

Monster Maker Board Game: Dragon Treasure Main Rules

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1. Introduction

"Dragon Treasure" is a game where the purpose is to retrieve the treasures stolen by a Dragon. Each player becomes the lord of a castle, and sends small armies out to search for the Dragon's lair.

However, you never know when the Dragon will wake up. Be careful...

This game can be played by 2-4 players.

2. Game components

This game includes the following components:

- 1) Counters (1 sheet); there are the following types:
 - * Army counters (5 each in 4 colors, total of 20)
 - * Character counters (white back, total of 28)
 - * Treasure counters (brown back, total of 7)

- 2) 1 map

- 3) 2 dice

- 4) 1 instruction book

3. Game setup

Each player chooses a color to play, and places all of their army counters on the space on the map with the same color castle.

Place the 7 treasure counters so that no-one knows what they are face down, 1 on each of the Dragon's lair spaces.

Put all the character counters in a cup. Each player draws 4 character counters and keeps them in front of them face down. Other players may not look at your character counters.

Roll dice to determine who is first, and turns continue clockwise from that player.

4. Sequence of play

When your turn comes, roll 1 die.

- 1) If you roll a '2' through '5', you can move your army counters a total of that number of spaces (refer to chapter 5).

- 2) If you roll a '1', the Dragon goes berserk (refer to chapter 6).

- 3) If you roll a '6', draw 2 character counters from the cup. Or, if you have lost army counters, you can instead return 1 to play in your castle. If there are no counters left in the cup, and you have not lost any army counters, your turn ends with nothing happening.

After this, your turn ends, and it becomes the next player's turn. This continues until someone is victorious.

5. Moving counters

If a '2' through '5' is rolled, you can move your army counters a total of that number of spaces.

You can either move 1 army counter the full amount rolled, or split up your movement as desired amongst your army counters.

For example, if you roll a '4', you can move 1 counter 4 spaces, or move 2 counters 2 spaces each, or move 1 counter 3 spaces and another 1 space, and so on.

You do not have to use all of your movement. You can move only some of the allowed spaces, or even not at all.

Army counters can move to any space on the map, even a space containing another player's castle.

You cannot move other players' army counters.

If your army counter enters a space containing another player's army counter, it must stop, and a battle occurs (refer to chapter 7).

Other than on your castle, you can only have 1 of your army counters per space.

Examining and carrying treasure:

When you enter a space containing a treasure counter, you can examine the counter.

If that counter was face-down, turn it face-up so everyone can see it. If it is a treasure, your army that found it can

carry it. If it is the Dragon, you must fight it (refer to chapter 7). Either way, you can continue movement with either that army counter or another after you are done with resolving the treasure counter.

If you enter a space with a face-up treasure counter, you can choose to leave it and continue on with movement. Also, you can drop a treasure at any time during your movement.

Just as with army counters, there can only be 1 treasure counter per space except on castles.

6. Dragon frenzy

A Dragon frenzy only occurs if the Dragon counter is face-up. If a '1' is rolled while the Dragon counter is still face-down, nothing happens and it becomes the next player's turn.

The player that caused the Dragon to go berserk rolls 1 die, and moves the Dragon a number of spaces up to that number. If the Dragon enters a space with someone's army counter, a combat occurs.

7. Combat

If an army counter enters a space containing another player's army counter, or an army counter and Dragon counter are in the same space, a combat occurs.

1) Combat between armies:

The players involved in combat each take 1 character counter and reveal them face-up at the same time. As long as you have at least 1 character counter, you must choose 1 and play it. A player without any character counters has a strength of 0. A character counter has a strength value equal to the number printed on it.

The character counters' strengths are compared, and the higher one wins the combat. If their numbers are the same, it is a draw, and combat continues with a 2nd character counter being played by each player. If combat continues with draws until both players run out of counters, the player whose turn it is considered to have lost with a difference of 1.

The player who wins the combat moves the losing player's army piece a number of spaces up to the difference in combat values. The losing player's treasure counter (if any) is left in the space.

If you are victorious in another player's castle space, you can instead take 1 treasure from that player's castle and move your army a number of spaces equal to the difference in strength values in combat. If the player in the castle wins, it is treated as normal.

Used character counters from both sides are returned to the cup (perhaps to be drawn by another player and change sides).

2) Combat with the Dragon:

The Lord of the army that is fighting the Dragon chooses and plays 1 character counter, with a strength equal to that counter. The Dragon rolls 2 dice and has a strength equal to the total. After that, the values are compared and the winner of the battle is determined that same as for battles between armies.

If the Dragon loses, the Lord of the army that won can move the Dragon a number of spaces equal to the difference in strength values.

If the Dragon wins, that army is eaten, and the army's counter is removed from the board.

Used character counters are returned to the cup.

8. Victory

The game ends at the moment a player wins by collecting 3 treasures and bringing them back to their castle.