the Dragon can continue moving the last 2 squares of its speed.

If it had required another Flame-Blast to hit the door the Dragon would have only 1 square left of speed.

You may Flame-Blast Dragons.

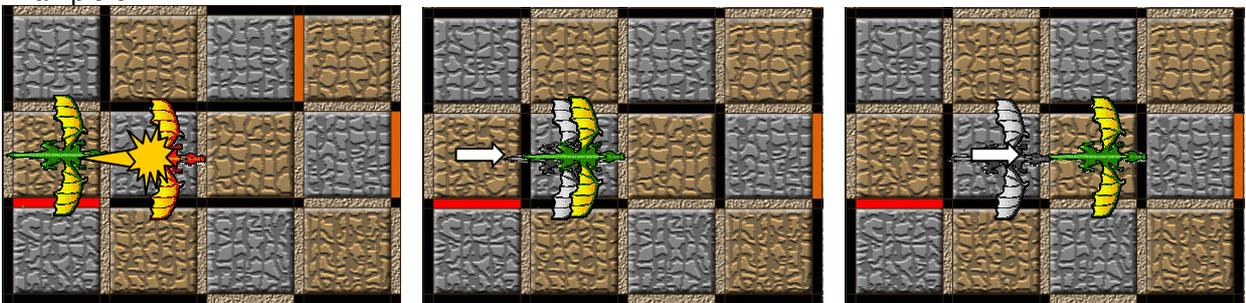
To shoot you must have a Flame-Blast and speed point available.

To shoot a Dragon, there must be no other obstacles between you and the target

Dragons are able to dodge your attack, and you must roll equal to or under their Agility to hit them.

If you successfully hit a Dragon then it crashes.

Example 5



The Green Dragon has 1 Flame-Blast and speed 3.

He flame Blasts a Red Dragon with Agility 2 and rolls a 2, successfully hitting the Dragon

The Red Dragon Crashes and the Green Dragon can continue moving the last 2 squares of its speed.

If it had failed to hit the Red Dragon, it would have been unable to move.

Crashed Dragons

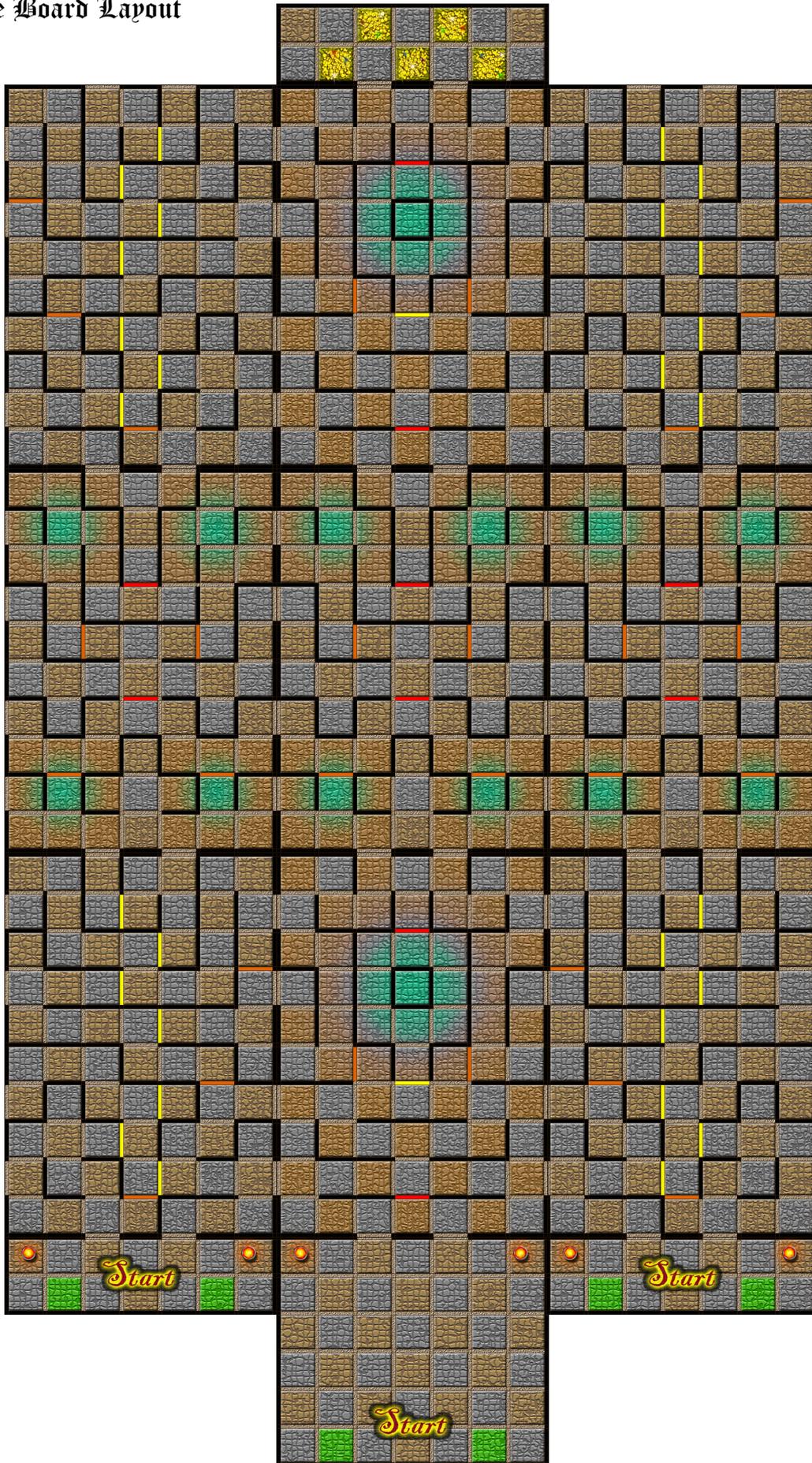
A crashed Dragon must use a speed point to get airborne again, before it can move. Crashed dragons do not block movement or shooting.

