



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

DRAKON – QUICK NOTE

OBJECT: 2 TO 6 PLAYERS
First player to collect five gold coins wins.

SET-UP:

1. Place start chamber in the center of table (a dragon on top of a pile of coins).
2. Deal 4 tiles to each player.

TURN:

- **PLACE AND DRAW**
 - a. Must be adjacent to an existing chamber.
 - b. Arrows of two chambers **cannot** face each other.
 - c. If no more in draw pile, then no more draw.

OR MOVE

- a. Move in the direction of the arrows.

SPECIAL TILES:

- **MAGICAL SHIFT** (a brick doorway)
 - a. Choose one tile in play in which no heroes are standing on and replace it with one in your hand.
 - b. Chamber you have taken goes in your hand.
- **DESTROY A CHAMBER** (a red brick wall with a skull)
 - a. Choose one chamber in play on which no heroes are standing on and discard it to the draw pile.
 - b. Destroying a tile can disconnect the board.
- **DRAKON'S DUE** (a red hand with long finger nails dropping a coin)
 - a. Put one of your coin (if any) on the start chamber.
- **MAP CHAMBER** (a parchment)
 - a. Remove a random chamber from an opponent hand and place it in your hand.
 - b. Now a player has one less tile and you have one more.
 - c. If a player has no more tiles, then he can only move.
- **FIND A GOLD** (a gold coin)
 - a. Take a gold coin from the Dragon's Hoard.
- **HEAVY GALE** (a red blowing cloud)
 - a. On the next turn, the hero **must** move three chambers at once.
 - b. Must be legal path and ignore the actions of the chambers the hero passes through.
 - c. If a hero move through "Magical Vortex" or "Master Key" chambers, treat them as having arrows pointing in all legal direction.
 - d. **May not move** hero if there are not at least three chambers through which the hero can move.
- **STRONG WIND** (a blue blowing cloud)
 - a. Same as "Heavy Gale" but only move two spaces instead of three.
- **MASTER KEY** (a gold key)



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- a. On the next turn, the hero may leave through any four exits, even moving against the arrows of adjacent chambers.
- MIND CONTROL ORB (a green crystal ball)
 - a. Move an opponent hero one legal space, unless “Magical Vortex” (move to any chamber), “Strong” and Heavy Gale” (must move two or three spaces).
 - b. The moved hero must follow the action of the chamber.
- ROTATE A CHAMBER (a wooden wheel with spokes)
 - a. Rotate any one chamber 90 or 180 degrees, as long as it lines up legally.
- START (a dragon on top of a pile of coins)
 - a. If there are any coins in this space, the hero takes them all.
 - b. This chamber cannot be destroyed or removed.
 - c. It can rotate.
- STEAL A COIN ON THE LEFT (a left hand taking a coin)
 - a. If any, take a coin from the player on the left.
- STEAL A COIN ON THE RIGHT (a right hand taking a coin)
 - a. If any, take a coin from the player on the right.
- MAGICAL VORTEX (a red whirlpool)
 - a. On the next turn, move hero to any chamber.
- WISHING WELL
 - a. Discard a coin to the Dragon’s Hoard.

VARIANT:

- Each hero has a special power that can be used once per game.
- Use special ability before or after taking normal turn.
- Use the hero ability counter to keep track on the usage of special power.
 1. WIZARD
 - Ability to move out of a room in any direction.
 2. BARBARIAN
 - When the Barbarian is in the same room as another hero, the Barbarian may push the opponent hero to another chamber in a legal direction.
 - The other player must follow the chambers direction.
 - The Barbarian takes a random chamber from the pushed opponent and adds the chamber to his own hand.
 3. THIEF
 - Take a coin from one opponent whose hero is in the same chamber as the thief.
 4. DWARF
 - Immediately discard two chambers to the bottom of the draw pile and draw two new chambers.
 5. KNIGHT
 - If an opponent tries to steal a coin from you, or you are about to lose a coin, use the special ability to prevent the coin lost.
 6. AMAZON
 - Move your hero one additional chambers along a legal path. Follow the instructions of both chambers.