



Central City Shopping Centre  
2089 -10153 King George HWY  
Surrey, British Columbia  
V3T 2W1

## DRAGON'S Gold – Quick NOTES

**OBJECT:** 3 TO 6 PLAYERS  
Player with the most points at the end of game wins.

### **SET UP:**

- 1 set of adventurer and treasure screen for each player.
- Shuffle Dragon Cards and turn over 4 cards face up.
- Draw treasure tokens randomly and place it on the dragon (use number on left corner).
- Market Card is placed exactly in the middle of Dragon Cards draw deck.

### **TURN:**

- Play an adventurer card on a dragon.
- If dragon is killed then negotiate for the treasure.
- If not, next player's turn.

### **NEGOTIATION RULES:**

- Whoever that was involved in killing that dragon gets to negotiate (divide treasure).
- One minute to negotiate. If after a minute nothing is resolved, all treasures are lost.
- If **ONLY Wizard** present, then take red token before negotiation. Otherwise part of negotiation. At the end of negotiation, take Magic Card for every red token.
- Must be exact: No luck (roll of dice), can't discard treasure, and no future sharing.
- If **Thief** present, then after negotiation, steal a token out of random from a player that was involved in the killing of the dragon.
  - If Thief and Wizard present then **not** out of random.
  - If a token was stolen, do not draw for magical object.

### **AFTER NEGOTIATION:**

- Take back adventurer but place it face down. After all adventurers are used then flip it face up.
- Draw new Dragon Card with the appropriate number of treasures.
- Next player's turn.

### **MARKET CARD:**

- One minute of free negotiation.

### **END OF GAME:**

- Last treasure token from bag.
- Then kill off all other living dragons.



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***SCORING:***

- Gold = 3 points                    Silver = 1 point             Red = 1 point
- Black (Curse) = 15 points but all other colour (not Gold, Silver, or Red tokens) is zero.
- Most of one colour            = 12 points (3 players)  
   = 10 points (4 –5 players)  
   = 8 points (6 players)
  - If two player tie, then divide by two.
  - If three or more then zero.
- If a player has at least one token of each 5 colours = 5 bonus points.