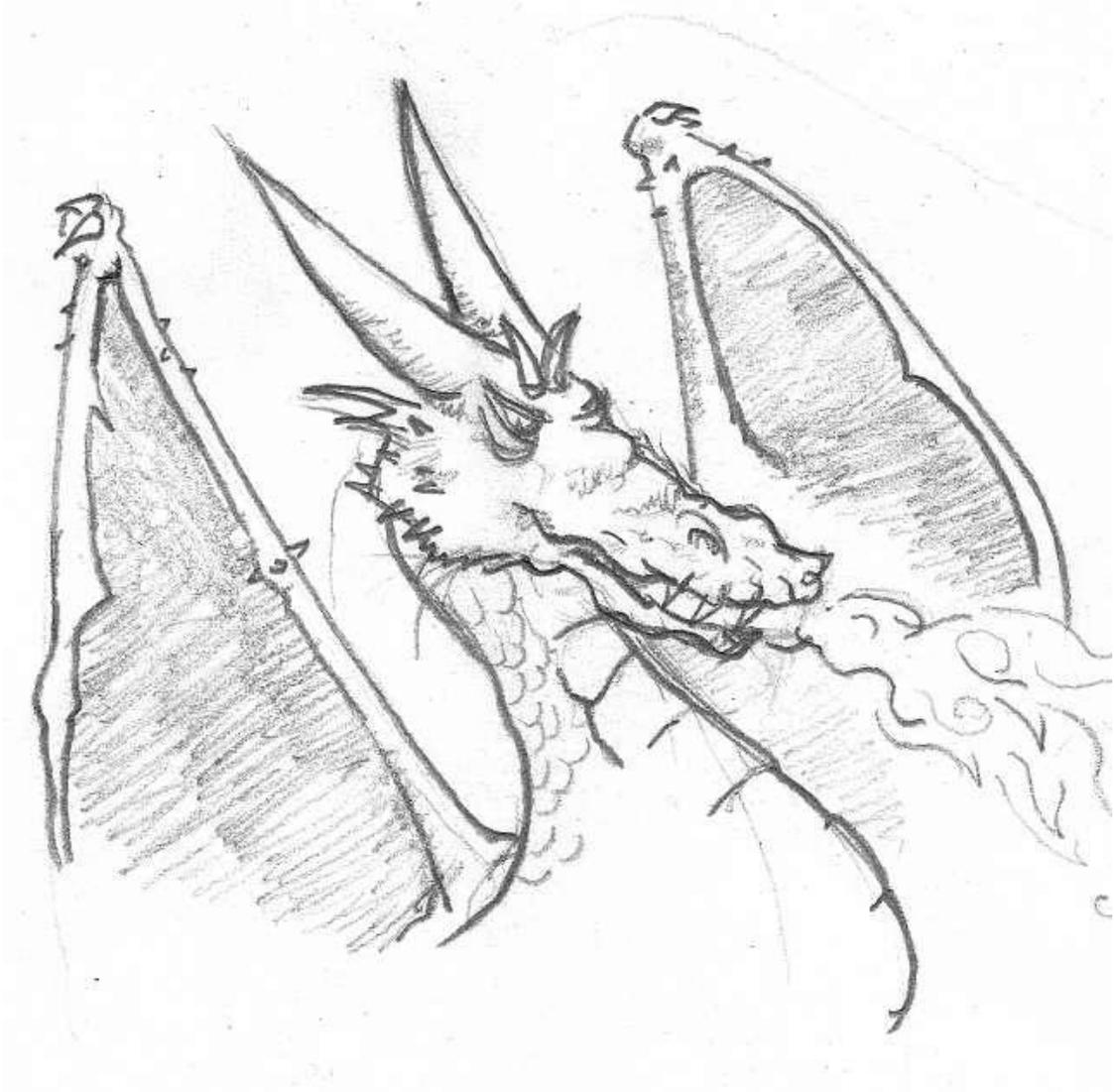


DragonSlayer: The Game



The DragonSlayer Paper Game

Introduction

A dragon has been terrorizing your town and you have set out to slay it. Through careful investigation and tracking you have discovered the lair where the dragon stays most of the time. So now you are going to step into that lair and engage the dragon in mortal combat. Who will win?

In this game you are the Dragon Slayer. The object of the game is to face the Dragon in combat and win.

