Escape the Dragon

GAME RULES

Kids went for a walk and got carried away wandering off so far from the village that they stumbled upon a sleeping dragon. Now they have to return home before the dragon wakes up. Help them overcome all obstacles and get back home.

1–6 players

GAME OVERVIEW

Every turn you roll 3 dice: two of them indicate which bridges the kids can walk on and the third one allows you to cast a spell. Decide together which path is the best for the kids to follow. If at the end of your turn at least one kid has reached the village, the dragon keeps seeing the same dream as before. If no one has reached the village during your turn you have to discard a dream token. When you run out of dream tokens, the dragon wakes up. Get all the kids back home before that to win!

5 and up

COMPONENTS

▷ Double sided game board
▷ 8 Kid standees
▷ 1 Sleeping Dragon standee
▷ 10 plastic stands
▷ 12 Dream tokens
▷ 2 Bridge dice
▷ 1 Spell die
▷ Game rules

15–20 minutes

SETUP

Before your first game, insert the Kid standees and the Sleeping Dragon standee into the plastic stands. Note that the Dragon standee requires 2 stands, after all it is a giant fire-breathing dragon, not some tiny lizard!

1. Choose the side of the game board you want to play on — the winter side or the summer side. Place the board at the center of the table.

2. Place the Sleeping Dragon standee onto the pillows at the top of the game board.

3. Place the 8 Kid standees onto the shore next to the dragon — this is where their way home will begin.

4. Take 8 Dream tokens and place them next to the game board, beside the dragon.

Note: you can adjust the difficulty of the game by changing the number of Dream tokens. The more Dream tokens there are the easier it is to escape the dragon. When playing with small children we recommend using 10–12 Dream tokens.

5. Choose the first player (let it be the most dressed up player among you). This player receives the three dice.

You are ready to play.

GAME OBJECTIVE

Escape the Dragon is a cooperative game: you win or lose together as a team. Your objective is to lead all the kids to the village before the dragon wakes up.

A river with a bunch of small islands separates the kids from their home. The kids walk from one island to another using bridges. There are six types of bridges in the game:
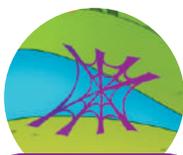
tree	branches	ladder	rocks	planks	spiderweb

You win if all Kid standees get to the village before you run out of Dream tokens.

GAMEPLAY

The first player rolls all three dice at once — 2 Bridge dice and 1 Spell die. Afterwards, discuss together what is the best way to use the results of the roll, however the final decision comes down to the player that rolled the dice. All symbols featured on the dice are explained in "Dice" on page 5 as well as in the memo on the last page of the rulebook.

You can use the dice in any order, skipping the ones you do not want to use. You can even use none of the dice if you feel like the results of the roll could spoil your chances of winning!

After you have used the dice, the dragon tries to wake up. If **during this turn** none of the Kid standees reached the village, discard 1 Dream token back into the box. If at least 1 Kid standee reached the village, do not discard any Dream tokens this turn.

Example: During her turn, Mary moved a Kid standee from an island to the village. This means she will not have to discard a Dream token this turn.

Then pass the dice to the next player in clockwise order.

DICE

Bridge die

A Bridge die allows you to move one kid along a bridge of the type indicated on it. After moving the kid has to arrive at another island or the village. The kids that have reached the village cannot be moved backwards.

Example: *If you have rolled a tree on one of the dice, you can move one of these kids to another island.*

There are two identical Bridge dice in the game. In one turn you can move 1 Kid standee twice or 2 different Kid standees once each, using the results of the roll.

Example: *Anny rolled a tree and planks on the Bridge dice. She moves a Kid standee along a tree to a new island. Then she moves the same standee along the planks.*

Spell die

Casting a spell is an ability that allows the kids to reach the village more quickly. During each turn you will roll 1 Spell die and get a spell you can cast before, after or in-between using the Bridge dice.

Types of spells

Triple chance. You can reroll an unused die up to three times. You can reroll the same die several times or reroll several different dice 3 times in total.
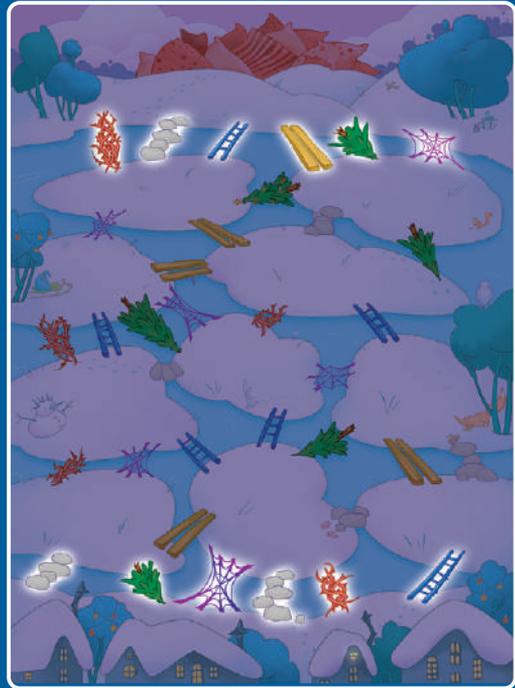
Flight. Choose an unused Bridge die and turn it to any side you like.

Seven-league boots. Choose a Bridge die. You can use the result of the roll of this die twice during this turn.

Invisibility. Move 1 Kid standee along any bridge from the shore near the dragon lair to an island or from an island to the village without using Bridge dice.

When using the Invisibility spell, you can move a kid along any one of the bridges highlighted in the illustrations above.

Sound asleep. Do not discard a Dream token during this turn (even if you are supposed to discard it).

Lucky you. You can cast any spell from the list above.

EXAMPLE OF A TURN

Anny rolls three dice. She rolls a ladder and branches, as well as "Flight" on the Spell die.

Anny moves the standee of a boy in a yellow hat along branches to a new island, then casts the "Flight" spell to turn the other Bridge die over to the spiderweb side and moves the same Kid standee to the next island.

During Anny's turn none of the kids reached the village so she discards 1 Dream token back to the box.

Now it's Mary's turn. She rolls the dice: she rolls planks and branches on the Bridge dice and "Lucky you" on the Spell die. Mary moves the standee of a girl in a yellow hat along the branches and the standee of a boy in a green hat along the planks and then uses the "Lucky you" spell that allows her to cast any spell of her choice. Mary chooses the "Sound asleep" spell and does not discard a Dream token.

END OF GAME

If all eight kids reach the village — the **players win**.

If you have to discard a Dream token and there are none left, the dragon wakes up and the game ends immediately and the **dragon wins**.

CREDITS

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DICE MEMO

 Bridge dice

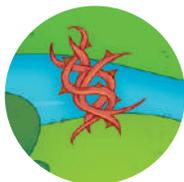|				
	Tree			**Rocks**

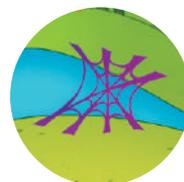**Tree**

Rocks

Branches

Planks

Ladder

Spiderweb

 Spell die

Triple chance. You can reroll an unused die up to three times. You can reroll the same die several times or reroll several different dice 3 times in total.

Flight. Choose an unused Bridge die and turn it to any side you like.

Seven-league boots. Choose a Bridge die. You can use the result of the roll of this die twice during this turn.

Invisibility. Move 1 Kid standee along any bridge from the shore near the dragon lair to an island or from an island to the village without using Bridge dice.

Sound asleep. Do not discard a Dream token during this turn (even if you are supposed to discard it).

Lucky you. You can cast any spell from the list above.