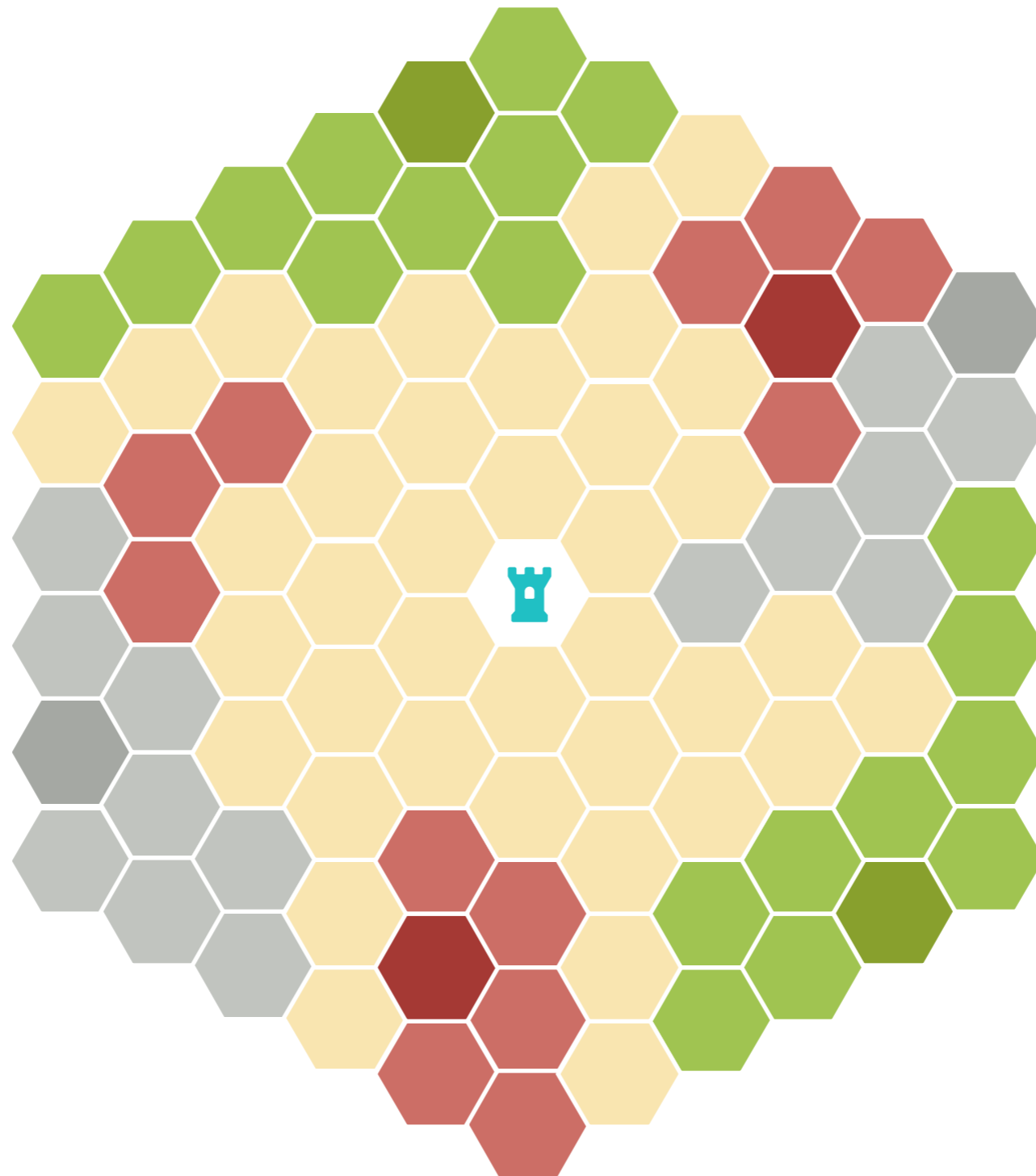


CONCEPT

The king of Arkharis, the Land of Dragons, is a capricious man. Having no heirs, he decided his successor would be chosen among the most infamous heroes of the kingdom. He challenged two heroes to prove themselves worthy of the crown by riding two dragons of a different kind above the castle... The first one to succeed will be chosen the next ruler of Arkharis!