Well, all you have is a simple sword and that will almost definitely not be enough to defeat the dragon. But you do have options. On the Game board you will see seven chambers. They are numbered 1 – 7. In each chamber there is a beast. From the start point you can enter chamber #1 and battle the beast inside. If you kill it you can collect a reward. That reward will be a weapon that you can use to battle the dragon with. You can then move into the dragon's chamber and battle it. Or you can move to the next chamber, battle a stronger beast, and collect a stronger, more powerful weapon.

The choice is yours. The more chambers you survive through the better the weapon you will have for battling the dragon. But as you progress through the chambers the beasts become more powerful and more difficult to defeat.

A quick note: Every corridor has an aura of healing. So after battling a beast you move through a corridor into either the next chamber or into the dragons lair and you are healed back up to full health for the next battle.

Building the game and preparing to play.

There is the game play instructions, which you are reading, the rule book, the game board, and the parts sheet. You can print out this packet and glue the parts sheet and the game board to cereal box cardboard for durability. Then you cut out all the various game pieces and the dice and you are ready to play.

Playing

This game is dice oriented and the roll of the dice determines a lot of things in the game. Place your player piece on the start square. This is the official start location. Move your piece into chamber one and combat with the beast inside will begin. Now you refer to the section titled "Chamber 1" in the rule book to find out how to battle this creature.

Once the battle is over you then have the choice (if you won the battle) to move on to chamber 2 and face the beast in there or move into the dragons chamber and face the dragon. Whichever choice you make you refer to that chamber in the rule book to find out how to battle the creature. And if you have won a DragonSlayer weapon in a previous chamber you can now use it in this chamber. But you must discard your old weapon. It can no longer be used.

You can continue to move up through the chambers numbered 1-7 and face stronger and stronger beasts to get bigger and better weapons to fight the dragon with.

Note though: You can only carry so much! So, as you gain a new DragonSlayer weapon you have to leave the last one behind!

About the DragonSlayer weapons 1-7. These correspond to actual dragonslaying weapons that I have created. And I have youtube videos showing them working. Now, as of the creation of this game I only have created 1-5. Dragonslayers 6 and 7 are not yet built but if you play this game you can get a tiny sneak peek of what they will be 😊



DragonSlayer 1: Single Barrel Bazooka



DragonSlayer 2: Double Barrel Bazooka



DragonSlayer 3: Very big guided missile Bazooka



DragonSlayer 4: The Rocket Sword



DragonSlayer 5: The Tank



DragonSlayer 6, 7 (The Lightning Sword of Osiris and the Magneto Ferro Draconian Armor and Sword)

Quick Synopsis of the Rules

1. Move into a chamber 1 and battle the beast with your sword. If you win you now discard your sword and the prize weapon you get (DragonSlayer 1) you can now use to either face the dragon or to face the beast in chamber 2.
2. As you pass through the corridor into the next chamber you are healed
3. Face the next beast with the dragonslayer 1 and if you defeat it you now get the dragonslayer 2 weapon to face the next beast. Leaving the dragonslayer 1 weapon behind.
4. Continue on up through the chambers collecting a more powerful weapon with each win and leaving behind the older weapon. Until you decide you are strong enough to face the dragon.
5. At any point you can move into the dragons lair and face the dragon.

Quick Tip: Each chamber is harder to defeat and each chamber gives you a more powerful weapon. If you can get all the way to chamber 7 and collect that weapon you are almost guaranteed a win against the dragon. I don't recommend you even try the dragon until at least you get through 4 chambers. But then again this is your game and you are the hero 😊

How to begin game play:

