

Dragonslayers

A game of slaying dragons and gaining treasure, gold and glory

For 1 – 10 players

By Andreas Propst

Table of Contents:

- 1.) Preface
- 2.) What You Need to Play
- 3.) Setup
- 4.) How to Win the Game
- 5.) Getting the Game Started
- 6.) The Game Begins
- 7.) Slaying Monsters and Reaping Rewards
 - a. In Solo Games
 - b. In Multiplayer Games
- 8.) Equipment

1.) Preface:

Once upon a time there was a kingdom covered with an endless, almost impenetrable wilderness. In the dark depths of the forests and swamps of this realm, horrible beasts and dragons lurked, often terrorizing the helpless farmers and village dwellers of the kingdom. In order to make an end to the terror and rid the country from the bestial scourge, the king summoned the bravest and most fearless heroes from all four corners of the country. He sent them on a noble quest to free the country of all dragons and foul beasts, to make the kingdom a safe place to live in.

Unfathomable peril, but also treasure, gold and glory await the fearless Dragonslayers!

2.) What You Need to Play

- Some six-sided dice
- A multitude of counters and chips to represent Life Point/Defense stats and Gold. Each chip represents 50 Gold.
- An Initiative Token (only in multiplayer games)
- The Dragonslayers cards

3.) Setup

Shuffle the Adventure Pile (AP) which contains Monsters, Terrains, Locations, Spells and one Curse card and put it on the playing field face down. Then shuffle the Treasure Piles (TP Lv. I – III) and the Hero Pile and arrange them face-down as indicated in the diagram below. Lastly, place the Alchemist's Lab Pile (A), The Blacksmith Pile (B) and the Woodworker Pile (W) as shown below. They do not need to be shuffled and players may look at them at any time.



4.) How to Win the Game

The goal of the game is to defeat Grimlock the Cruel, the fiercest of the draconian scourge that has overcome the kingdom, within four years' time. A year is one cycle through the Adventure Pile. You need not defeat all of Grimlock's cohorts but you will want to in order to acquire gold and precious treasures that will help you to beat the game. At the end of year 4, your party of Heroes will face Grimlock and all of his Minions which you did not slay previously in an epic end battle (It is considered year 5 and no Terrain effects apply.)

5.) Getting the Game Started:

Starting with the youngest player, each player picks a starting Hero from the Hero Pile by revealing the top 3 cards and picking one. Then that player puts the two other Hero cards on the bottom of the Hero Pile in any order. Clockwise, players proceed choosing Heroes in this manner until everyone has a starting Hero. In a multiplayer game, the youngest player receives the Initiative Token. It is passed counter clockwise from one player to the other at the beginning of each turn. The player who has the Initiative Token is the current leader. Then, each player receives 50 gold. It is now year 1 and the game can begin...

6.) The Game Begins:

The first turn of the game begins by the leader revealing cards from the top of the Adventure Pile. This is what happens when a certain type of card is revealed:

- Location:

Upon revealing it, the leader may decide to visit any location and apply its effect or use the services provided there as stated on the Location card.

- Terrain:

Once revealed, Terrains are placed on the Terrain Pile. Terrains have certain effects on Hero or Monster stats. Only the topmost Terrain card is active. Each Terrain has 3 different effects corresponding to the current year. So in year 1 the first effect takes place, in year 2 the second and in year 3 the third. During year 4, use the third effect. In the final battle against Grimlock in year 5, ignore the effects of Terrain.

- Spell:

The leader takes the Spell card and puts it aside face-down. It can be used any time by revealing and purging it (removing it from the game).

- Monster:

When a Monster card is revealed, your party must attack it if its Level is equal or lower to the current year. If the Monster's Level is higher than the current year, the leader may decide to evade it and not battle against it. How battling a Monster works is described in detail below. After you encounter a Monster, whether fight or flight, the turn ends and the Initiative Token is passed on to the next player. Then the next turn starts.