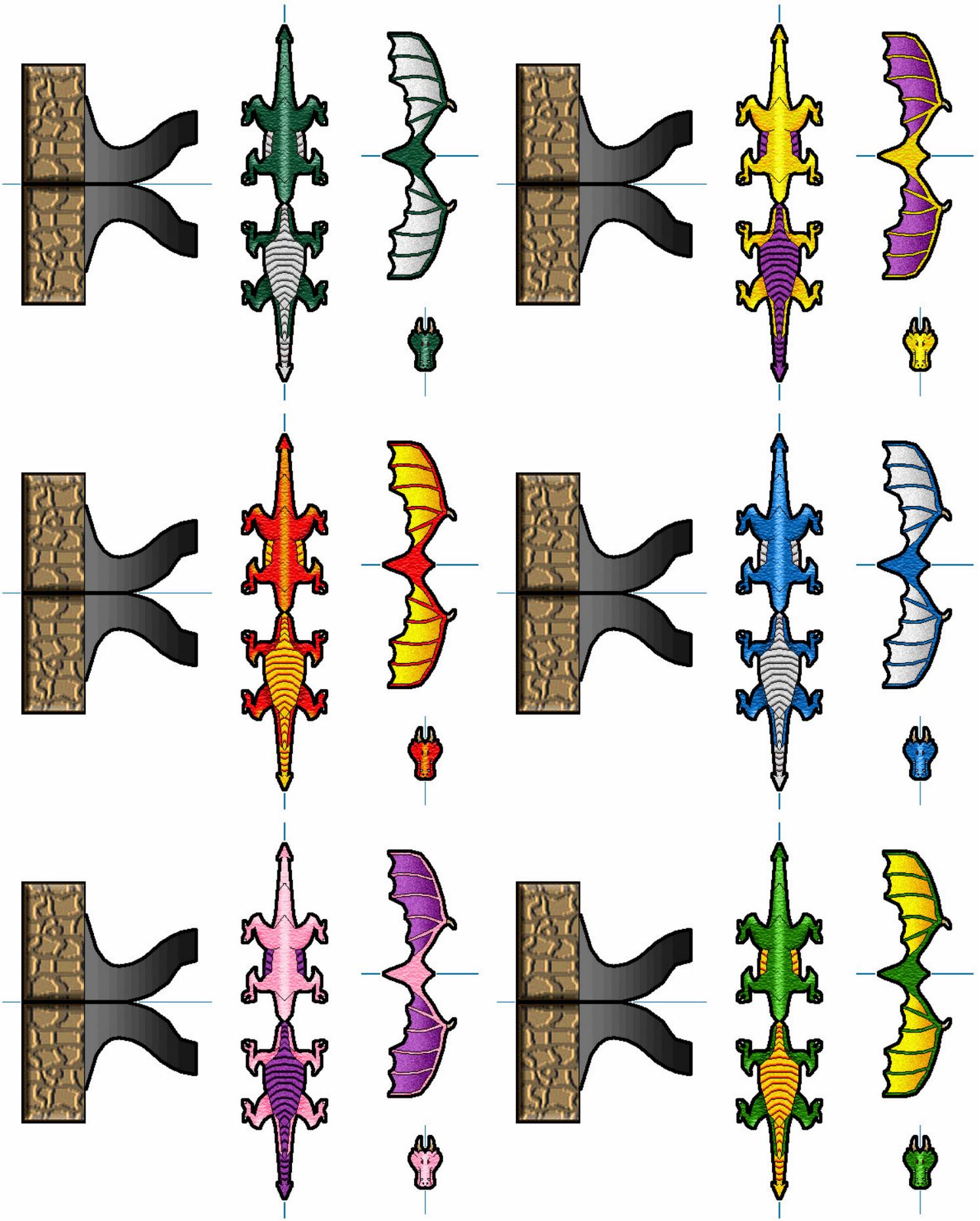
The Rally Game

In the rally game players earn points for their finishing positions. The winner is the person who has the most points after 5 Races.

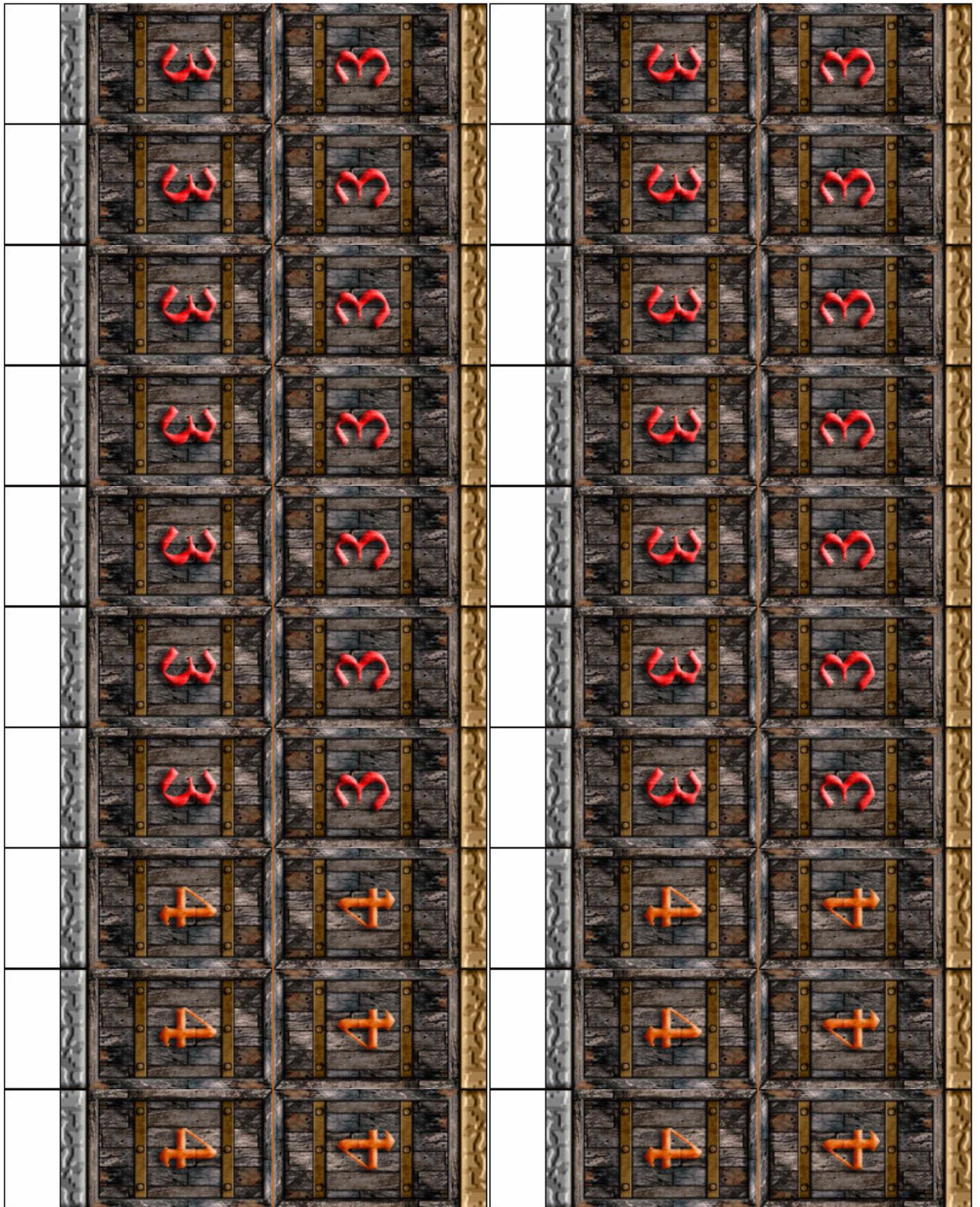
First	5 points
Second	4 points
Third	3 points
Fourth	2 points
Fifth	1 points

