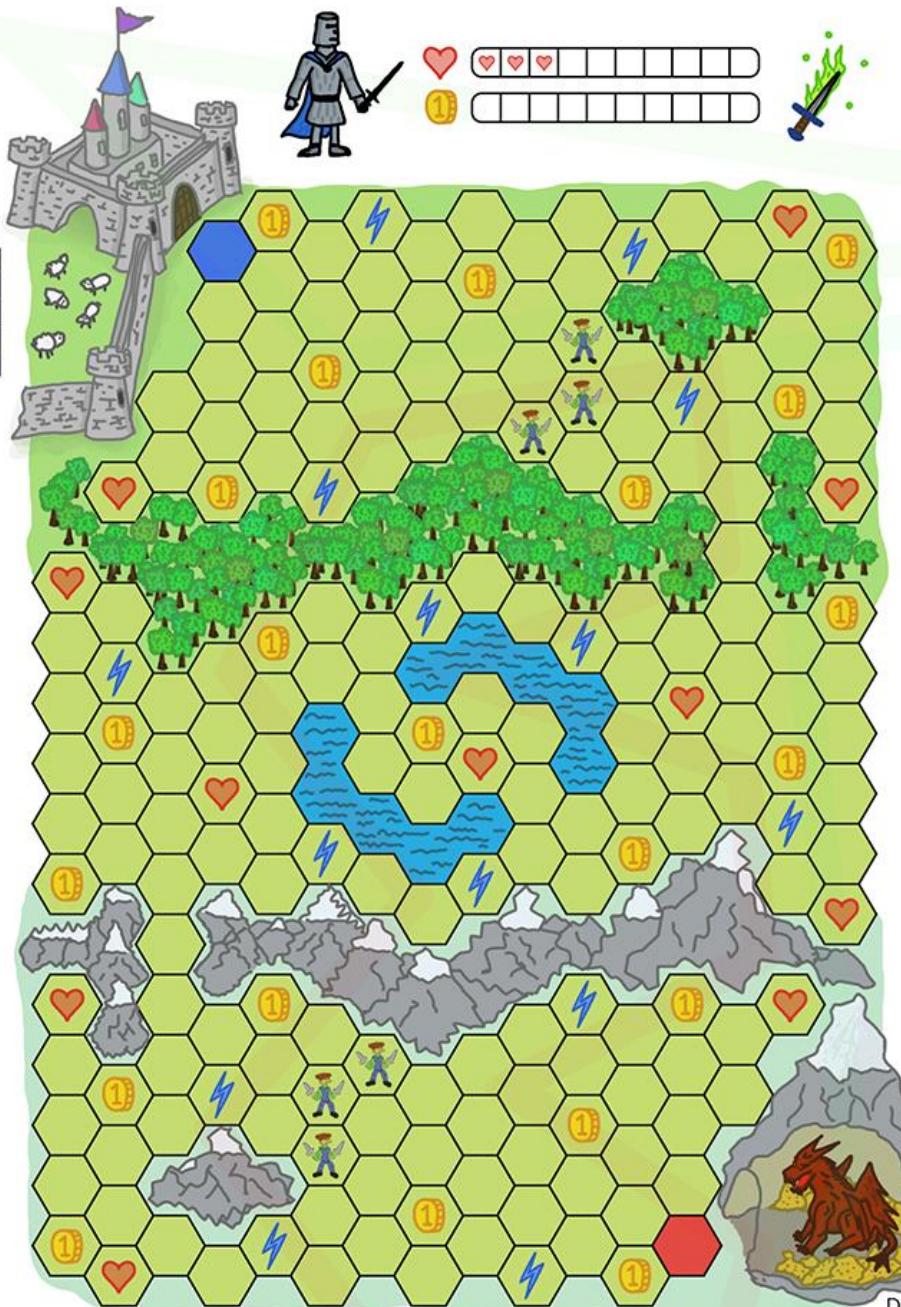
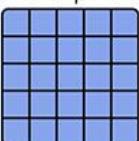




Castle's health points



THE DRAGON VALLEY

Knight

Your Kingdom is used to live in grand style with great feasts and expensive festivals
But now the Kingdom is almost a bankrupt and really needs money
Your goal is to overcome the path, defeat the Dragon and take his gold

You start playing on the cell near the Castle

Wizard

Strangers always want to steal your gold
You put to guard the gold a Dragon
But the Dragon can't hunt while he is on duty
So you have to feed him
Your goal is to overcome the path, destroy the Castle and steal sheep for your Dragon

You start playing on the cell near the cave

Rules

You roll one dice and make the number of steps
You can step to any adjacent cell

You can't move through:
 forest
 water
 mountains



At the start of the game you have 3 lives

During the game you can collect:



Each energy charge allows you to make 3 more steps
You can't collect more than 10 lives and 10 coins

Every time you meet a thief on your way you have to give him 1 coin or 1 life

If you have collected 10 coins you buy a
Poisoned Sword that multiplies the power of your strikes by 2

After reaching the cell near the cave
you start to fight with the Dragon
You roll the dice and cross off the number of Dragon's health points
After each of your strikes, the Dragon strikes back and takes one of your lives
If your lives run out before the Dragon's health, you lose

If you have collected 10 coins you buy a
Fiery Flail that multiplies the power of your strikes by 2

After reaching the cell near the Castle
you start to battle with the Castle defense
You roll the dice and cross off the number of Castle's health points
After each of your strikes, the Castle defenders strike back and take one of your lives
If your lives run out before the Castle's health, you lose

Battle

If you met each other on the same cell, you can ignore it or arrange a battle
After one player declares the battle, another player makes first strike
The player rolls the dice
If the dice shows 1, 2 or 3 it means that opponent is managed to dodge the strike
If the dice shows 4, 5 or 6 the strike takes one opponent's life
The battle continues until one of the players lost all lives

Terms of the Win

You have reached your goal before your opponent or
You have defeated the opponent in the battle

You can add your rules to the game

Have fun!

