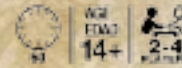


DRAGON ISLAND



COMPONENTS



Wizard's Keep and 4 Wizard Start Tiles



160 Energy Cubes



50 Dragon Figures



1 Large Tile Bag



4 Wizard Screens



40 Treasure Map Cards



20 Pet Dragon Cards



13 Buildings:
4 Pens, 5 Lairs
and 4 Spires



4 Wizard Figures



20 Wild Tile Markers



20 Captured
Dragon
Tokens



28 Fame (1)
Markers



40 2-sided
Terrain Tiles



40 Gold Pieces



20 Treasure
Found
Markers



30 Fame (5)
Markers

OBJECT OF THE GAME

You are a Wizard sent to explore and conquer an uncharted island inhabited by dragons. You will gain fame and fortune by capturing and taming the great beasts, while also building structures to help you in your quest. The Wizard accumulating the most Fame once the Island is completely explored will be the winner.

SETUP

1 Each player chooses a color and takes the corresponding Wizard Figure, Wizard Screen, Wizard Start Tile, Dragon Pen Tile and 5 Pet Dragon Cards (1 of each color). Randomly decide who will be the start player. Play proceeds clockwise around.

2 Place the 40 Double Sided Terrain Tiles into the Large Tile Bag.

2 Player Game: Remove 22 random Terrain Tiles from the Large Tile Bag and play until all the Tiles are gone.

3 Player Game: Remove 16 random Terrain Tiles from the Large Tile Bag and play until all the Tiles are gone.

4 Player Game: Remove 12 random Terrain Tiles from the Large Tile Bag and play until all the Tiles are gone.

(Players can opt to play longer games by increasing the number of Tiles on the Island. Just make sure each player will get an equal number of turns.)

3 Put the 5 Pet Dragon Lair markers, 20 Captured Dragon Tokens, 20 treasure markers and the 4 Energy Spire markers next to the play area.

4 Shuffle the 40 Treasure Map Cards and place in a face down deck off to one side.

5 Place the Dragon Figures and the Energy Cubes (sorted by color) next to the play area. This forms the Dragon supply and the Energy Cube supply.

6 Place the 40 Gold Pieces in a pile next to the play area. This is the Bank.

7 Place the Wizard's Keep Start Tile in the middle of the play area.


8 Each player draws a random Tile from the Large Tile Bag.


9 Each player draws 2 Treasure Map Cards and keeps 1. Place the other one on the bottom of the Treasure Map Card deck.




During the game you will keep all your Energy Cubes, Gold Pieces, Fame Points, Treasure Map Cards and Tiles behind your Wizard Screen. Your Pet Dragon Cards start behind your screen and are put in front of your screen when you get a Pet.


THE ICONS ON THE TILES


 1 WIZARD'S KEEP

 10 TELEKINESIS TILES


 10 STORM TILES

 30 DRAGON/BUILD TILES
(Dragon Icon and Build Icon)

 10 BUILD TILES

 10 WILD/BUILD TILES

 4 WIZARD'S TOWER START TILES

 10 DOUBLE DRAGON TILES
(2 Dragon Icons)

GAME CONCEPTS

ACTIVE ENERGY (AE): This is the color of the Tile you are on and the color of every Tile touching the Tile that you are on. **When Building or Capturing Dragons, these are the only colors of Energy Cubes you can use. AE** can be Blue, Green, Red and/or White. Gold Coins are never **AE**.

WIZARD'S TERRAIN: This Terrain matches the color of your Wizard. Whenever you are Capturing Dragons or Building on your Terrain, the cost is reduced by **1 AE**.