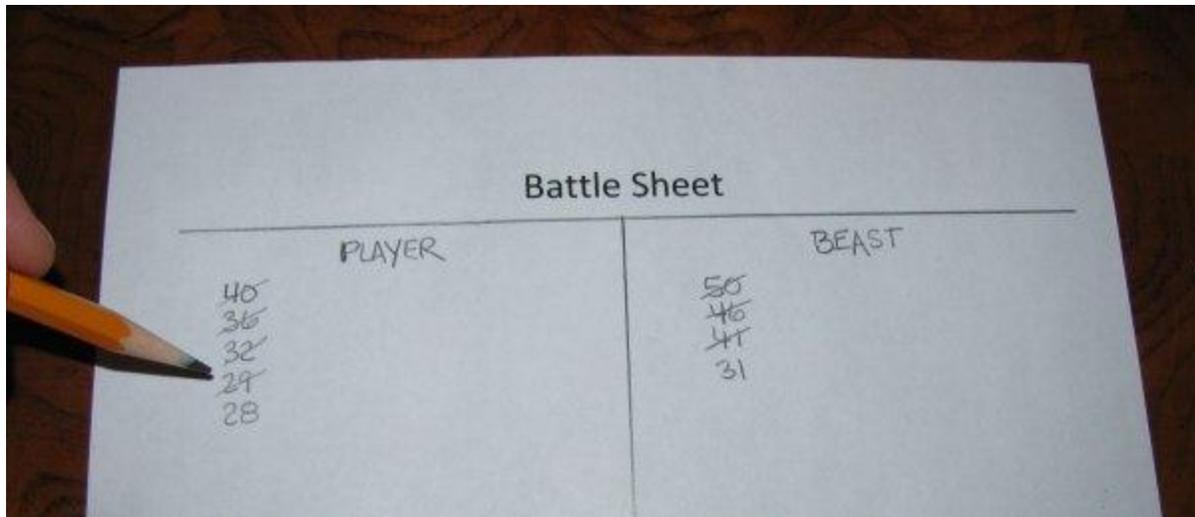
Place your player's piece on the start square. Place the dragon's piece in the large square which is the dragon's lair. (He will patiently await you to gain enough courage to face him.)

As you collect a new weapon take the token for it and place it in the active weapon circle so you know which weapon you have. Remove the previous weapon token from the game board. It is no longer active.

Note: Once you enter a chamber you cannot exit until either you or the beast is dead.

Keeping Track of Combat:

You use the battle sheet to keep track of combat. The picture below shows you how. You put your current health in the left column and you put the beast's health in the right column. As you progress through the game the rulebook will tell you the health of each beast that you face and your health will change. You take the first turn, roll the dice and apply the damage to the beast by subtracting from his health. Cross out the old health and write its new health. Then it attacks you. Roll the dice to see the attack then subtract that from your health. Cross out your health and write the new health. When either you or the beast goes to zero or below zero the battle is over. If you went to zero you have died and the game is lost. If the beast went to zero you have won the battle and you can pass through the healing corridor to the next chamber or the dragon's lair.



Let's Begin Walk-thru to help you get started

1. (After you have glued all the pieces to cardboard) Place the player piece on the start location and the dragon piece in the big dragon's lair square.
2. Place the simple sword token on the circle marked active weapon
3. Move your player piece into chamber #1
4. Refer to the rule book for chamber #1 It says your health is 40 so write 40 on the Battle sheet in the player column. It says the Beast is a Gnome with a health of 25 so write 25 in the beast column. Your sword does 1 to 6 damage so roll a six sided die and whatever number comes up that is the damage you did to the skeleton. On the battle sheet you subtract this from its health of 25 to get its new health.
5. The skeleton now takes its turn. It does 1 to 6 damage so roll a six sided die and whatever number comes up you subtract that from your health on the Battle Sheet.
6. Continue with this battle back and forth until you or the skeleton is dead at zero health. If you have won take the dragonslayer 1 token (reward for this battle) and place it on the active weapon circle. Remove the sword token from the board. It is no longer needed.
7. Now you can either move into the dragons lair and face the dragon or move into chamber 2 and face the next beast. As you pass through the corridor your health returns to full. In this case it is 40 so write that down on your battle sheet.
8. Note: As you progress through the chambers you will be rewarded with health increases. These increases become your new Base Health. So when you enter a new chamber you write your new base health down. The only time you use 40 is just before the first chamber battle.
9. Continue this process, following the rule book until you conquer all the chambers and then the dragon or until you conquer the dragon!

RULEBOOK

Chamber 1:

You step into chamber 1 and you see a Gnome! Write its base health of 25 in the beast column of the battle sheet. Let the battle begin! You have a simple sword that does 1 to 6 damage so you attack first and roll the dice. Whatever you roll you subtract on the battle board from the Gnome's health. Then the Gnome goes. It does 1-6 damage so roll the die and subtract that number from your health. Battle back and forth like this until you or the Gnome is dead. If you win you get the reward of the DragonSlayer 1. Take that token and place it on the active weapon circle –discard the sword token.

