







Game Design: Evgeny Kolodin Artwork: Natalya Efremova and uildrim

GAME OVERVIEW

Dragon School Heroes is a simple competitive roll-and-move game where the goal is to reach the Dragon's Cave and defeat him first.

GAMEPLAY



Roll the die and move forward.



When you reach the Dragon, roll the die to deal him damage 🎎.



After each roll the Dragon will strike back making you move back the amount of spaces on the die.

Be the first to deal the final damage to the Dragon to win!

Open tiles on which you stopped and perform their actions.



Move 4 spaces forward



Skip your next turn. Then you'll move 8 spaces forward



Choose: discard a Treasure card of this type or move 3 spaces back

Use hero abilities and treasure cards to avoid negative tile effects, move effectively across the board and fight the Dragon.



KEY SELLING POINTS

- ▶ Simple rules and dynamic combat against monsters
- ▶ Variable gameflow
- ▶ Beautiful humorous style illustrations



PRACTICAL INFO

CONTENTS

Game board, 75 tiles and tokens, 44 treasure cards, 5 hero cards, 5 hero standees, 5 plastic stands, 1 die, Game Rules





Size: 255x255x62 mm