When the Adventure Pile is empty, shuffle all cards from the Discard Pile and Terrain Pile to form a new Adventure Pile. The topmost card of the Terrain Pile remains where it is and is not shuffled with the other cards. It will be the starting Terrain for the next year. Do not shuffle purged cards back in (cards that were removed from the game by some effect). The year advances by one.

7.) Slaying Monsters and Reaping Rewards:

a) In Solo Games:

When your party fights gets into a fight with a Monster, the Hero or Monster with the highest INIT-value (yellow) strikes first. If a Monster and a Hero have equal INIT, the Hero may strike first and if two Heroes have the same INIT, the leader decides who goes first. Besides INIT, Monsters and Heroes have an ATK- (green) and a DEF-value (blue, keep record with blue counters) as well as a number of Life Points (red, keep record with red counters). Heroes and Monsters may also have some special abilities as indicated on the card. An attack is carried out by rolling a six sided die and adding the ATK-value to the outcome. The ATK-throw of the attacker is subtracted from the defender's DEF-value. When the DEF-value of a Hero or Monster drops to zero, he/it loses one Life Point (LP) permanently. The DEF-value returns to its original height. If a Hero or Monster loses

his/its last LP, he/it dies. When all your Heroes are dead, you lose the game. When you manage to kill a Monster, you get a reward as indicated on the card (usually some gold and a treasure from one of the 3 Treasure Piles). After the Hero or Monster with the highest INIT carried out his/its attack, the Hero or Monster with the second highest INIT-value may attack and so on. The Monster always attacks the Hero with the lowest DEF-value. If two or more Heroes have the same DEF, you decide who is attacked. A battle is fought until either all Heroes are dead or until the Monster is slain. There is no way to retreat from a battle once you started it except for using the Spell "Teleportation (Does not work when battling Grimlock).

b) In Multiplayer Games:

When a Monster attacks (when its initiative comes due), it performs an Attack-Throw. The result of that throw is used against each player. If a player has several Heroes, the attack goes against the lowest DEF hero, with that player breaking ties (as in the solo game). If a player has been eliminated, the extra attack is skipped -- there is always exactly 1 monster attack per player left in the game.

In a multiplayer game, the Monsters are also harder to kill. For each player number, there is a "Boost Card" you use to augment all monsters. E.g. there is one for 2 player games, one for 3 player games, and so on. The card is two sided - a red side that shows mostly bonus LP and some bonus DEF and a blue side that shows mostly bonus DEF and some bonus LP. Each Monster is either marked as red or blue, and the corresponding side of the Boost Card is used.

Each player receives the full gold reward of the defeated Monster, but players may not share gold and equipment (except at the Trader location). If there are items as rewards, the Player who deals the killing blow gets the Treasures, and everyone else gets a gold substitute (50/100/150 for a Level I/II/III Treasure).

A player who loses his last Hero is temporarily eliminated from the game, and he gives all of his items and gold to the current leader. At a tavern, you can buy a new Hero for an eliminated player for only 200 gold (bringing them back into the game), instead of 300 gold to buy an extra hero for yourself. When you bring a player back into the game, they always start with their original starting character.

If the team defeats Grimlock, all surviving players win (and all dead players lose). If all players are out of the game at any one time, everyone loses.

8.) Equipment:

Each Hero can have 1 Shield, 1 Weapon, 1 Armor and any number of Trinkets equipped, but may carry any number of items with him. Wielding a two-handed weapon prevents the use of a Shield. Also, a Hero may use a Dagger as a second weapon instead of bearing a

Shield. Cursed Items must be equipped. They can not be sold or traded amongst players, but can be discarded at the Witch's Hut or transmuted by the Spell "Transmute".
At the Blacksmith and Woodworker you may buy as many Items as you want in turn order, starting with the current leader. Items that were destroyed or lost due to some effect always return to their source deck.