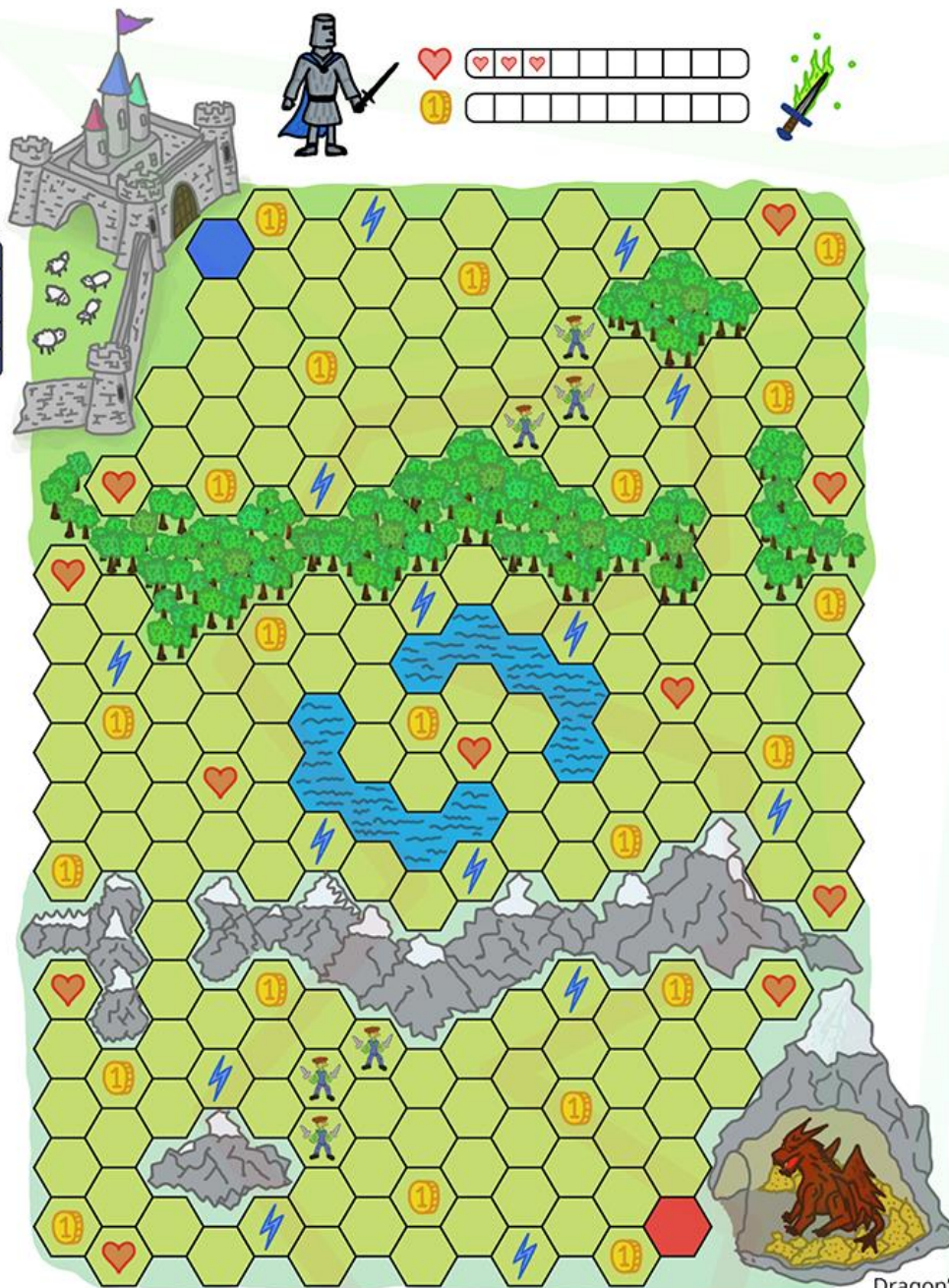
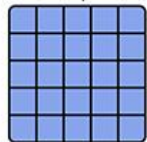
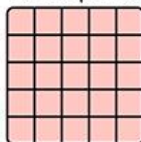




Castle's
health points



Dragon'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:



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!