Sample Board Layout

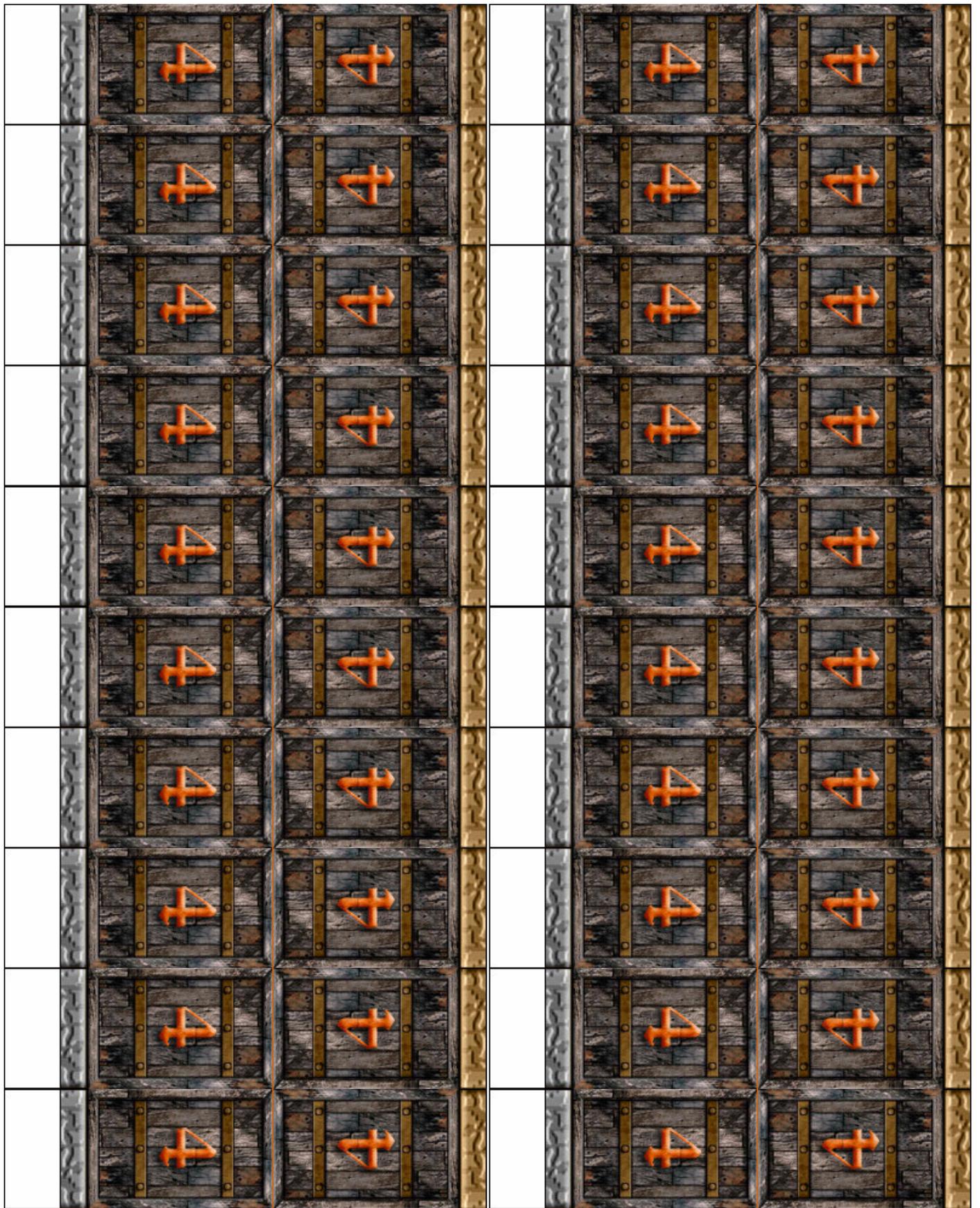




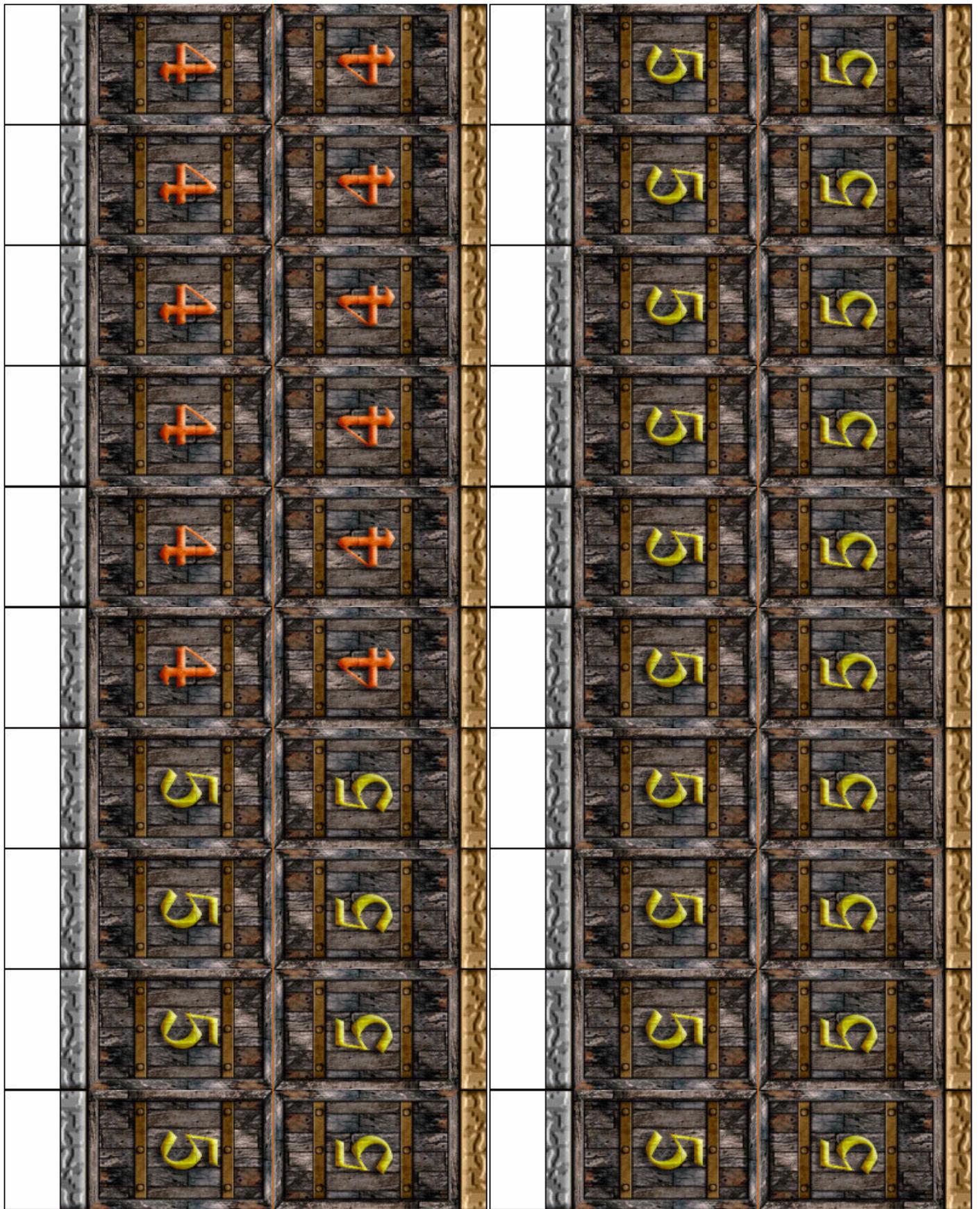
1x Dragons



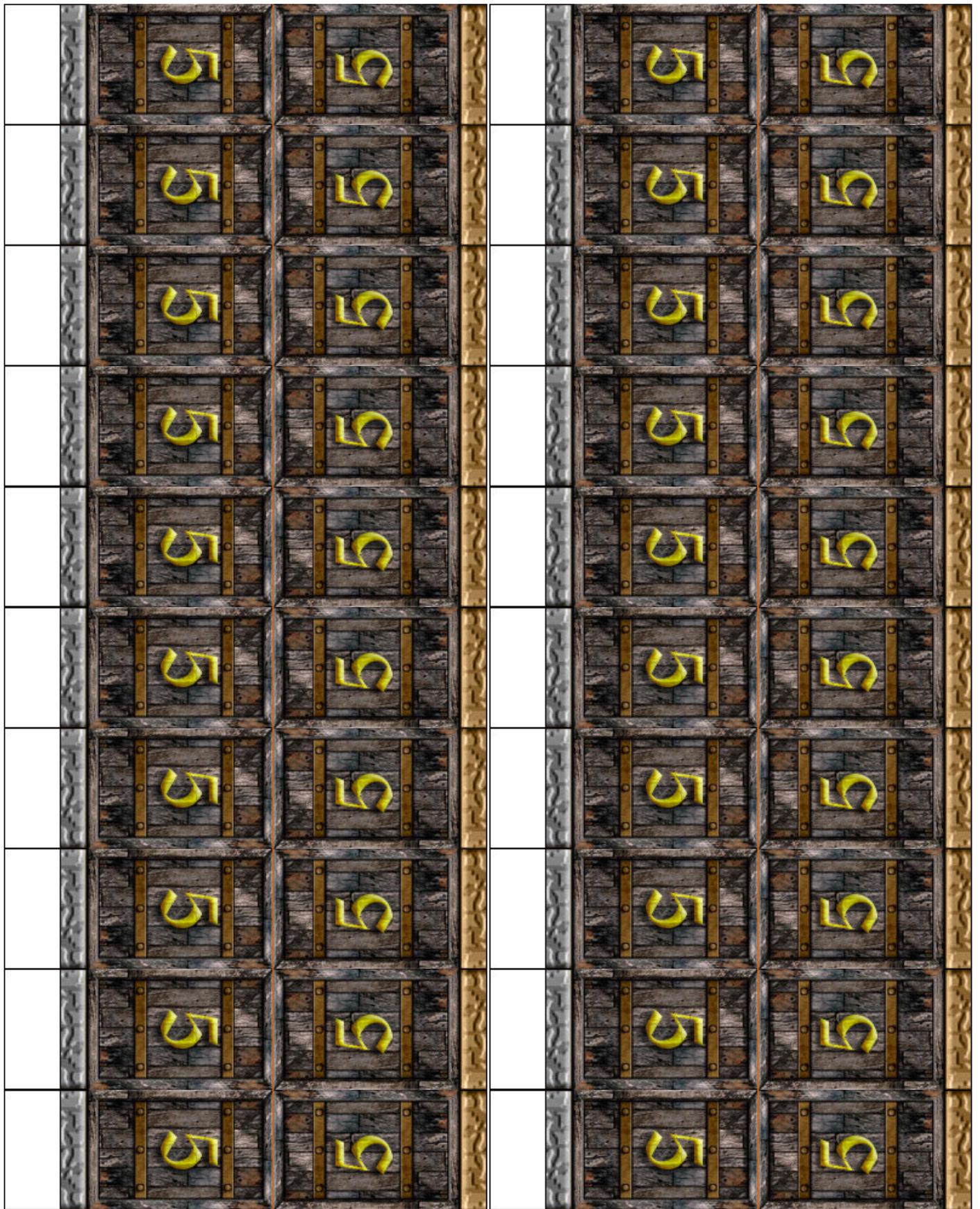
1x Doors



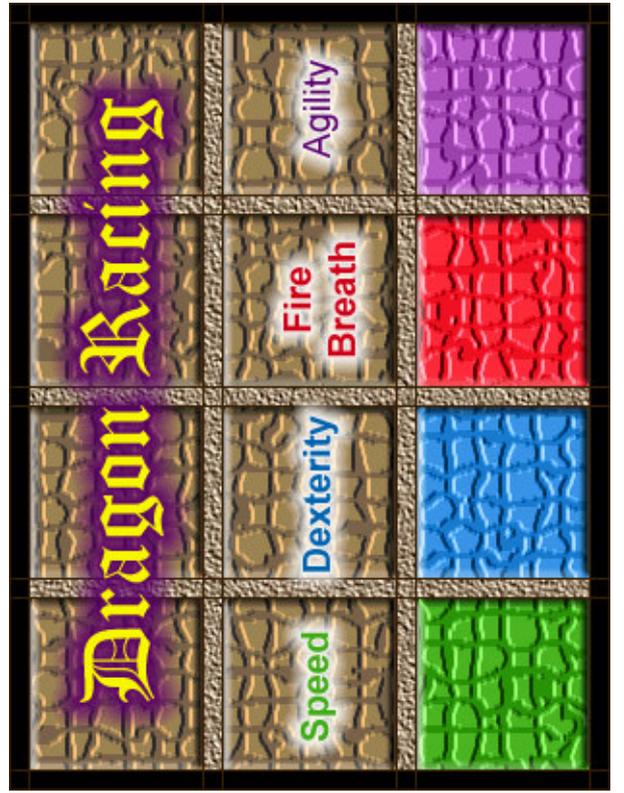
