

Monster Maker Board Game: Dragon Attack! Main Rules

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0. Introduction

Come to think of it, the Dragon may be the one who was attacked. The humans showed off their own power by stealing the Dragon's treasure, and taking it as their own.

Finally the Dragon let out its anger, and began its revenge on the human kingdom of Silverado. The nearby villages burned from its breath, and every temple was destroyed. The Dragon is now proceeding towards the Royal Palace. Is there anyone who can stop the Dragon?

"Dragon Attack!" is a simple fantasy board game. The players become adventurers, and traverse Silverado forming a party to stand against the Dragon. However, killing the Dragon is not the only objective. To revive the ruined Silverado will require vast amounts of money. In the end, when the Dragon is slain, the player with the most treasure becomes the true victor, and receives glory for a long time.

1. Game components

"Dragon Attack!" uses the following components:

1) Pieces

- * Player counters: 6 counters, back side is white
- * Dragon counters: 4 counters, back side is yellow
- * Treasure counters: 46 counters, back side is brown
 - ** Amongst the treasure counters, there are character, monster, boat, Dragon Slayer, and gold piece counters.

2) Map

In the center of the map, the space labeled '13' is Silverado's Royal Palace. The 6 spaces around it are broken up into colors, and each color corresponds to that player's counter. These spaces are each player's starting point. The numbers '1' through '12' are marked elsewhere on the map. These represent the local villages and temples, and also the path through which the Dragon attacks. The

Dragon starts from '1', and proceeds in order along the path to go to Silverado's Royal Palace.

3) Dice

2. Game setup

First, each player chooses which player counter they will play. They then place that character's counter on the same colored starting point. Player counters not chosen are not used.

Mix the treasure counters well face down. Place 1 on each space marked with a star, and on each of the villages and temples '1' through '12'.

Place the Dragon counters in a stack in 2-3-4-5 order (5 on top). The number represents the Dragon's strength. At the beginning of the game, the Dragon has not yet appeared on the map.

Decide who goes first either by rolling the dice or by rock-paper-scissors. After the first player, the turns go clockwise.

3. How to play

When your turn comes, perform the following actions. You may not 'pass'.

1) Roll 1 die

If a '1' is rolled, the dragon moves to the next village. With this, your turn ends.

On a '2' through '6', you may move a number of spaces up to the number rolled.

2) If your player counter ends its movement in the same space as a treasure counter, you may turn it over. Refer to chapter 6.

3) If your player counter ends its movement in the same place as another player counter, you may duel or trade. Refer to chapter 7.

With that, your turn ends, and it becomes the next player's turn.

4. Dragon's movement

When you roll a '1' for movement during your turn, the Dragon moves. The Dragon always moves from one numbered space to the next higher numbered space. The spaces in-between are just passed over.

Whenever there is a treasure counter in the village the Dragon moved to, it is taken by the Dragon. Turn the

counter over, and place it on the outer edge of the map. If it is gold coins or an item, think of it as stolen by the dragon. Think of a character as captured, and a monster as eaten.

If there is a player counter where the Dragon moves to, there is a battle between the two. Refer to chapter 8.

If the Dragon enters the '13' space (the Royal Palace), the kingdom of Silverado is destroyed. If there is someone there, they may fight the Dragon. If that person is defeated, or there is no-one in that space, all of the players lose.

5. Players' movement

Your player counters may move a number of spaces equal to the number rolled for movement. However, if you roll a '1', you move the Dragon and then your turn ends.

As long as it is within your movement range, you may move in any direction. However, you may not enter any other player's starting point space. You may move to a space with someone else's player counter, but you cannot pass through.

Movement to river and sea spaces must be done a special way. If you start your turn on a village that is on the same space as sea, you can roll the die as normal and move as many spaces as you like. In this case, you count sea and river spaces as 1 space, just like any land space. However, you must end your turn on land (but not necessarily a village). If you have a boat counter, and you start your turn on a space that is shared with a river or sea, you can immediately move to any other space that is on a river or sea. There is no limit to distance. After that, you roll the die as normal and can move a number of spaces equal to your roll (a '1' still causing Dragon movement instead).

