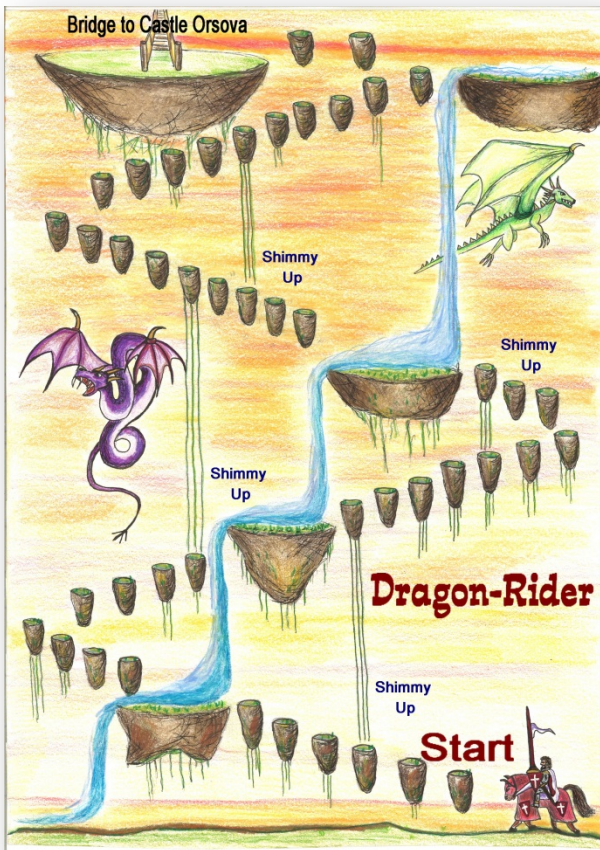


David Newman

Dragon Rider



An Exciting
Board Game of
Wizards,
Dragons, and
Daring
Adventure

Features the *Dragon Rider*
Game Boards



A Friendly Reminder

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Introduction

Dragon riding is not for the faint of heart. Dragons are big, scary, destructive creatures who would think nothing of gobbling you up and using your bones as toothpicks. This is especially true of the biggest, baddest, and most evil-tempered of all dragons: the **Great Were-Beast!**

Only the most daring and reckless knights attempt to ride the Were-Beast. And the rewards for doing so are great. To be a dragon rider is to be counted among the bravest and most respected of knights. It also assures you a seat at the king's table.

Are you up to the challenge sir/madam knight?

You must first climb the enchanted hovering rocks, cross the bridge to the floating **Castle Orsova**, then chance to ride the fabled Were-Beast. For the Were-Beast can be approached *only* after you skillfully maneuver past the **Captain of the Guards** and his strange master: the *Purple Wizard*.

On the game board, the Purple Wizard may seem small, but don't be fooled. What the wizard lacks in size he more than makes up for in *wickedness*.

Dragon Rider

The Game where you strive to be the *first* to ride the
Great Were-Beast!

'Meddle not in the affairs of the dragon; for you are
crunchy and taste good with ketchup!' Anonymous

The Dragon Rider Game includes:

- 2 hand drawn and highly colourful Game Boards.
- Detailed Instructions including profile charts
- Colourful Game Characters

Object of the Game:

- Your task is to be the first player to ride the Great Were-Beast. To do this you must overcome a number of obstacles.

Getting Ready to Play:

- Play begins on game-board 1 which is the game-board featuring the mounted knight directly below where it says '**Start**'.

- Cut the characters out and attach them to card and laminate them. It's also worth raising the height of the playing pieces by attaching a piece of thick card board or a small piece of wood below.
- Each player selects their favorite character and that character is placed at the start where the mounted red knight is.

How to Play:

- Roll a dice to see who goes first. Highest dice roll goes first.
- First player rolls **two** dice and steps the combined number along the floating rock islands. Each player then takes it in turns to step upon the rocks.
- **Waterfall:** if you are unlucky enough to land on the waterfall you fall to the waterfall directly beneath. If you land on the *first* waterfall (*the water-fall closest to the ground*) you must start again. On the next turn if you happen to roll a **1** then you unfortunately fall to the waterfall directly beneath, and so on.
- **Shimmy UP:** If you land beneath one of the long-growing plant roots you can shimmy UP (climb up) to that level, much like a ladder in snakes and ladders.

- The goal on Game-board one is to reach the **Bridge of Despair**. Once a player has reached the bridge of despair they then move to game-board 2 and roll on the **Captain of the Guard** chart.
- Each chart devoted to game-board 2 has the outcome of each dice roll.
- Follow the instructions on each subsequent chart reach the top of the platform to ride the Were-Beast, All the instructions you need for each sequence of play is provided on each chart.
- The game ends when the first player successfully rides the **Great Were-Beast**. Another option is to allow other players to complete the game once the winner is determined. In this way all players get to ride the Were-Beast successfully.