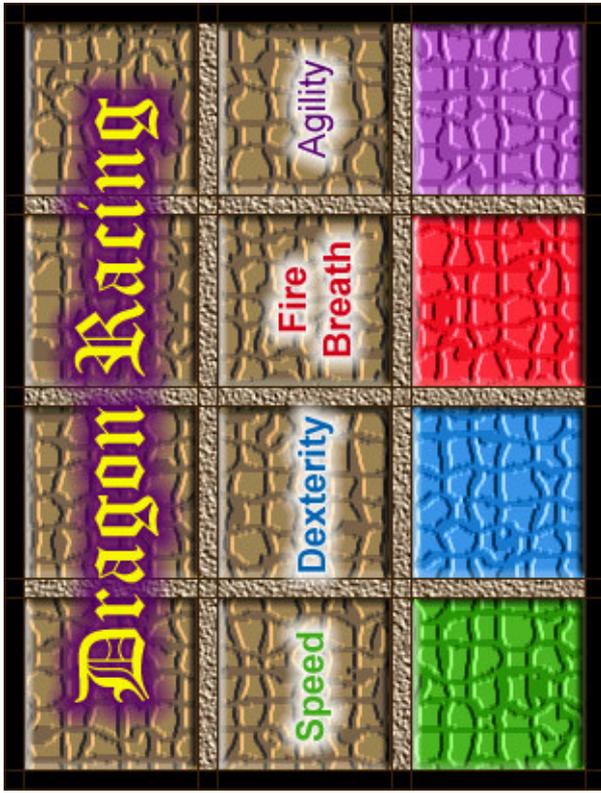
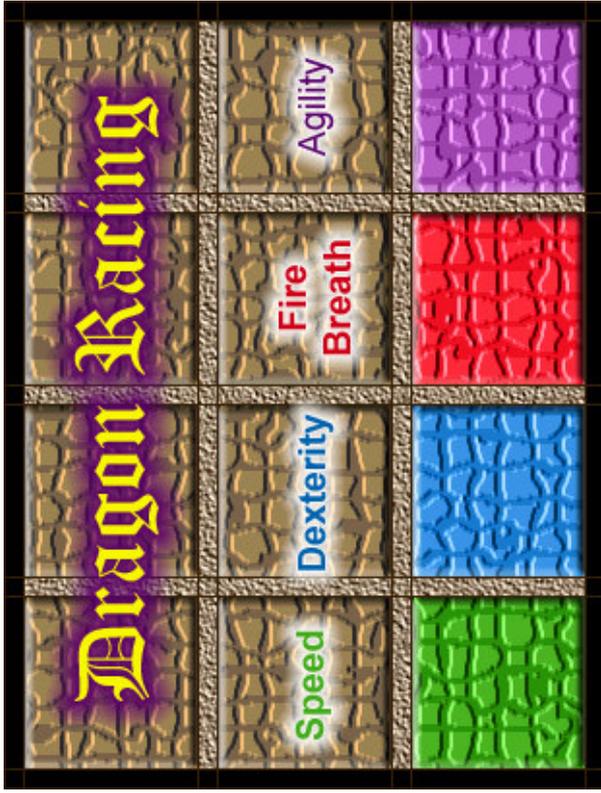
1x Doors



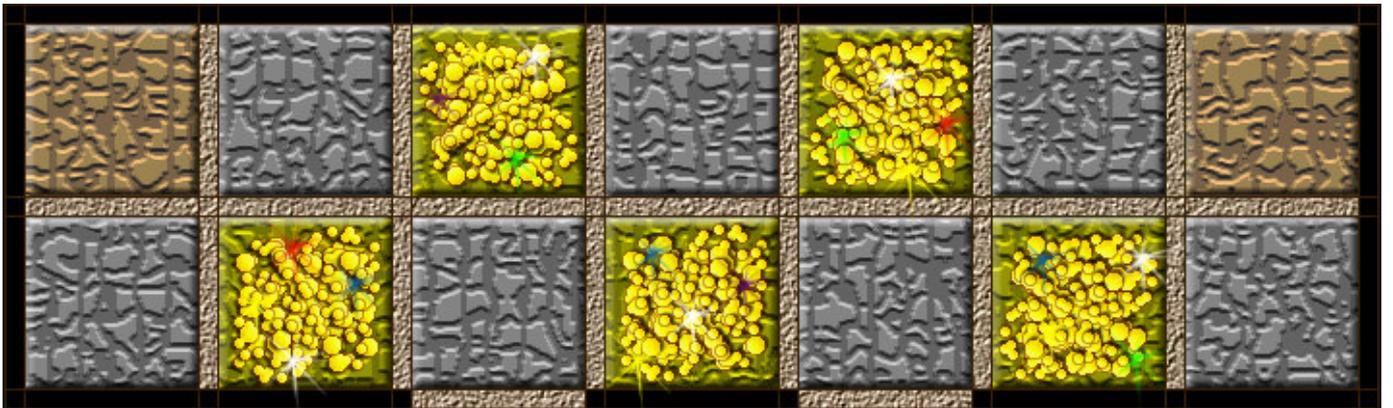
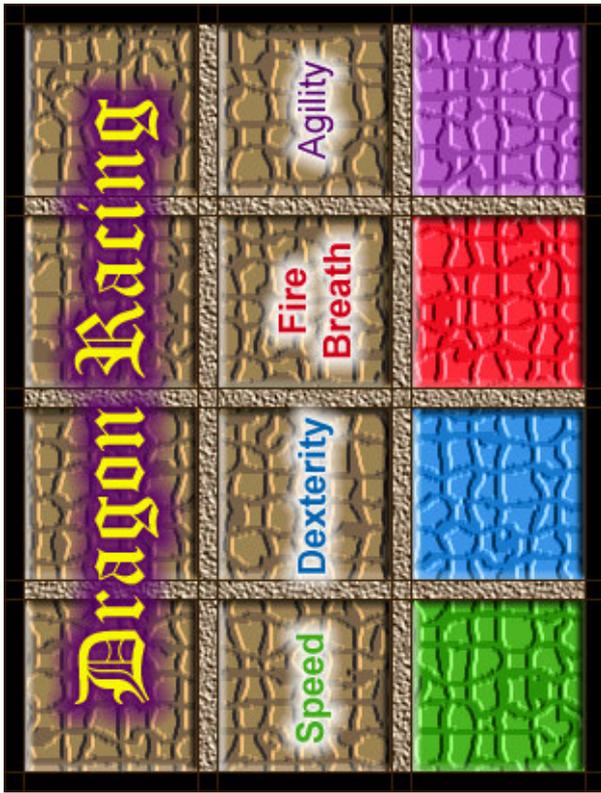
1x Doors