GAME PLAY

ON YOUR TURN: 8 Possible steps - (3) *Optional*, (2) *Conditional*, (3) *Mandatory*

1 Place a Tile and Produce (*Mandatory*)

Place a Tile on the board. Each Tile is double sided and you choose which side will be face up when you play it. *The first Tile you place will be your Wizard's Tower Start Tile. Whenever placing a Tile, that Tile must touch the Wizard's Keep Tile or at least 2 other Tiles.* After placing, take 1 Energy Cube / Gold Coin for the Tile you placed plus 1 Energy Cube / Gold Coin for each Tile that is touching the Tile you placed. If you placed a Wild Tile, declare what color it will be for the rest of the game and place a triangular color marker on it. You may never choose Gold for a Wild Tile.

SPECIAL: The Wizard's Keep Start Tile acts like a Gold Tile for production but is not considered a Gold Tile in any other situation. The Wizard's Tower Start Tiles act as the Terrain of their color and produce Energy of that color.



2 Place Dragons (*Conditional*)

If there are any Tiles on the board containing Dragon Icons which do not already have Dragons OR Buildings built on them, place 1 Dragon (matching the color of the Tile) on each Dragon Icon. If there are no dragons of that color in the supply, the Icon remains empty.



3 Move Dragons (*Optional*)

You may spend Gold to move Dragons from one specific Tile to any other Tile on the Board (Pay 1 Gold Coin to the Bank per Dragon you want to move in this fashion).

Dragons moved into a Dragon Pen can no longer move and can only be Captured by the owner of the Dragon Pen. You may never move a Dragon to the Wizard's Keep Start Tile.



4 Move your Wizard (*Mandatory*)

On your first turn you can only move your Wizard onto the Wizard's Keep Start Tile or your own Wizard's Tower Start Tile. Thereafter, you must always move your Wizard so that you end your turn on a different Tile.

Wizard Movement:

- (A) Move 1 space in any direction to an adjacent Tile.
- (B) If you own a Pet Dragon, your Wizard may fly to any Tile that matches the color of your Pet and then either move 1 space in any direction, OR end your turn on that Tile.
- (C) You can teleport to the Wizard's Keep Start Tile and then either move 1 space in any direction, OR end your turn on the Wizard's Keep Start Tile.

5 Deal with any Dragons on the Tile you moved to (Conditional)

When you arrive on a Tile with at least one Dragon, you must deal with them before anything else. *If you do not have what you need to Tame or Capture them, then you cannot move to that Tile.*





There are two ways to deal with Dragons:

- A Taming a Dragon:** If there is only one Dragon on the Tile, you may Tame this Dragon and make it your Pet. You may only have 1 Pet of each color of Dragon. Place the Dragon Pet Card for the color you wish to tame in front of your screen face up. Place 3 Gold Coins on it, along with the dragon from the Tile. From now on, you have the Power of that Pet Dragon as long as there is at least one Gold Coin on the Card. If the gold is all lost, you immediately lose the Pet. Place its card back behind your screen and its Dragon back in the supply.
- B Capturing Dragons:** If 1 or more Dragons are on the Tile, you may Capture them by paying 10 Active Energy. If the Tile you are on is your Wizard's Terrain, then the Capture costs only 9 Active Energy.
- Gain 2 Fame for the first Dragon of each Color you Capture
 - Gain 1 Fame for each of the remaining Dragons.

Return all Captured Dragons to the supply and put your Fame behind your screen. Take Captured Dragon Tokens matching the color(s) of any Dragons you have not captured before and place them in front of your Screen.

Once you have dealt with the Dragons on the Tile, you are free to do the Action of the Tile.

6 Do the Action shown on the Tile you are on (Optional)

If the Tile has a Build Icon , Map Icon , Telekinesis Icon  or Gold Coin Icon , you may perform that Action (see "The Actions of the Tiles").

7 Play a Treasure Map Card (Optional)

Treasure Map Cards may only be played on the Tile you moved to, as long as it does not already have a Treasure Found Marker on it. When playing a Treasure Map Card, X is the Tile you are on, and the adjacent Tiles **MUST MATCH** the other Tiles listed on the card and return the card face down to the bottom of the Map Deck. Place a Treasure Found Marker on the Tile.

8 Draw a Tile (Mandatory)

Draw a random Tile from the Tile Bag and put it behind your screen.