Because of the battle you have gained in health. Roll the die 1 time (1 to 6) and whatever number comes up this is **your new base health**. Write this number down on the battle sheet for the next battle.

You pass through the corridor into the next chamber or the dragon's lair and your health heals up to your new base health.

Chamber 2:

This chamber has a Skeleton. It is a bit tougher than the Last chamber. Your Health is the new base health and the skeleton's health is 40. Write down 40 in the beast column.

Your new DragonSlayer 1 weapon does die roll +2 damage. And you go first so roll the dice one time and add 2 to the roll. So, if you rolled a 5 you add 2 and the damage you do to the skeleton is 7. Subtract 7 from the Skeletons Health. Now the skeleton rolls. It does 1-6 damage. So roll the dice and subtract that from your health. Continue back and forth taking turns until you or the skeleton is dead.

If you have defeated the skeleton: Take the DragonSlayer 2 weapon token and place it on the active weapon circle. This is your new weapon. Discard the DragonSlayer 1 weapon.

You have also received a bonus to your health. Roll a six sided dice and whatever number comes up add this to the base health you had when you entered the room. This is now your new base health. Cross out the previous health numbers and write down this new number as your base health.

You may proceed into the dragon's lair or into the next chamber. Your health is completely healed up to your new base health.

Chamber 3:

In this chamber there is a goblin. It's health is 40 so write this down in the beast column of your battle sheet. This goblin is wielding dual swords so there is the risk of two attacks on you. Be careful and have your wits about you! Your current weapon is the DragonSlayer 2 and it does 1 to 12 damage so roll the six sided die twice, add the total and subtract this from the Goblins health.. Now it is the goblins turn. It rolls the die.

If the goblin rolls 1 thru 5 take that number and subtract it from your health. If it rolls a six it does six damage to you then roll the die again and add that damage also! Ouch.

Continue battling back and forth until you have died (and lost the game) or the goblin is dead. Collect your reward of the DragonSlayer 3, place its token on the active weapon circle and discard the DragonSlayer 2 token. Because you are victorious in battle you have also gained an increase in health. Roll the dice and add that number to your health. This is your new base health. Cross out all the other health numbers on your battle sheet and write this new Base Health.

Proceed through one of the healing corridors to either chamber 4 or the dragon's lair. Your health has healed completely to your new base health.

Chamber 4:

This is a rather creepy chamber. The light is very dim and you have a difficult time seeing things. There is a wraith in this room. It's health is only 13! Write down 13 in the beast column of your battle sheet. You have the first turn. The DragonSlayer 3 does 2-12 damage which means if you do hit the wraith you will roll the die twice, add up the numbers and subtract that from the Wraith's health. But....

But seeing the wraith is a whole different story. You have to first qualify to hit. So roll the die! If you roll a 1 or 2 then you have hit the wraith successfully! Roll the die twice to get the damage you do to it! If you roll 3,4, 5 or 6 you have missed it and do no damage. Now it is the wraith's turn. It has no problem seeing in the dark so it rolls a die 1-6 and does the damage shown to you. Subtract whatever comes up from your health.

Continue exchanging turns between you and the wraith. It always does 1-6 and you always have to qualify first so 1 or 2 you get to roll twice for damage. 3, 4, 5, or 6 means you missed and it is the wraith's turn.

When you or the wraith go down to zero the combat is over. If you have prevailed you take the DragonSlayer 4 token and place it on the active weapon circle and discard the DragonSlayer 3 token.

You have also gained in health. Roll the dice and add that number to your previous base health. This is your new base health.

Chamber 5:

There is an Orc in this chamber and it is a nasty creature! Its health is 50. Write down 50 in the beast health column on the battle sheet. You go first. The DragonSlayer 4 does 4-24 damage so roll the die four times, add up all four numbers and apply this damage to the Orc's health. Now the Orc goes. It does 3-18 damage so roll the die three times, add up the numbers and subtract that from your health.

Continue going back and forth until the either you or the Orc is down to zero. If you are down to zero or less you have lost the game. If the Orc goes down to zero or less you have won the chamber match: You

receive the DragonSlayer 5 as a reward for this match. Place it's token on the active weapon circle and discard the DragonSlayer 4 token.