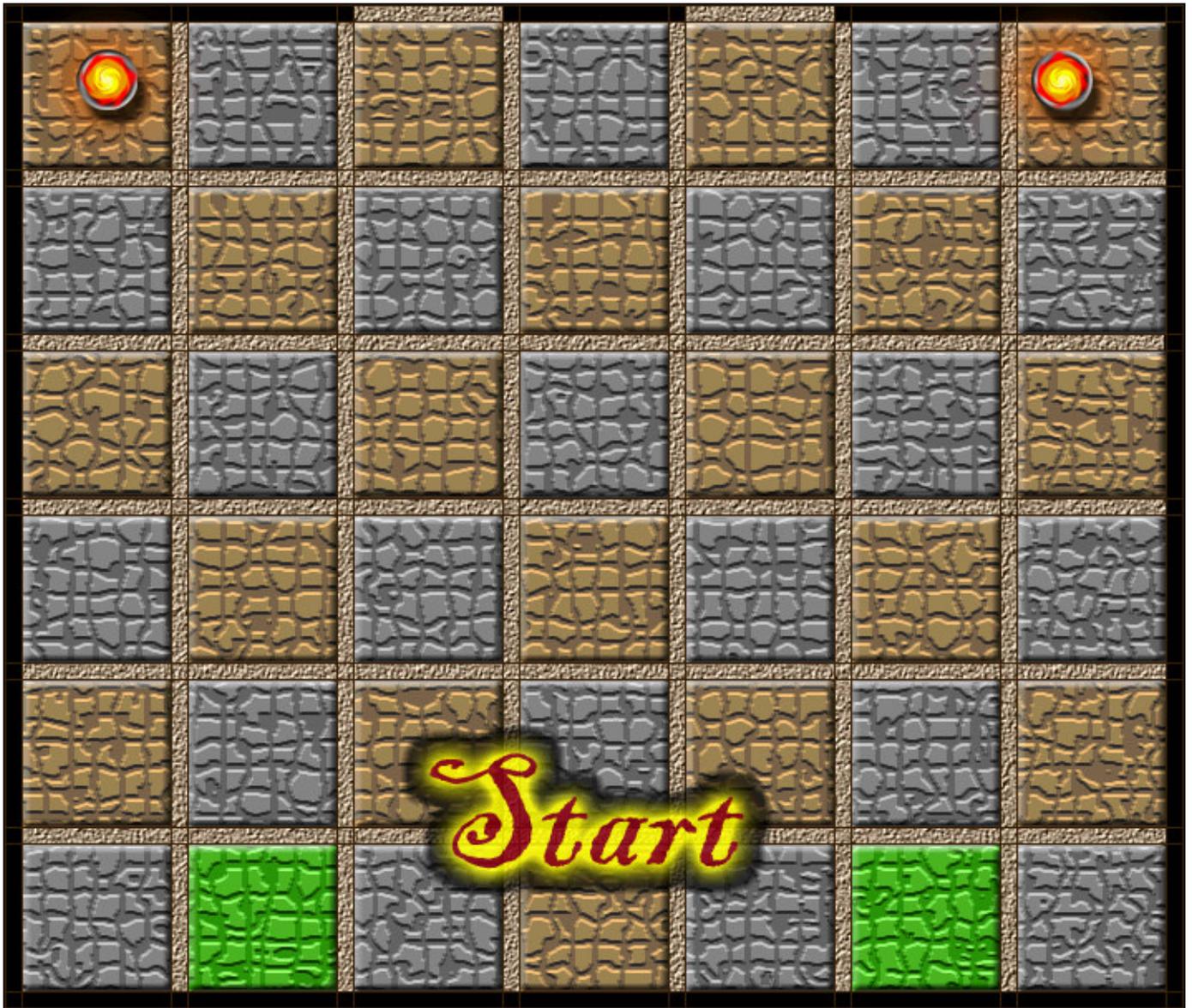
1x Doors



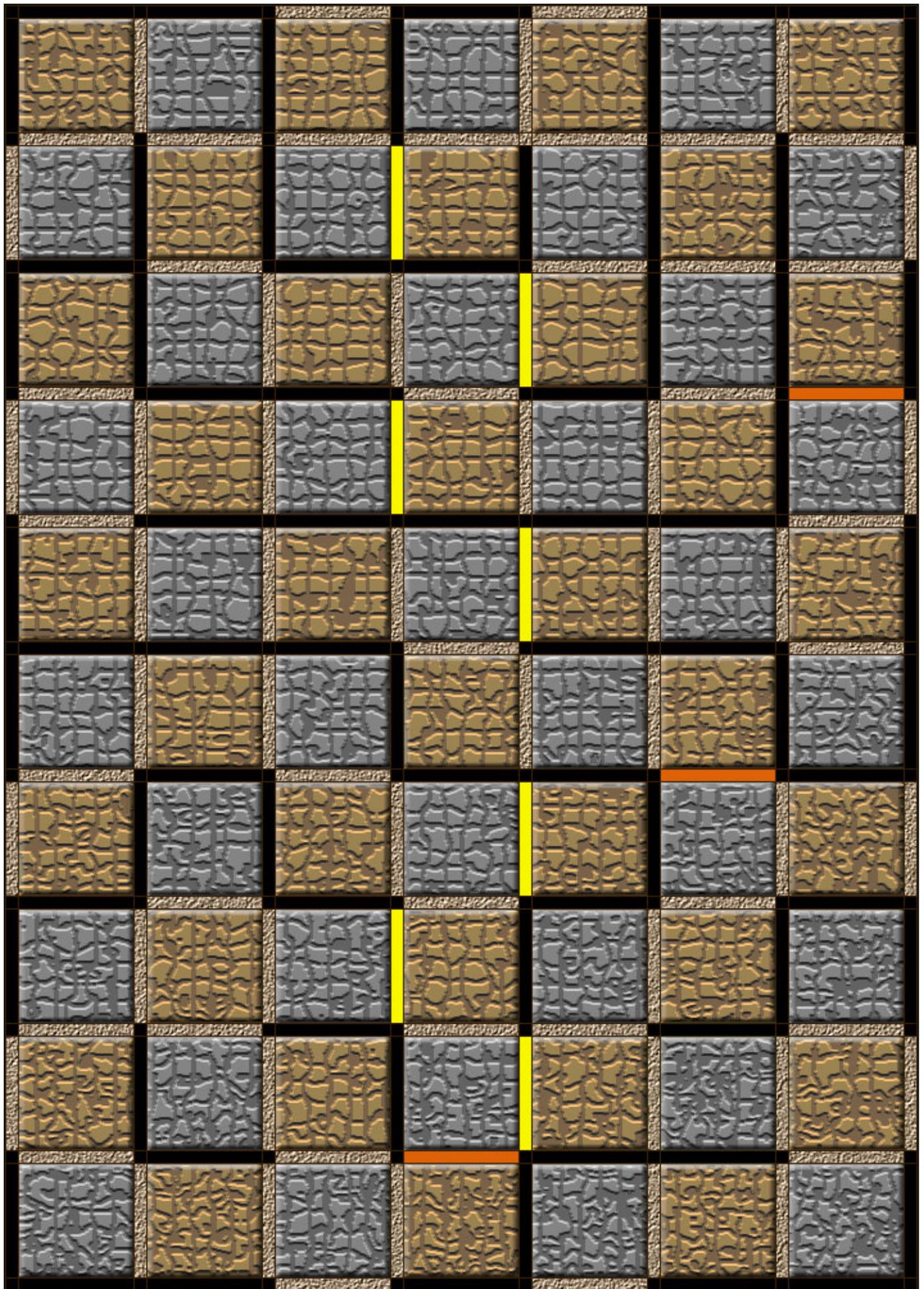
1x Trackers



