

DRAGON SCHOOL HEROES

RULEBOOK



AGES 8 AND UP



2-5 PLAYERS



30 MINUTES

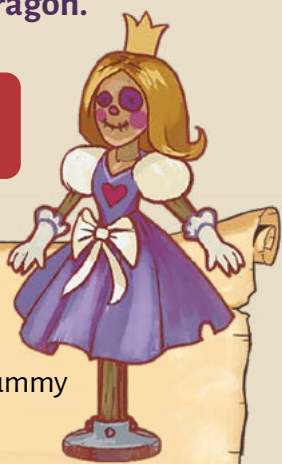
ABOUT THE GAME

Rules are designed to be read together with adults.

Over in the lands of princesses, rescuing them is not only a heroic deed but a noble profession. The Hero Academy takes care of preparing them for their journey. Here they take the SAT's — the Savior Aptitude Test. Its kind of like hurdling but the hurdles can bite. Roll the dice, move your hero and become the first to defeat the dragon.



Go forth, savior of princesses*!



*As per the resolution of the Control of Princess Population Committee, the school uses a dummy instead of an actual princess.

COMPONENTS

- ◆ Game board
- ◆ 72 event tiles
- ◆ 3 Dragon HP tokens
- ◆ 44 treasure cards
- ◆ 5 hero cards
- ◆ 5 hero standee with 5 stands
- ◆ 1 die
- ◆ Rulebook

SETUP

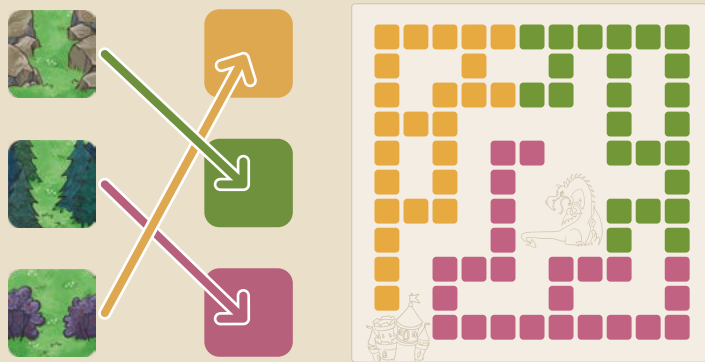
Punch out all standee, tiles and tokens before your first game. Insert the standee into their stands.



- 1 Place the game board at the center of the table.
- 2 Divide the tiles into three stacks, each with a different picture on the back. Shuffle each stack without looking. Do not mix tiles with different backs.



- 3 Choose which group of tiles you would like to start your journey with. Lay that group of tiles out onto the path from the Academy until the end of the first section. The sections on the board are marked for your convenience. Then lay out the second and third groups of tiles onto the remaining sections.



You can lay the groups out in different order to create new adventures in future games.

- 4 Place the Dragon HP tokens into the Dragon Cave so that they cover up the Academy Cup.

- 5 Choose your hero! Each player receives a hero card and the respective standee. Return all unused standee and hero cards to the box.



- 6 Find the starter weapons in the treasure deck. The hero that uses a particular starter weapon is depicted on the card. Each player takes their respective starter weapon card and places it in front of themselves. Return all unused starter weapon cards to the treasure deck.



- 7 Shuffle the treasure deck and place it next to the game board. Leave room for a discard pile.

- 8 Place your hero standee onto the picture of the Academy. This is the start. You are ready to play!



The youngest player goes first.

GAME FLOW

On your turn roll the die and move your standee forward as many spaces as there are dots on the die.

The heroes move across the spaces on the board. Event tiles are laid out on top of the spaces. They may be removed during the game but the heroes still have to move across the spaces.

A standee can land on an event tile that is facing down or up. If the tile is facing down, open it — flip it when you land on it. Play out the tile's effect (see Event Tiles on p. 5).

You can use your hero's ability or a treasure card both before and after playing out the effect of an event tile.

Pass the turn to the player on your left.