The DragonSlayer 5 is a tank which means there is a big difference in your health and it is very difficult for the ogre to hit you!

You also receive a bonus to your health. Roll the die and apply this number to your previous base health. This is your new base health. Cross out all the other health numbers on your combat sheet and write down this new base health.

Chamber 6:

This chamber contains a Troll and it is one powerful and nasty creature. You are protected in the Tank but the Troll can use its enormous club to beat at the tank, destroy it, then start beating on you! The troll does 3-18 damage. And you have the DragonSlayer 5 which does 4-24 damage. The Trolls Health is 75. Write this down in the Beast health column on your battle sheet.

You go first. Roll the die four times, add up all four numbers and this is the damage you do to the troll. Subtract it from the trolls health on the battle sheet. Now the troll goes:

The Troll has to first get through the tank so all damage is applied first to the tank until it's health goes down to zero or less. Then on the Troll's next roll it can begin to apply its damage to you.

The tank you are in has a health of 50. Write this down on the Battle sheet: Tank: 50

The Troll rolls 4-24 damage so roll the six sided die four times, add up the numbers and subtract this from the tanks health. Continue going back and forth until the tank is destroyed (It's health goes down to zero or less) then continue fighting back and forth with the Troll doing damage to you until either your health or the Troll's health goes down to Zero or less. If you go down to zero you have lost the game. If the troll's health goes down to zero then you have won the chamber battle take the reward token (DragonSlayer 6) and place it on the active weapon circle. Discard the DragonSlayer 5 token.

And you have received a bonus to your health. Roll the die twice, add the numbers up and apply this to your previous base health. This is now your new base health. Write this down on the Battle Sheet under your column.

Proceed through one of the healing corridors where your health goes up to your new base health. Go to either Chamber 7 or the Dragon's Lair.

Chamber 7:

Inside this chamber is a doppelganger. And there is a bit of luck involved in this! You see, the doppelganger is a duplicate of you in just about every way. It has the same health as you and its weapon does the same damage as yours. So, there is a 50/50 chance of winning this battle. It's all a matter of the die roll. The DragonSlayer 6 is a mighty sword and against flesh opponents it does 4-24 damage. And it does 1-6 electrical damage. But the doppelganger is not normal flesh. It is mystical in nature so the

normal damage does not work. (But it will work later against the dragon). For now you only do 1-6 damage against the doppelganger. But, same applies to its weapon. It only does 1-6 damage against you.

So, whatever your base health is, write down the same number for the base health of the doppelganger in the beast column and let's begin the battle.

Roll the die one time and subtract that number from the doppelgangers health.

Then it's the doppelgangers turn. Roll the die and subtract that number from your health.

Continue doing this until you or the doppelganger is at zero or less. If you went to zero or less then you have lost the game. Ahh. Sorry. Try again. If the doppelganger went to zero or less then you have won the chamber battle and you will next face the Dragon!

Your Reward!

Having completed this battle is special for you. You get to keep the DragonSlayer six sword and against the dragon it does the full 4-24 normal damage and the 1-6 electrical damage. And your reward for completing this battle is the new set of armor. This is the DragonSlayer 7 and it is called the Magneto-Ferrous Drachen Armor. It is impervious to fire so any assaults that the dragon launches at you with fire will give you zero damage. Take the DragonSlayer 7 token and place it alongside the DragonSlayer 6 token.

You have also gained in health. Roll the die twice, add the numbers then add this to your previous base health. This is now your new base health. Write this down on the Battle Sheet.

The Dragon's Lair

In this chamber you face the dragon! This is the final combat. The Dragon's health is 100. Write this down in the beast column on your battle sheet. You attack first. Depending on what weapon you have brought with you roll the dice and apply that damage to the dragon.

Weapon Chart

- Sword 1-6
- DragonSlayer 1 : one die roll +2
- DragonSlayer 2: one die roll +4
- Dragonslayer 3: roll die twice
- Dragonslayer 4: roll die twice and add 6
- DragonSlayer 5: roll die twice and add 6
- DragonSlayer 6: Roll die five times

So, roll the dice according to your weapon and subtract this damage from the Dragons Health.

Now the Dragon Goes and first you have to determine which type of attack it takes so roll the dice!