6. Searching

If you end your turn on the same space as a treasure counter, you examine that counter by turning it over. If that piece is:

- 1) A gold coin: You may take the gold coin(s). Place the counter in front of you. If you bring the counter to your starting point, you can set it there. If you do so, you don't have to worry about other players stealing it, and it will count towards victory (refer to chapter 9).
- 2) A boat or Dragon Slayer: You may take it. Place the counter in front of you. If it is a boat, you may move on sea and river spaces (refer to chapter 5). If it is a Dragon Slayer, it will be useful in fighting the Dragon (refer to chapter 8).
- 3) A mounter: You fight that monster. Refer to chapter 8, and begin combat.

4) A character counter: That character will join your party. However, characters of the same class cannot be in the same party together. As there are 4 classes (F: Fighter, M: Magic User, E: Elf, and D: Dwarf), there can be at most 4 characters (including you) in a party. Character counters that cannot join you are turned face down (although everyone has had a chance to see it) and left on the space.

7. Trade and battle with other player counters

If you end your movement in the same space as another player, you battle with that player. However, if both players agree, they may avoid combat and instead trade treasure counters. Rather than trading, it is acceptable for one player to give an item to the other player freely. After trading, the player counter that was just moved may move 1 space in any direction. That space must be completely empty, with no other counters. If there is a battle, refer to chapter 8.

8. Battle

Battles can occur with monsters, other players, or the Dragon.

1) Battles with monsters:

You roll dice equal to the number of player and character counters in your party (a maximum of 4). You compare the highest number rolled to the number on the monster counter. If it is equal, roll again. If you roll higher than the number on the monster counter, you are victorious. Place that monster piece on your starting point.

If you roll lower, then all of your treasure counters in front of you (gold pieces, items, and characters) are stolen by the monster. Place the treasure counters under the monster piece. Also, your player counter is moved a number of spaces equal to how much you lost by. The person to your right moves your player counter. The space you are moved to must have no other counters, and may not be a river or sea space. No river or sea space may be crossed over with this movement. You then lose 1 turn while resting.

A player that defeats a monster that stole a player's treasure counters takes the monster counter as well as all the treasure counters stolen by the monster (with the exception of characters that cannot join their party).

2) Battle with other players:

Both players roll the dice in the same way as a battle with a monster. The player that wins may take all the treasure counters from in front of the losing player. The player that lost is moved by the winning player the same way as if they were being moved due to losing a battle with a monster piece, and loses a turn while resting.

3) Battle with the Dragon:

The Dragon is handled the same way as monsters. However, to defeat the Dragon, a total of 4 battles must be won.

First, battle the strength 5 Dragon. If you win, you must battle repeatedly, the 2nd time at strength 4, then 3, then 2. If victorious, the Dragon counter is removed. However, if you lose at any point in the battle, all items you have in front of you are stolen by the Dragon. You are moved by the player to your right in the same way as if you lost to a monster, and you lose a turn resting. If the Dragon lost a counter (was wounded/weakened) in combat, it remains in the weakened condition.

If you have a Dragon Slayer while fighting the Dragon, the number of dice you may roll is increased by 1 (to a maximum of 5).

If the Dragon is defeated, the game ends, and you proceed to determine the victor.

9. End of game and victory

If the Dragon enters the Royal Palace, and is not defeated there, all players lose.

If the Dragon is slain, the person with the most gathered at his starting point is the winner. You add up your gold pieces and defeated monster counters and compare. The player with the highest total wins. You do not receive special points for gold pieces in front of you (that you did not place in your starting point).

The player who has slain the Dragon receives all treasure counters the Dragon stole, and adds them to their points received above.

Optional method to resolve ties: In the event of a tie, the player that has slain the Dragon is the victor. If none of the players with the most treasure were the ones to slay the Dragon, the one with the most treasure in front of them is the victor.