The game continues until one of the players delivers the final blow to the Dragon (see Battle With The Dragon and End of Game on p. 8). This player becomes the winner.

TURN EXAMPLE

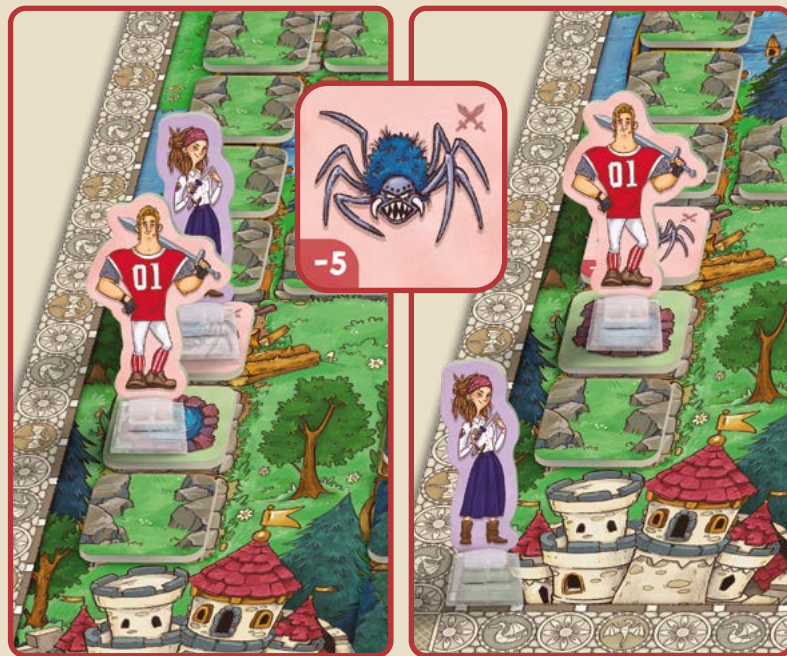
Jane and Roy are playing. Roy goes first.



He rolled a 2 on the die, moved forward and opened a Portal (see Portals on p. 6). There are no other portals opened yet so Roy stays in place.



Jane rolled a 3 on the die and landed on a Spider. She moves 5 spaces back and returns to the starting space — the Academy.



EVENT TILES

Event tiles are **activated during your turn** when your standee lands on one regardless of whether it was opened by you or another player.



If after playing out the effect you moved and landed on another event tile, play its effect out as well. There is no limit to how many times in a row this can happen in one turn.

If you landed on a space with no event tile nothing happens.

During your turn only!

If another player made your hero move outside your turn, the event tile effects do not affect you. Ignore the event you land on.

Event tile effects



Each event tile has an effect that is indicated in the bottom left corner. Usually, it's a single action.

For example, if you land on the Steed, you have to move 4 spaces forward.

See reference!

The symbols on event tiles and cards and their meanings are listed on the last page of this rulebook.

Sometimes two effects can be combined. See such effects below.

Choice

If there is a slash between two effects on an event tile, you must choose which effect you would like to play.



For example, when you land on the Hedgehog, you must either discard a treasure card 🍎 or move three spaces back.

Condition and result

Some event tiles feature an arrow. The condition is indicated to the left of the arrow and the result is indicated to the right. The result can only be played out if the condition is met.

- ◆ You must always meet the condition if you are able to do so.
- ◆ If you have met the condition, you must play out the result.



For example, if you have landed on the Cliff and you have the Rope card, you discard the Rope card and move 5 spaces forward. If you do not have the rope card, you stay in place.

Event types


Bonuses and danger

Green and yellow tiles cannot be removed from the board with abilities or weapons. The tiles are marked by color for your convenience. Landing on green tiles is beneficial! But yellow tiles might hinder you.



Enemy



Red event tiles are marked with a **X** symbol. This symbol can be found in the top right corner. This symbol indicates an enemy. They can be defeated with a  card or with Oswald's ability.

If you have defeated a **X**, return it to the box without playing out the effect.