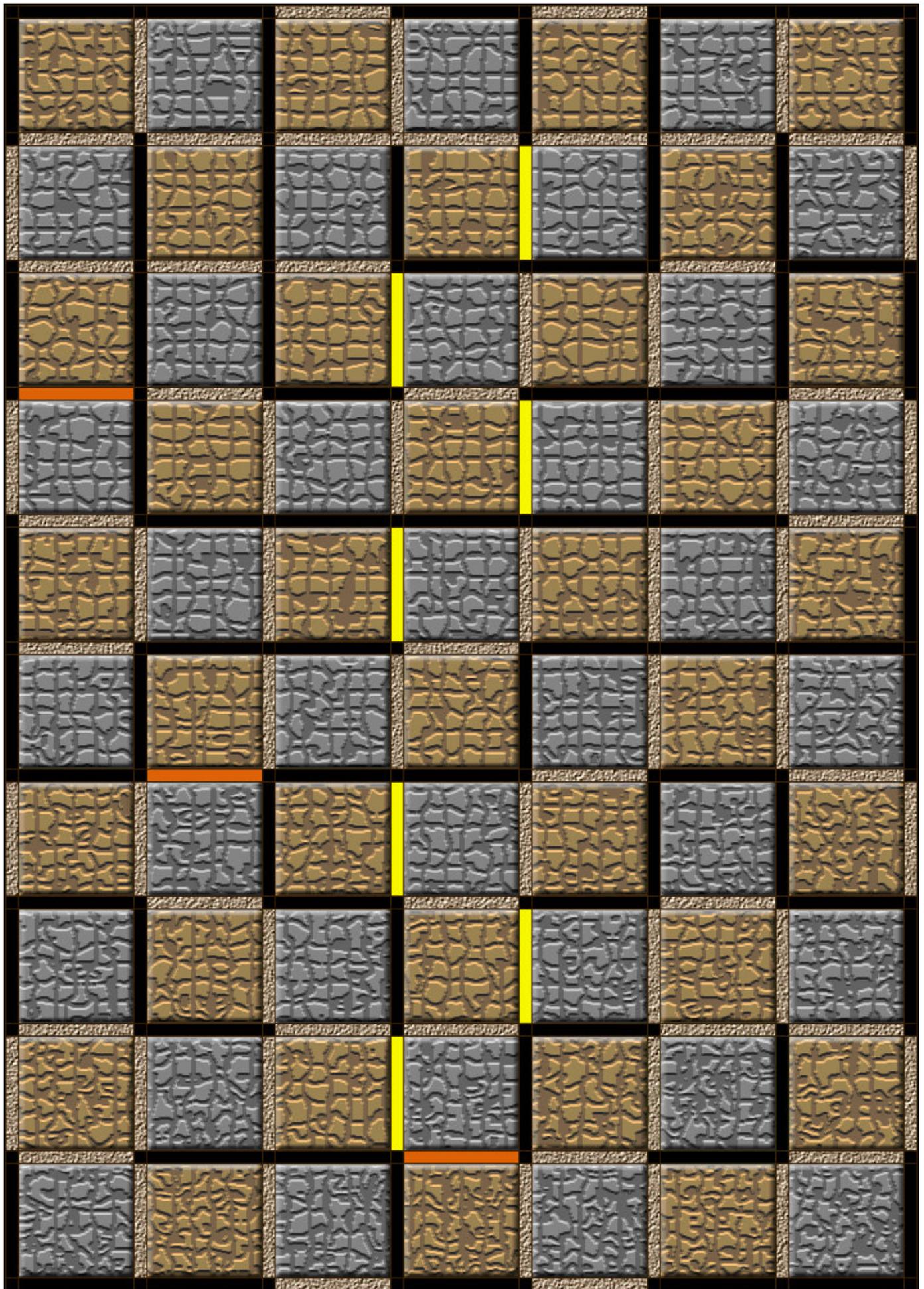
1x Floor Tiles



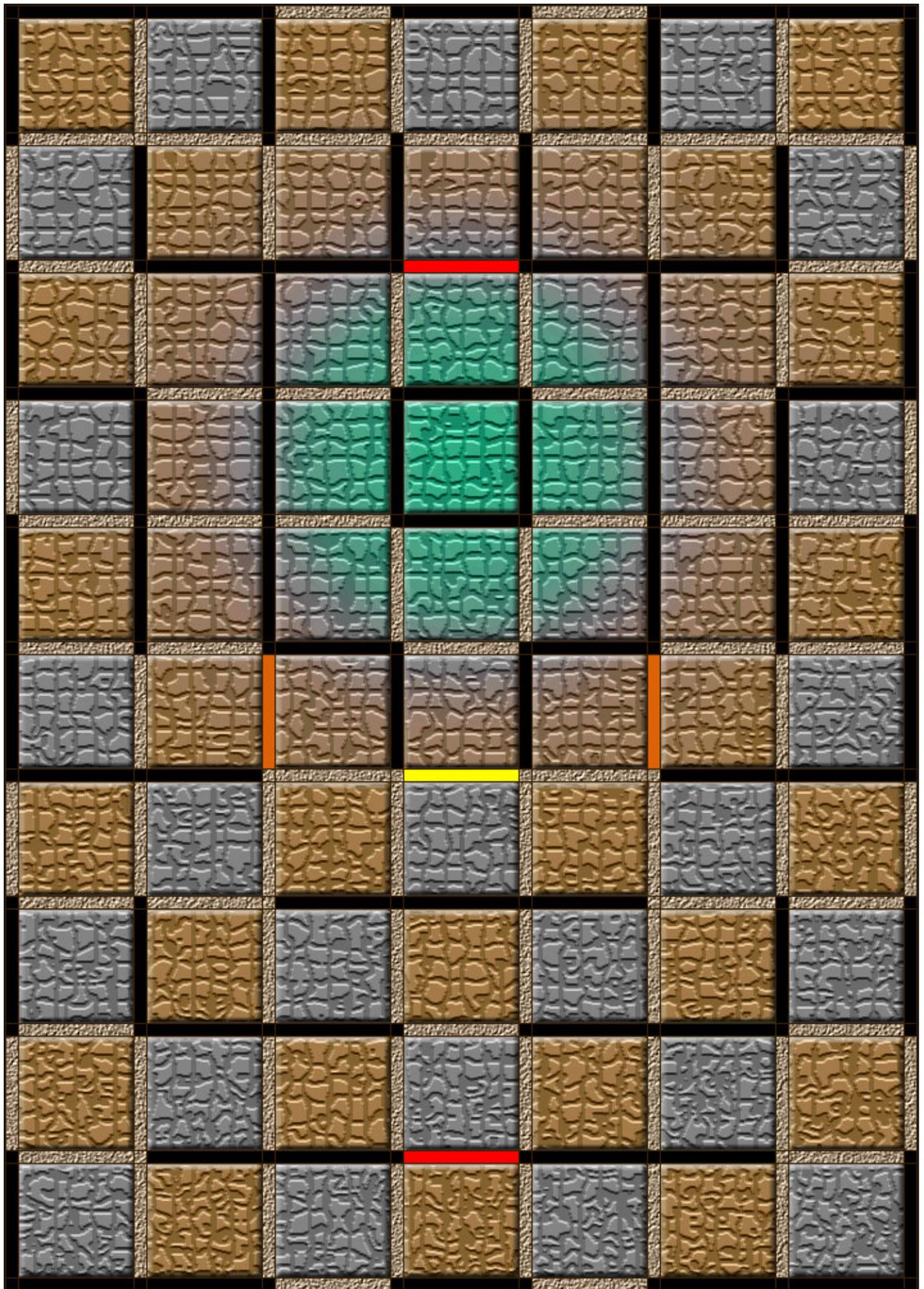
1x Floor Tiles



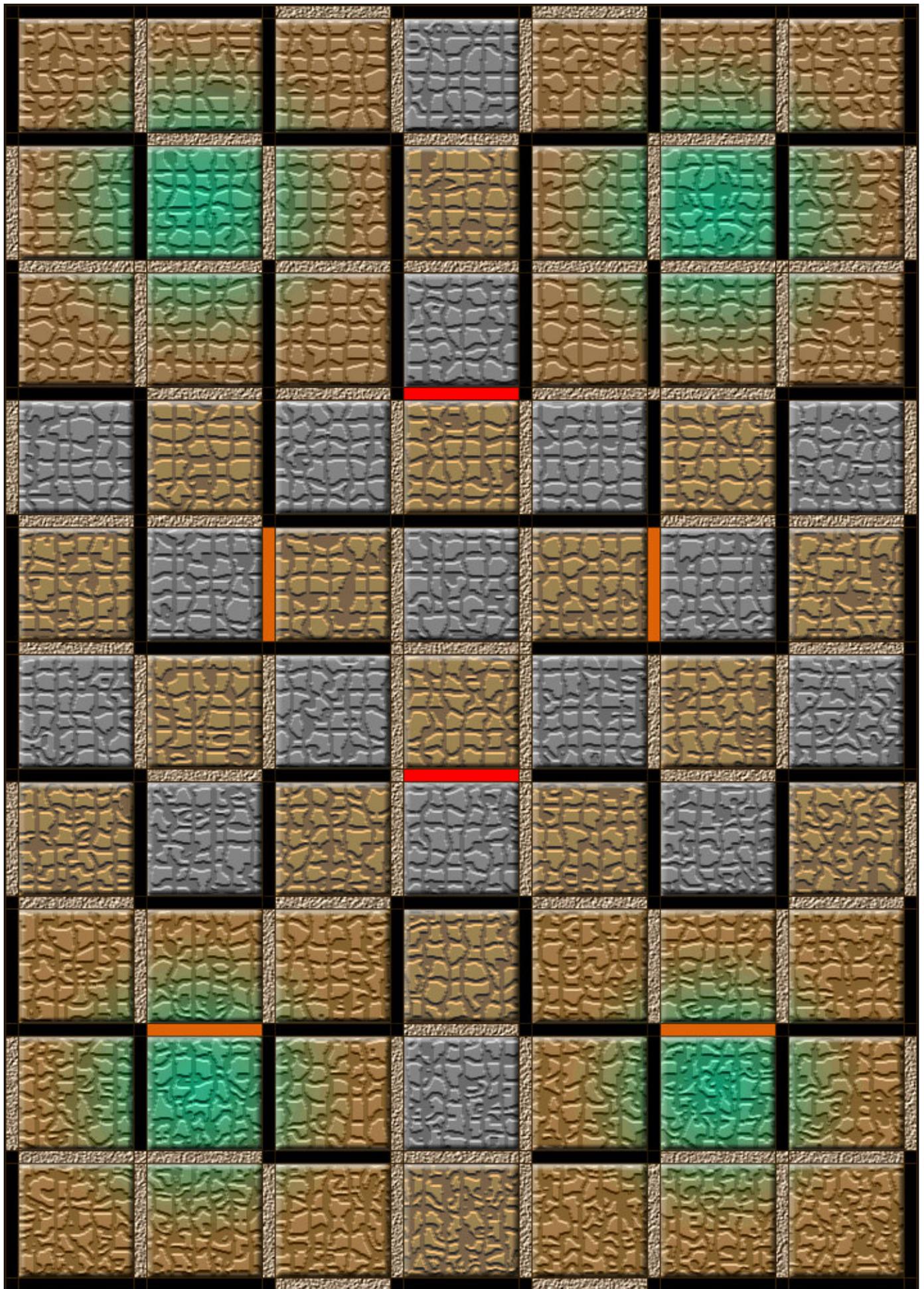
