

DRAKON™

RULES OF PLAY

The old dragon Drakon has captured a brave band of adventurers who have sneaked into her lair to steal her gold. But rather than eat them immediately, Drakon has decided to make it a game: Greed shall set one of the adventurers free. She sends the frightened adventurers into her magical, mad vaulted chambers, and the first one to collect ten gold from Drakon's maze gets to go free. The rest get to be lunch.


This third edition of the **Drakon** board game features larger chamber tiles, completely new graphics, and plastic hero and Drakon figures. The mix of chamber tiles in this edition (selected from those in second edition and the second edition expansion) is designed to offer the most fun and interesting **Drakon** yet.

Object of the Game

In **Drakon**, you and your opponents each control one of the heroes trapped in Drakon's lair. The first player to collect enough coins for a total value of at least 10 gold immediately wins the game. Players should keep their gold coins facedown in front of them, so that players are never sure exactly how close their opponents are to victory.

Components

Drakon contains the following components:

- **This Rulebook**
- **1 Drakon Figure:** This figure represents Drakon herself.
- **6 Hero Figures:** These figures represent the hero heroes.
-  **6 Hero Ability Counters:** These counters are used in the "Heroes!" variant game.
- **72 Chambers (square tiles):** These components fit together to form a map of the dragon's lair. Many chambers have special actions that are triggered whenever heroes move onto them. These actions are described later in these rules.
- **6 Player Reference Sheets:** These provide an easy way to look up chamber effects.
- **28 Coins:** These are the coins the players are trying to collect in order to win the game. Each coin is worth between one and three gold.

Game Setup

1. Place the "Start" chamber (the double-sided chamber with the red dragon head) in the center of the table.
2. Shuffle the remaining chambers, deal four facedown to each player, and put the rest to the side facedown in a stack. This stack is the draw pile.

3. Each player chooses a hero and places it on the "Start" chamber. (It doesn't matter which hero you choose, as they are all the same in the basic game.)
4. Place all the coins in a pile to the side of the playing area facedown so that their numbers are not showing. This pile is the Dragon's Hoard.

A Game Turn

Randomly choose which player will take the first turn. When that player's turn is over, the player to his or her left gets to take a turn. In this way, play rotates clockwise.

On your turn, you must take one of the following actions:

Place: Place a chamber from your hand adjacent to another chamber already in play, then draw the top chamber from the draw pile and add it to your hand.

OR

Move: Move your hero onto an adjacent chamber, then follow the instructions for that chamber, if any.

Placing a Chamber

When placing a chamber, you must place it adjacent to a chamber already in play, but you may not place it so that the arrows of the two chambers face each other. See the "Placing a Chamber" diagram for examples of legal and illegal chamber placement.

If there are no chambers left in the draw pile, play continues as normal, except you do not draw another chamber after you place one from your hand.

If you have no chambers in your hand, you may not place a chamber or draw a chamber from the draw pile. On your turn, you may only move your hero. If you cannot move your hero, you may not take your turn and you are skipped.

If none of the players have chambers or can move their heroes, the game is over, and the player with the most gold wins.

Moving Your Hero

You may only move a hero in the direction of an arrow on the hero's current chamber. For example, if your hero is on a chamber with arrows pointing up and down, you may only move your hero up or down (assuming there are adjacent chambers in those directions). If there is no arrow in a direction, or there is no adjacent chamber in that direction, you may not move your hero there. (There are two chamber tiles, Master Key and Teleport, that allow you to violate this rule.)

When you move your hero onto a chamber, the special action (indicated by the symbol on the chamber) is enacted. Actions are not performed again unless your hero legally reenters the chamber during a later turn.

The Drakon figure

The Drakon figure is set aside at the beginning of the game. The *very first time* a player places a “Drakon Moves” chamber, that player must also place the Drakon figure on any chamber on which no heroes are standing.