Event examples

Portal



If you have landed on a portal see if there are **any more opened** portals on the board.

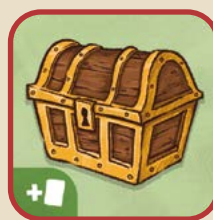
- ◆ **No other opened portals.** Nothing happens. Your hero stays in place.
- ◆ **One other portal is opened.** Move your hero to the other portal regardless of how far it is.
- ◆ **Several other portals are opened.** Find the closest portal and move your hero to that portal. The closeness of portals is determined by the number of spaces between them. The portal can be ahead or behind your hero, depending on how lucky you get! If several portals are equally far away from your hero, choose which portal you would like to move to.

Portals work both ways for everyone!

- ◆ If there are other heroes on the same portal tile as you, all of them **teleport with you**.
- ◆ If there are other heroes on the portal you are moving to, that hero and your hero **switch places**.

Example. Elizabeth, Max and Oswald are playing. There are two open portals on the board. Elizabeth is standing on one of them and Max is standing on the other. Oswald takes a turn and lands on the portal that Elizabeth is standing on. Oswald and Elizabeth both switch places with Max.

Treasure chest



If you land on a chest tile, take the top card from the treasure deck (see Treasure on p. 9).

Door in the Forest and Baba Yaga



When it comes to ancient magic, you better be obedient!



If you must skip your turn, put your standee on its side. Your hero will spend their next turn to get back up.

Door in the Forest. Skip your next turn. Then pick your standee up and move 8 spaces forward without rolling the die. This is considered a regular turn. You move 8 spaces forward even if your standee was moved by another hero while you are skipping your turn.

Baba Yaga. Skip your next turn. Then draw two cards from the treasure deck and take your turn as usual.

You sly dog!

If you use a treasure that allows you not to skip your turn, the effect still applies. Use it at the beginning of your next turn. Lucky you!

Example. Jane lands on a Door in the Forest. She must skip her turn but she uses a treasure card. She passes the turn onto Roy. During his turn Roy makes Jane move 2 spaces back. When it's Jane's turn again, she moves 8 spaces forward without rolling the die.

Good luck!



Roll the die to find out if the effect applies. Yes, even a bad one!

Some cards and tokens feature the ✨ symbol. This means that you must roll the die. If you roll a number with this symbol, it means the effect applies. The number itself does not matter in this case.

Frog Princess



Repeat the move that made you land onto the Frog Princess.

For example, if you moved 5 spaces forward and landed onto this tile, move 5 spaces forward one more time. If you moved 2 spaces back, move 2 spaces back one more time.

TILE LOOPS

This game includes tiles with identical values both positive and negative. Sometimes they can create an endless loop on the board if placed in a specific way. If you've opened an endless loop, you must break it. Remove all tiles that require players to move back from the board. Leave the hero standee on the space with the last opened tile.



Example. During his turn Max landed on a Magic Pike. He moved 2 spaces forward and opened a Skeleton Archer. The Skeleton Archer requires Max to move 2 spaces back but if he does that, he will land on the Pike again. This way his turn will never end! Max removes the Skeleton tile and stays on that space.



Sometimes several tiles can create an endless loop. The rules remain the same. Remove all tiles that require players to move back and leave your standee on the space of the token you opened last.



A 4-tile loop. The school administration suspects that someone placed them like that on purpose.

BRANCHING POINTS

There are many branching points on the board. You choose which way to go but you **must always be moving towards the Dragon**.

When you retreat you can also choose the way to go and move onto another path. But make sure your path of retreat does not lead you closer to the Dragon by another path.

When in doubt about the path to take see reference on the last page of the rulebook.



FIGHTING THE DRAGON AND END OF GAME




So, one of the heroes has reached the Dragon cave! **Stop on the cave**, as shown in the illustration. The cave is considered the last space. Disregard any remaining steps you were supposed to take.

Now you must defeat the Dragon!