Successful Match



Unsuccessful Match



TYPES OF BUILDINGS



Dragon Pen

Gain 2 Fame for building. Each player has their own Dragon Pen. Dragons moved to a Tile with a Pen are added immediately to that Pen.



Energy Spire

Gain 3 Fame for building. The Tile with the Spire on it now produces 2 Energy of its color (Gold Mines produce 2 coins) when Producing.



Pet Dragon Lair

Gain 1 Fame for building. You must have a Pet Dragon of that color before building the Lair for that Dragon. Place your Pet Dragon back in the Dragon supply. Your Pet Dragon Card will not have a Dragon on it (showing that you have it in its Lair). Once built, the Pet Dragon Card will no longer lose Gold when a Storm Tile is played.

Note that there is only 1 Dragon Lair for each color of Dragon, so only one Pet of each kind can be protected.

THE ACTIONS OF THE TILES



Wizard's Keep Start Tile

The Action on this Tile is to take 2 Gold Pieces. Dragons can never be placed on this Tile nor can Treasures can ever be found on this Tile.



Build Tiles (Build Icon)

This Icon will be found on 10 Build (only) Tiles, 10 Wild Tiles and 30 Dragon/Build Tiles. If the Tile is empty of Dragons and Buildings, you may build there. All Buildings cost 5 Active Energy. Remember to deduct 1 from your cost if you are Building on your Wizard's Terrain. Place the Building on the Tile and gain the appropriate Fame for that building. If a Dragon Icon is on that Tile, place the Building over it as Dragons cannot appear where there are Buildings.



Wild/Build Tiles (Build Icon)

When you land here you may follow Build Tile rules.



Telekinesis Tiles (Wizard Icon)

If you land on an Telekinesis Tile you gain 1 Energy Cube/ Gold Coin from the Telekinesis Tile PLUS 1 Energy Cube/Gold Coin from each Tile emanating in ONE straight direction from the Telekinesis Tile.



Wizard's Tower/Map Tile (Map Icon)

If you end your move on a Map Tile, draw 2 Treasure Map Cards and choose one to keep. Place the other face down at the bottom of the Treasure Map Card Deck.



Storm Tiles (Cyclone Icon)

This Tile's action takes place immediately upon being placed onto the board. All players' Pets (other than the Pets of the Wizard who placed the Tile) immediately lose 1 Gold. Pets in a Pet Dragon Lair are immune to the Storm. Each other Wizard also loses 1 Energy Cube / Gold Coin of the Storm Tile's color. The Storm Tile then produces normally for the player who placed it.



Double Dragon Tiles (2 Dragon Icons)

The Double Dragon Tile itself has no action on it and it produces normally. However, in the Place Dragons step of the turn, you place up to 2 Dragons on the Tile, one for each empty Dragon Icon.

THE PET DRAGONS AND THEIR ABILITIES

Owning a Pet Dragon allows you a different move. Your Wizard can fly to a Tile matching the color of your Pet. You may stop there or continue from there onto an adjacent Tile.

ADDITIONAL POWERS:

The White Pet Dragon



Pay 1 less Active Energy when Building.

The Red Pet Dragon



Pay 1 less Active Energy when Capturing Dragons.

The Gold Pet Dragon



When you successfully play a Treasure Map card, gain +1 Fame.

The Blue Pet Dragon



When drawing Treasure Map Cards, draw 3 and keep 2. Place the other face down beneath the Treasure Map Deck.

The Green Pet Dragon



When Taming a Dragon, take 1 Gold Coin from the Bank before placing 3 on the Pet Dragon Card.

END GAME

When a player plays the last Tile, the game ends when that player completes their turn.

- Count up the Fame acquired during the game.
- Add 1 Fame for each Gold Coin remaining on any Pet Cards you still have.

The player with the most Fame is the winner. In case of a tie, the player who captured the most different color Dragons is the winner. If still tied, the player with the most gold left behind their screen wins.

CREDITS

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