For the rest of the game, if the Drakon figure ends a turn on the same chamber as a player’s hero, that hero must be moved to the “Start” chamber, and that player discards one coin randomly. (The player shuffles his coins facedown and another player picks a coin for him to discard.) If the Drakon figure is on a chamber with more than one hero, all heroes are affected. If the hero is already on the “Start” chamber, then that player just loses one coin.

Note that there is no effect if your hero is moved *through* a chamber with the Drakon figure (under the influence of a “Strong Wind,” for example), or if the Drakon figure moves *through* a chamber on which your hero is standing.

If your hero is moved onto a chamber with the Drakon figure, you must immediately (before any chamber actions take place) move your hero to the “Start” chamber and discard one of your coins randomly.

Note: The Drakon figure is NOT considered a hero, and therefore does not trigger chamber effects.

Optional Rules and Variants

Optional Rule: Heroes!

In the basic game, it doesn’t matter which hero you control, but with this game variant, players choose their heroes randomly, and your hero gives you a special action you can use once per game. You may take your special action **on your turn**, immediately before or immediately after taking your normal action (placing a chamber or moving your hero).

Use the hero ability counters to keep track of who has used their special ability. When you use your hero’s ability, return the hero ability counter to the box.

Below is a list of heroes and their special abilities:

Amazon: You may use the Amazon’s ability to move the Amazon one additional chamber along a legal path. Follow the instructions on both chambers.

Barbarian: When the Barbarian is on the same chamber as an opponent’s hero, you may use his ability to move the opponent’s hero one legal move. The other player must follow the instructions for the chamber into which he was moved. Then the Barbarian takes a random chamber from the opponent he moved and adds the chamber to his own hand.

Dwarf: The Dwarf’s ability allows you to immediately discard any number of chambers from your hand, then draw an

equal number of new chambers from the draw pile. If you have fewer than four chambers, you may continue to draw new chambers until you have four chambers in your hand.

Knight: If an opponent tries to take a coin from you, or you are about to lose a coin because of a chamber action, you may (before you randomly choose which coin is lost) use the Knight’s ability to prevent the coin from being lost. (This is the only special action which is not necessarily taken during your turn. Like all special actions, however, it can only be taken once per game.)

Thief: The Thief’s ability allows you to take a random coin from one opponent whose hero is in the same chamber as the Thief (but only if that player has at least one coin). Or, instead of stealing from an opponent, the Thief may swap one coin of his choosing from his hand with a random coin from the Dragon’s Hoard.

Wizard: The Wizard’s ability allows you to move out of a chamber through any of the four doorways on a chamber, even moving against the arrows of adjacent chambers. This does not give the Wizard an extra move, but simply allows him to break the “legal movement” rule once.

Variant: Escape from Drakon’s Lair!

In order to win, a hero must be the first to collect at least eight gold, then move onto an “Escape” or “Teleport” chamber in order to escape Drakon’s wrath. If you have eight or more gold when you move your hero onto either one of these chambers, you win the game.

Variant: Team Play (4 or 6 players)

With this variant, two players are on the same team trying to collect a total of 20 gold together. With four players, you have two teams of two players per team. With six players, you have three teams of two players per team.

In a four-player game, each player sits across from his or her teammate. Thus the order of play is: Player 1 (Team A), Player 2 (Team B), Player 3 (Team A), Player 4 (Team B).

In a six-player game, each player sits three seats to the left of his or her teammate, so that the order of play is: Player 1 (Team A), Player 2 (Team B), Player 3 (Team C), Player 4 (Team A), Player 5 (Team B), Player 6 (Team C).

All of the standard rules apply, with the exception that your gold and your teammate’s gold is shared in a common pool. Both of you may secretly look at your coins to determine your total gold value. If a coin is discarded or stolen from your teammate, the coin is taken from your common pool.

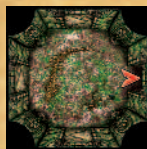
Variant Game: fixed Gold

Instead of collecting a total of 10 gold, the first player to collect five coins immediately wins the game (regardless of the coins’ gold value).