Glossary of Terms

Fable/fabled: a story about supernatural or magical creatures

Manoeuvre: a movement or action requiring dexterity or skill

Engaged: busy or occupied

Combat: armed fighting with enemy forces

Bumpkin: an awkward, simple, rustic person

Vanquish: to overcome an opponent

Consult: to seek advice or information

Prior: earlier or former, previous

Quest: a pursuit in order to find or achieve something

Crafty: skillful in cunning or evil schemes

Lull: to put to sleep by soothing means

Intensely: of an extreme kind

Flattery: excessive or insincere praise

Momentary: lasting but a brief moment

1 Dice	Captain of the Guard
1	<p>The Captain of the Guard states, <i>'None shall pass except by my leave.'</i> He defeats you easily in a very short sword fight. You are sent fleeing and scrambling back across the bridge. Try again next turn, bumpkin...</p> <p style="text-align: center;">Lose a Turn</p>
2-3	<p>You attempt to sneak past the captain of the guards but he is having none of that. He attacks you with his sword raised. You skilfully fight the captain with your <i>vordam sword</i>. You are engaged in mortal combat.</p> <p style="text-align: center;">Do not move this turn</p>
4-6	<p>You defeat the Captain of the guards after a short sword fight. As instructed by your king, <i>you take a golden ring</i> from your Vanquished foe and advance to the Castle gates.</p> <p style="text-align: center;">Next turn consult the Castle Gates chart</p>

1 Dice	Castle Gates
1	<p>You knock on the gates loudly but they remain closed. Unfortunately, your knocking awakens the Captain of the Guard, who engages you in mortal combat once more.</p> <p>Next turn consult the Captain of the Guards chart</p>
2-3	<p>You haven't said the <i>correct</i> password. You fumble and mumble your way through magic passwords you were taught prior to this quest, but none are correct.</p> <p>Try again next turn</p>
4-6	<p>The correct magic password flows effortlessly from your silky tongue. The gates are opened and you walk into the castle.</p> <p>Next turn consult the Rickety Stairs chart</p>

1 Dice	The Rickety Stairs
1	<p>The Purple Wizard has cast a simple <i>belly flop</i> spell on the stairs that causes you to fall heavily onto the ground far below. You are deemed unworthy to climb the stairs. The wizard's servants throw you noisily out the Castle gates.</p> <p>Next turn consult the Castle Gates chart</p>
2-3	<p>The wizard's crafty <i>everlast stairs</i> spell makes it seem as if you are climbing steadily, but you are really just walking up and down on the spot. You make no progress.</p> <p>Roll again next turn</p>
4-6	<p>By closing your eyes and thinking intensely about standing at the top of stairs, you successfully break the wizard's <i>everlast stairs</i> spell. You climb confidently to the top of the stairs.</p> <p>Next turn consult the Purple Wizard chart</p>

1 Dice	The Purple Wizard
1	<p>The wicked Purple Wizard lulls and confuses you with honeyed phrases and sickly sweet flatteries, which cause you to lose your balance and fall to the ground far below. The wizard's servants throw you noisily out the Castle gates.</p> <p>Next turn consult the Castle Gates chart</p>
2-3	<p>The wizard's voice swirls around you. You are confused, which causes you to lose your balance. You sink to your knees and try to remember something important you <i>must</i> do. Something about a <i>ring</i>...</p> <p>Roll again next turn</p>
4-6	<p>You remember <i>the golden ring</i> and place it on your index finger. The wizard's power is removed. He is turned <i>momentarily</i> into a harmless little old man. You walk past him and climb the ladder to where the Great Were-Beast awaits.</p> <p>Next turn consult the Were-Beast chart</p>

1 Dice	The Great Were-Beast
1-2	<p>The Great Were-Beast rears up menacingly and roars its ferocious roar. The <i>golden ring</i> slips from your finger. You panic and flee to the city gates.</p> <p style="text-align: center;">Next turn consult the City Gates chart</p>
3	<p>With great bravery you leap onto the Were-Beast's back but cannot grip tightly enough. The Were-Beast flicks its great tail and you fall heavily to the platform. But you are more determined than ever...</p> <p style="text-align: center;">Try again next turn</p>
4-6	<p>With great bravery you leap onto the Were-Beast's back! Your hands grip the beast's great scales and you climb aboard. The Great Were-Beast thinks well of you and your bravery. The Great Were-beast launches into the air...</p> <p style="text-align: center;">You are a Dragon-Rider!</p>

Character Playing Pieces

Characters arrayed below can be cut out and stuck onto card or laminated and used as playing pieces. The characters are a selection of male and female knights who are attempting to become esteemed **Dragon Riders**.



Dragon-Rider First-Class

The Dragon-Rider First Class card is awarded to the player who is first to successfully complete the mission and ride the fierce *Were-Beast*.



Dragon-Rider First Class



Dragon-Rider First Class