If the dragon rolls:

1 or 2 it does fire damage. Roll the die twice to determine amount of damage you take Subtract this from your health. Unless you are wearing the Drachen Armor DragonSlayer 7, in this case you take no damage at all. Your armor has absorbed all the fire damage.

3 or 4 it does talon damage – Roll the die twice add it up and subtract this damage from your health.

5 or 6 it does biting damage – Roll the die three times, add it up and subtract this total damage from your health.

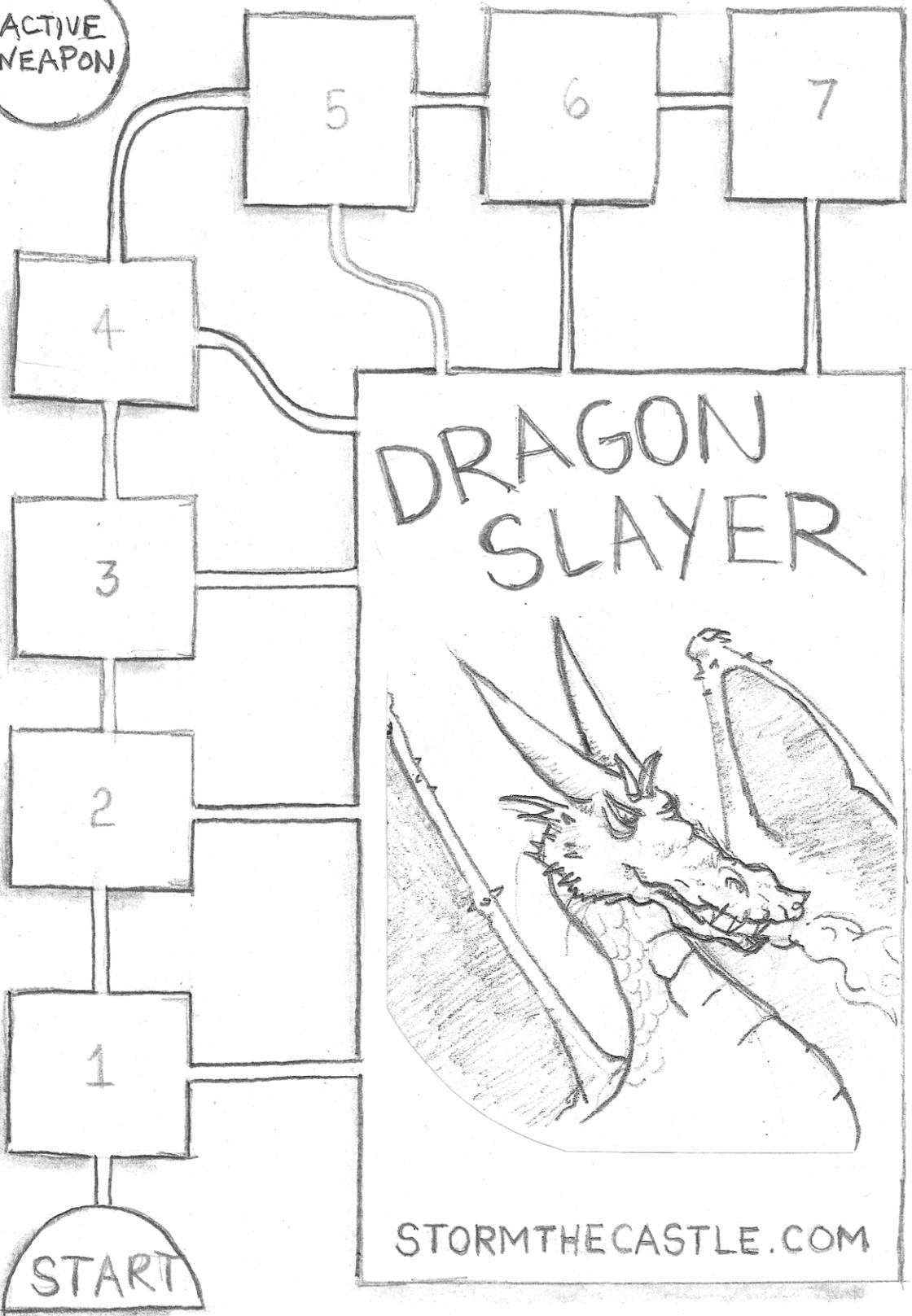
Continue battling by taking turns back and forth until either the Dragon is Dead or you are!

