1-6 5+ 15-20

ESCAPE THE DRAGON

Game Design: Galina Petrova
Artwork: Sergey Dulin, Svetlana Pikul, Maria Stankevich, Maria Zarubina

GAME OVERVIEW

Escape the Dragon is a cooperative game in which you will help kids escape from the Dragon and get back home. Rolling dice and choosing the best paths, all the kids have to reach the Village on time, or the Dragon will wake and they'll lose.

GAMEPLAY

On your turn, roll the 3 dice and decide together with the other players how to use them:

BRIDGE DICE

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.

SPELL DICE

Casting a spell is an ability that allows the kids to reach the village more quickly.

For example, you can reroll dice or turn them, get extra movements or be quiet not to wake the Dragon.

You can cast a spell before, after or in-between using the Bridge dice.

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.

GAME END

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**.

KEY SELLING POINTS

- Double sided game board with different combinations of islands
- Gameplay is suitable for preschool children
- Communication and opportunity to raise team spirit

PRACTICAL INFO

CONTENTS
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

MSRP: €20

BOX
Size: 277x194x67 mm

RIGHTS except