The Dragon has 3 health points. They are indicated by the 3 tokens located on the cave. The player that delivers **the final blow** and removes the last HP token wins. Hooray to the winner of the Hero Academy Cup!





If a hero reaches the cave, they can attack the Dragon during the same turn. To do this, **roll the die once**.


- ◆ If you roll a  symbol, you deal the dragon 1 damage. Remove 1 HP token from the cave.

- ◆ If you don't, the Dragon attacks you with its fire breath. Move back as many spaces as the number on the die says. The event tiles work as usual.

The dragon is considered a  for all abilities and treasures.

- ◆ You can additionally attack the dragon with a weapon! Discard the  card and remove one HP token. If you have several  cards, you can use all of them.


◆ You can use treasure cards and hero abilities to not move back.

Example. Roy was on the path at the beginning of his turn. He rolled a 5 on the die and moved into the cave. During the same turn Roy attacks the Dragon. He rolls a 3. The Dragon breathes fire. Before retreating, Roy uses a comet and removes one HP token from the cave. After that Roy uses his ability, rolls a  and stays in place.



The school administration withholds information on whether or not this dummy was previously used for combat training. But now it's definitely a princess. She has a gold crown, a kind heart and... a wooden leg. Hey! Proper heroes don't look at princesses' legs!

HERO ABILITIES

Each hero has a unique ability. You can use it **once per turn**. If you roll a number with a  symbol, the ability applies. The number itself does not matter in this case.

One turn – one die roll for movement. If after you roll the die, you land on events that made you move several times, all these movements are considered to have been made during one turn.

When you land on an event tile, you can use your ability before the tile effect applies. You do not have to use the ability if you don't want to.

TREASURE

Card anatomy

Effect in short **1**
Type of card, if any **2**
Name of treasure **3**
Effect of card **4**

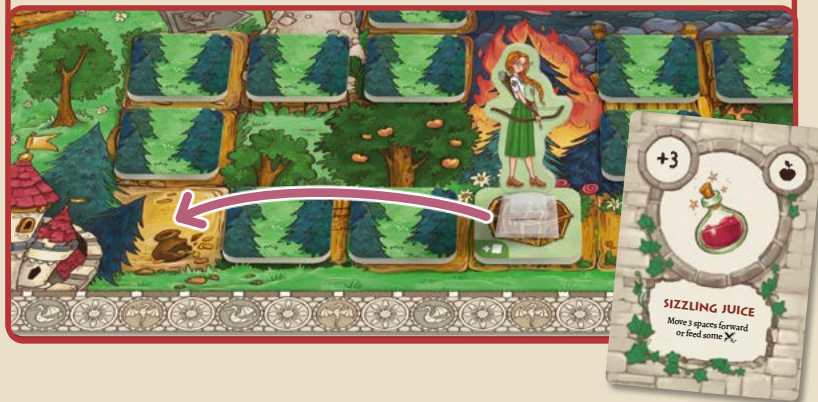


You can find useful treasures that might help you along the way in chests and other places on your path. **All treasure cards are single-use** and are discarded after you use them.

At any point of your turn, you can use treasure cards. This way you can avoid negative events and their effects!

If you received treasure, you can use it in the same turn!

Example. Elizabeth landed on a chest and received the Sizzling Juice card. She used it and moved 3 spaces forward.



During your turn you can use any number of treasure cards.

You cannot use treasures during other players' turns unless it is specified on the card.

A hero can carry 6 treasures at the same time. If you received more, discard all extra cards of your choice.

ADVANCED RULES

Want more chaos and hurdling on the board? Then allow players **to move both forward and backwards!** Sometimes this can be beneficial. You might land on a portal or a chest!

This rule applied **for the die roll only**. The negative and positive numbers on tiles work as usual.

Example. Jane's roll was unlucky. She rolled a 1. She analyzed the path and saw a chest she could land on by walking backwards. Will she be lucky enough to draw 2 treasure cards?



FAQ

— I landed on the Cannon. Can I move 4 additional spaces back, not forward?