Chamber Descriptions



Start: This is the chamber where players' heroes start the game. The "Start" chamber may not be destroyed with the "Destroy a Chamber" chamber or removed from play with the "Magical Shift" chamber. It may, however, be rotated with the "Rotate a Chamber" chamber.



Blank Chambers: These chambers just have arrows on them indicating which way your hero can leave. There are chambers with one, two, or three arrows designating exits.

The following chambers trigger special actions and effects.



Destroy a Chamber: *This action occurs as soon as your hero enters the chamber.* Choose one chamber in play on which no heroes or the Drakon figure is standing and discard it, face-down, to the bottom of the draw pile. Destroying a chamber can disconnect the board into two or more non-connected sections.



Drakon Moves: *This action occurs as soon as your hero enters the chamber.* Move the Drakon figure up to three chambers, **ignoring all chamber actions and arrows.** See the description of the Drakon figure for details on what happens when the Drakon figure moves onto a chamber with a hero on it. The very first time this chamber is played, place the Drakon figure on any chamber on which no heroes are standing.



Escape: When you place this chamber, you may immediately place your hero onto it. The Escape chamber can be used to avoid the effects of the Strong Wind and Magic Harp chambers.



Find a Coin: *This action occurs as soon as your hero enters the chamber.* Take a random coin from the Dragon's Hoard.



Floating Room: *This action occurs as soon as your hero enters the chamber.* You may move this chamber to any empty space adjacent to another chamber already in play. You must place the chamber so that its arrows line up legally (no arrows are pointing at each other). Moving this chamber can disconnect the board into two or more non-connected sections.



Lose a Gold: *This action occurs as soon as your hero enters the chamber.* Discard one of your coins randomly (if you have any) into the Dragon's Hoard.



Magic Harp: If a chamber adjacent to the Magic Harp chamber has an arrow pointing to the Magic Harp chamber, then *when heroes in the adjacent chamber are moved*, they must be moved onto the Magic Harp chamber. The Wizard's ability may not be used to avoid this. If a hero is between two "Magic Harp" chambers, the hero may be moved onto either one of them.



Magical Shift: *This action occurs as soon as your hero enters the chamber.* You may choose one chamber in play, on which no heroes or the Drakon figure are standing, and replace it with one from your hand. The chamber you've taken goes into your own hand and may be played later during the game. The new chamber need not have the same arrow orientation as the removed chamber, though it must have a legal orientation (that is, its arrows cannot point at the arrows of any adjacent chambers).



Map Chamber: *This action occurs as soon as your hero enters the chamber.* Take a random chamber from an opponent's hand and place it in your own hand. Now you have one additional chamber for the rest of the game, and your opponent has one less chamber. If all of a player's chambers are removed in this fashion, that player may not place chambers during his or her turn, but must move his or her hero instead.



Master Key: *The next time that your hero is moved*, your hero may leave through any of the four doors, even moving against the arrows of adjacent chambers. This only works for this one chamber – the Master Key isn't something you carry with you.



Mind Control: *This action occurs as soon as your hero enters the chamber.* Move an opponent's hero one legal move, following tile effects normally (for example, if the hero is on a "Teleport" chamber, you can move the hero to any other chamber in play). If there is no legal path, you cannot move that hero. After you move the hero, the opponent must follow the instructions of the chamber on which his or her hero is now standing.



Rotate a Chamber: *This action occurs as soon as your hero enters the chamber.* Rotate any one chamber in any direction (90 or 180 degrees), so long as it lines up legally when you're done (no arrows are pointing at each other). You may rotate a chamber on which a hero or the Drakon figure is standing.



Steal a Coin (clockwise): *This action occurs as soon as your hero enters the chamber.* Take a random coin from the player seated clockwise from you (the player on your left). You receive nothing if that player has no coins.



Steal a Coin (counterclockwise): *This action occurs as soon as your hero enters the chamber.* Take a random coin from the player seated counterclockwise from you (the player on your right). You receive nothing if that player has no coins.