If you have won:

you can see your official badge at: <http://www.stormthecastle.com/dragonslayer-reward.htm>

If you have lost then you have given it a valiant try but the village is still in danger from the dragon!

ACTIVE WEAPON



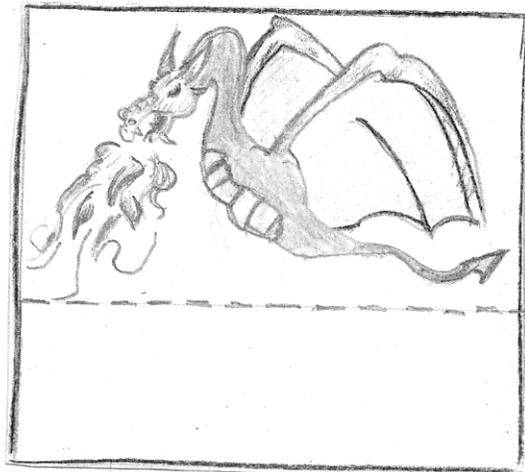
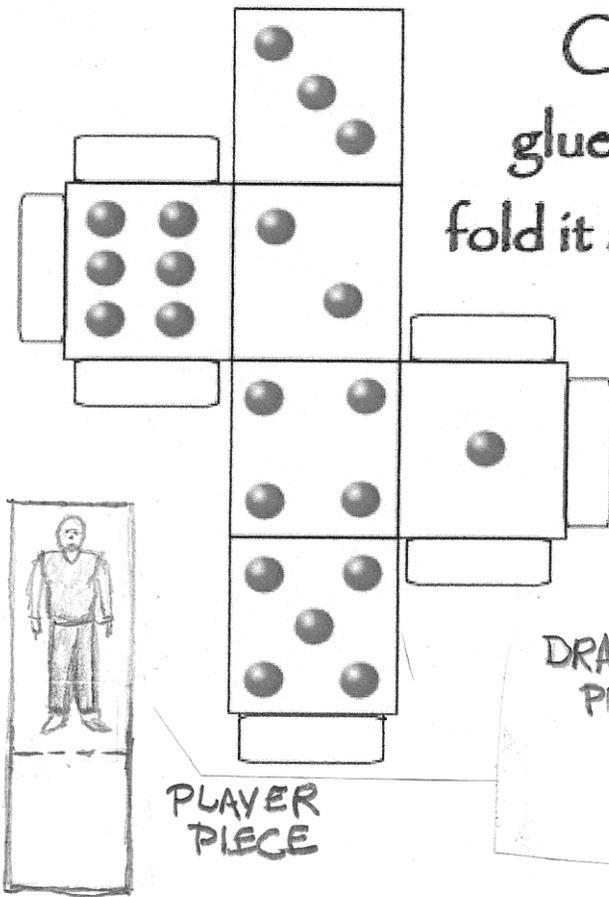
DRAGON SLAYER



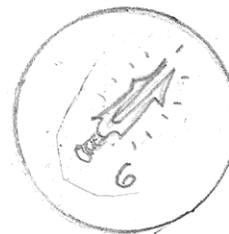
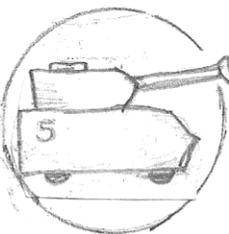
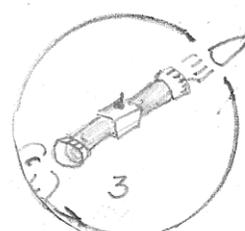
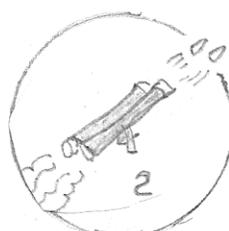
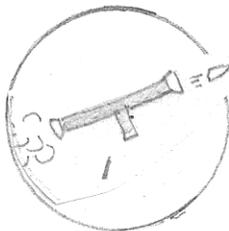
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Player Pieces and Dice

Cut out the dice and glue stick it to cardboard fold it and glue. You can tape it too.



WEAPONS



Battle Sheet

Player

Beast