— No. You cannot change the direction of such tiles. You must move 4 spaces forward.



— I used the Frost card on another player when he was skipping his turn. Does he move back?

— Yes. The player must move back. This does not affect the turn skip.



— Can I use the hero ability and then the treasure card?

— Yes. Even if the hero's ability does not work the way you want, you can use a treasure card to fix the situation.



— I took a turn, used my hero's ability and gained an extra turn from a tile. Can I use my hero's ability again?

— Yes. If you gained an extra turn from a tile or a treasure card, it is considered a separate turn. But remember that if you haven't used the ability during the first turn, you cannot use it twice in the second turn.

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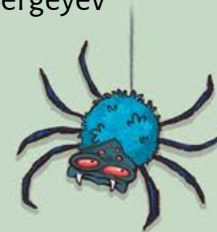
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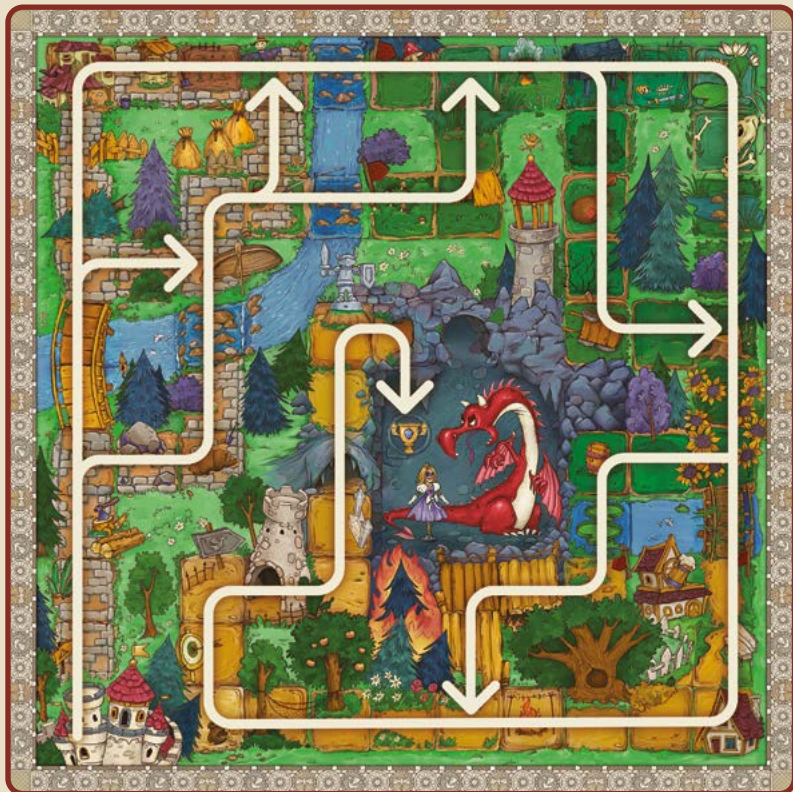
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Rules version 1.0





















REFERENCE

DIRECTION OF MOVING FORWARD



LEGEND

- +1** Move forward the indicated number of spaces.
- 1** Move back the indicated number of spaces.
- x2** Repeat the move that brought you onto this tile.
-  Take another turn. Roll the die and move your standee forward the respective number of spaces.

-  Skip a turn. Place your standee on its side. The next turn will be used to get back up.
-  During your turn roll the die and move back the respective number of spaces. This is considered a regular turn.
-  Draw one card from the treasure deck.
-  Draw two cards from the treasure deck.
-  Discard any treasure card without using it.
-    Discard the treasure card of the indicated type.
-  Symbol of choice. Use the action to the right or left from it.
-  Symbol of condition and consequence. Fulfill the condition on the left if you can. If you did, use the action to the right of the symbol.
-  Check. Roll the die. If you rolled this symbol, the effect applies. This is not always beneficial.
-  Enemy.
- TREASURE CARD TYPES**
 -  Weapon. You can use it to defeat a .
 -    Food, rope and cross..