Strong Wind: *On the next turn that your hero is moved,* your hero must move two chambers **all at once**. These two chambers must be along legal paths, and you ignore the action on the chamber your hero passes through. If your hero moves through a “Teleport” or “Master Key” chamber, which have no arrows, treat them as though they had arrows pointing in all legal directions (that is, pointing at adjacent chambers where there is no arrow pointing back). If your hero moves through a chamber that is adjacent to the Magic Harp and has an arrow pointing to it, your hero must move to the Magic Harp chamber. You may **not** move your hero from this chamber if there are not at least two chambers through which your hero can legally move. You may use Hero abilities at the beginning or end of this movement, but you may not use Hero abilities in the chamber that your hero passes through. The Wizard may only use his ability to move out of the Strong Wind chamber if he can make a second, legal move without using his ability.



Teleport: *On the next turn that your hero is moved,* your hero may move to any chamber in play.

Credits

Game Design: Tom Jolly

Game Development: John Goodenough and Corey Konieczka

Editing: James D. Torr

Cover Art: Dave Kendall

Miniature Design: Andez Gaston

Graphic Design: Andrew Navaro and Brian Schomburg

Chamber Design: Andrew Navaro

Icon Design: Brian Schomburg

Art Direction: John Goodenough

Production Manager: Darrell Hardy

Executive Developer: Greg Benage

Publisher: Christian T. Petersen

Playtesters: Rick Cunningham, Rob Cunningham, Dave Johnson, Ray Lee, Dan Andoetoe, Mike Murphy, Pat Stapleton

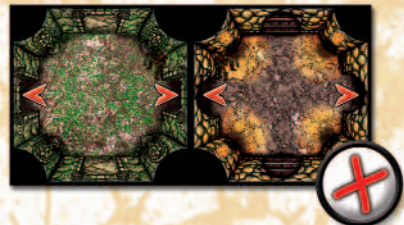
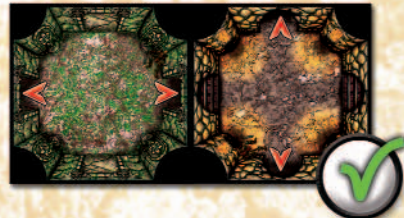
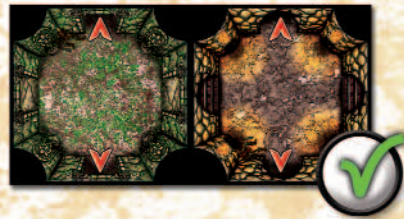
Special Thanks To: Brandon Freels and Tom Brand

Published by FANTASY FLIGHT GAMES ©2006 Fantasy Flight Publishing, Inc. All rights reserved. No parts of this product may be reproduced without specific permission from the publisher.

For additional material, support, and information, please visit:

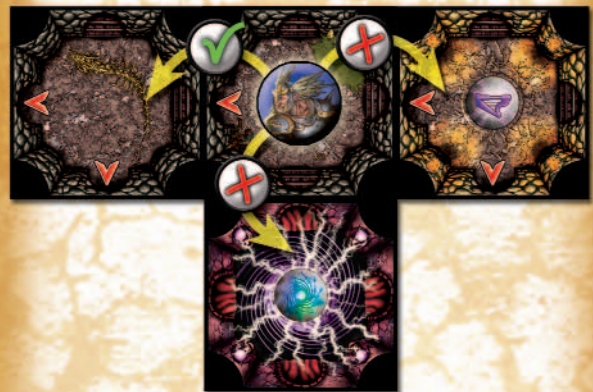
WWW.FANTASYFLIGHTGAMES.COM

Placing a Chamber



The chamber placements in the first two examples are legal, because no arrows are facing each other. The third placement example is not legal, because two arrows are pointing at each other.

Moving Your Hero



In the example above, the hero may only move to the left, since there are no arrows pointing in the other directions.