2x Floor Tiles



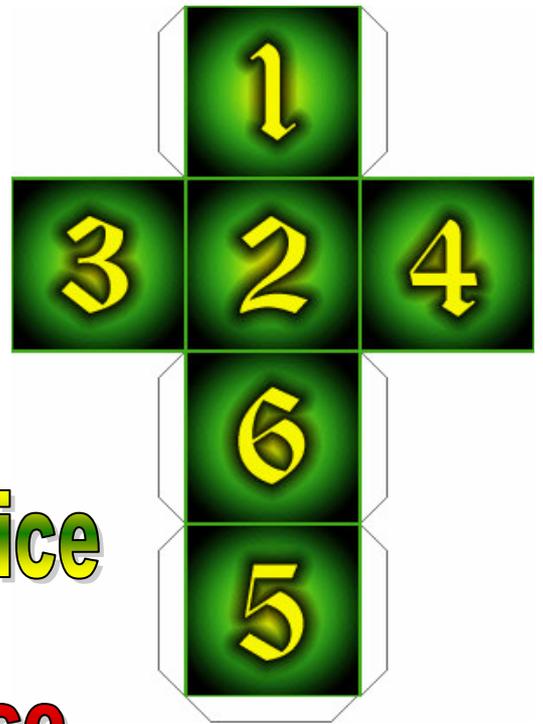
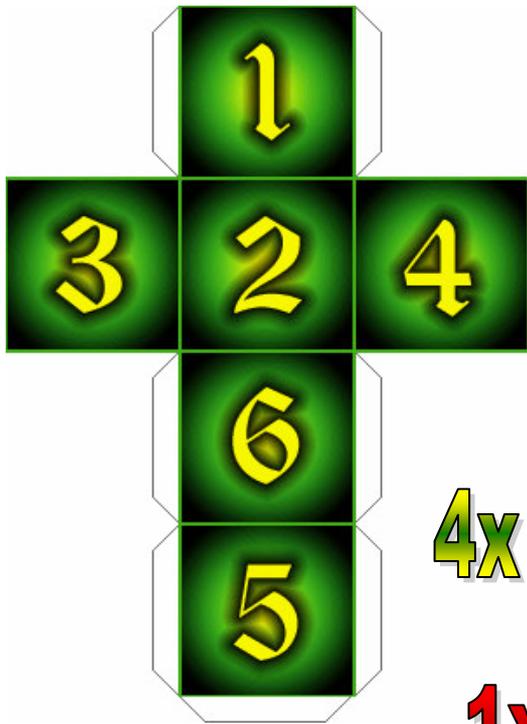
2x Floor Tiles



2x Floor Tiles

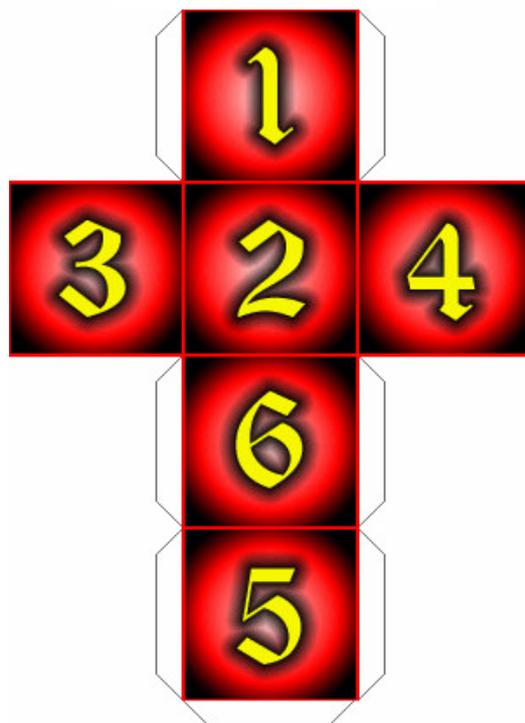
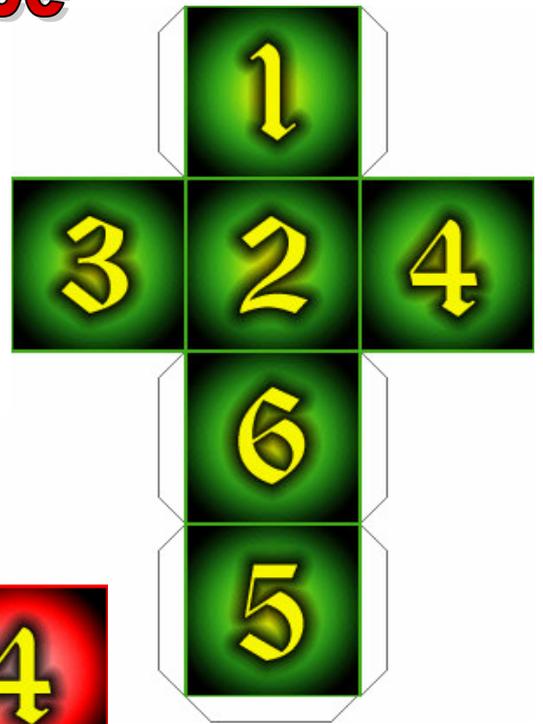
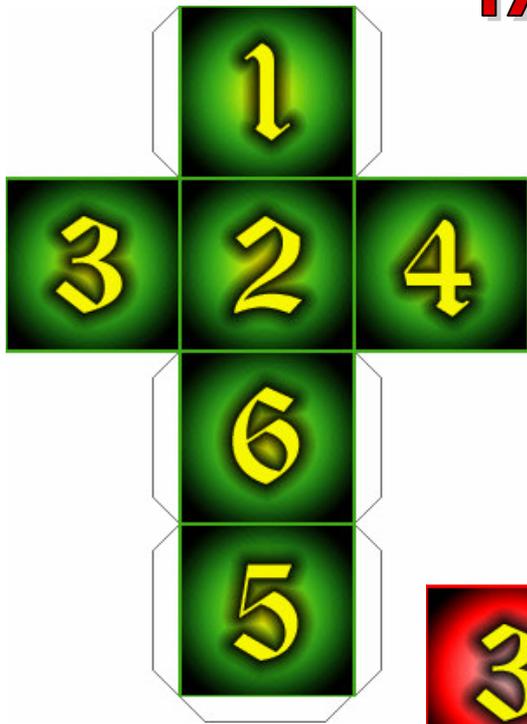


3x Floor Tiles



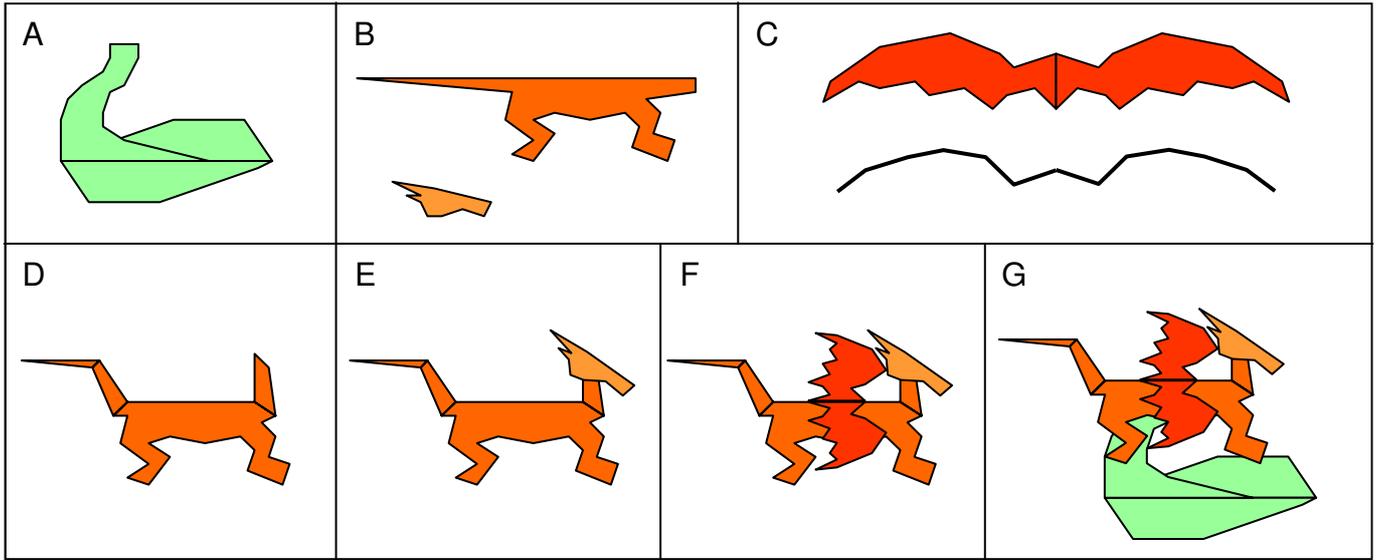
4x Power Dice

1x Play Dice

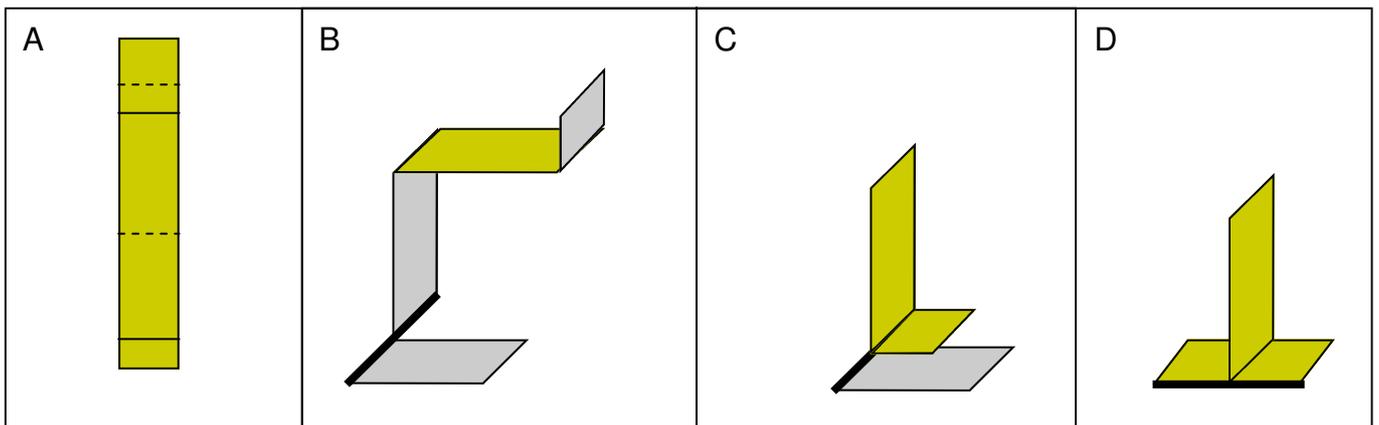


6x Dice

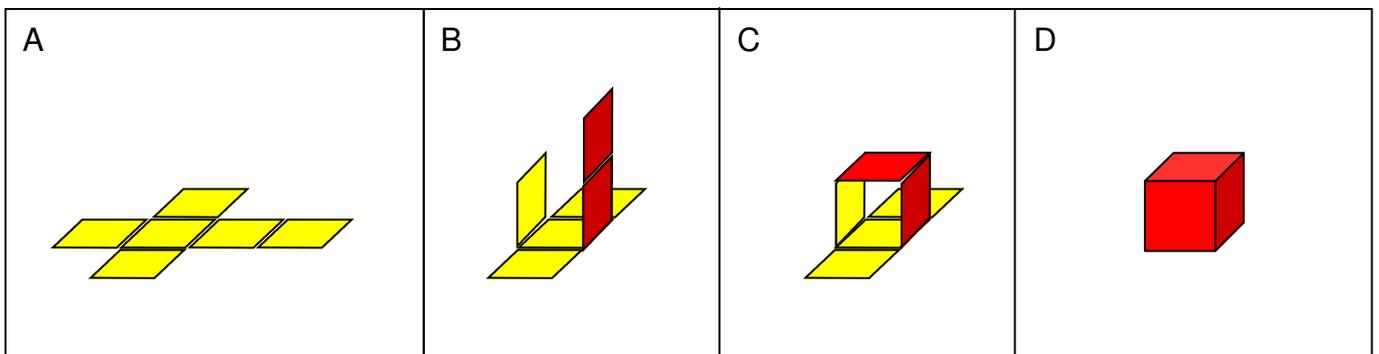
Dragon



Doors



Dice



Instructions