BOARD



-  FOREST REGION
-  ARID REGION
-  MOUNTAIN REGION
-  FIELDS

BASIC RULES

Players separate the 3 decks of each color and put their black pieces in the center - the Castle. Each turn, a player chooses to move OR execute an action. Players need to ride two different dragons above the castle to win.

MOVEMENT

If you are not riding, throw a d6. The result is the number of spaces your hero moves.

You can only move in one direction each turn. If the number rolled is greater than the spaces available in chosen direction, stop at the last one.

If you are riding a dragon, you may move any chosen number of spaces in one direction.

If you stop in a green, grey or red space, draw one action card. If you stop in the dark green, dark red or dark grey spots, draw two action cards.

You can only go to the Castle with a dragon. If not riding, stop in the last space before the Castle.

ACTION

These are the kinds of action cards:

- **Summoning:** if you have a dragon card, you can use the summoning cards to invoke and ride the dragon. While riding, you can move any number of spaces in one direction.

- **Attack:** if you have a dragon card, you may choose to fight the opposing player to unbind their dragon and bind it to you. The attacked player may try to avoid losing their dragon with an attack card as well. Compare the attack values – the highest one keeps the dragon card.

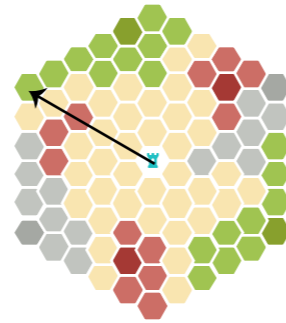
- **Movement change:** some action cards allow you to change the hero's movement. If played for yourself, you may change direction of your movement once. If played against the opposite player, on their next movement they throw the die, but you choose the direction. Movement change cards can be used in the same turn of your hero's movement.

EXAMPLE OF PLAY

Players 1 and 2 start in the center. Since none of them have a dragon bound, they must roll a six-sided die to move.

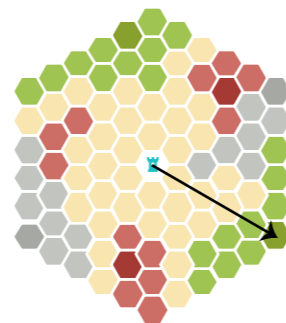
Player 1

Rolls a d6 and gets 5. She chooses northwest direction, so she ends up at a green space on the board. She draws 1 green action card and finds **1 misdirection scroll**.



Player 2

Rolls a d6 and gets 6. She chooses southeast direction and ends up at a dark green space on the board (there are only 5 in that direction). She draws 2 action cards and finds **green dragon bind** and **summoning scroll**. She puts the dragon on the table, face up.



TURN 2

Player 1

Rolls a d6 and gets 3. She chooses south, and ends up in a gray space. She draws one gray action card and finds **gray dragon**. She puts the dragon card on the table, face up.

Player 2

Decides not to move in this turn, summoning the green dragon instead. She uses the scroll and discards it. In the next turn, she may fly the dragon any number of spaces.

TURN 3

Player 1

Decides not to let Player 2 fly over the castle and uses misdirection scroll.

Player 2

Player 2 is riding a dragon, but Player 1 decides she will move southwest. P2 moves 5 spaces and draws a new red card: **attack (1)**. Since the summoning only lasts for one turn, she keeps the dragon bind, but cannot ride it next turn.

EXAMPLE OF PLAY

TURN 4

Player 1

Rolls a d6 and gets 4. She chooses southeast, and ends up in a red space on the board. She draws one more action card and finds **attack (3)**.

Player 2

Decides to attack the other player to try and bind it to herself. She plays her **attack (1)** and Player 1 defends using her **attack (3)** card. P2 loses and P1 gets to keep its gray dragon bind.

TURN 5

Player 1

Rolls a d6 and gets 6. She chooses north, and ends up in a green space on the board. She draws one action card and finds **summoning scroll**.

Player 2

Rolls a d6 and gets 2. She decides to go north and draws a new red card: **summoning scroll**.

TURN 6

Player 1

Rolls a d6 and gets 2. She chooses northeast, and ends up in a green space. She draws one action card and finds **summoning scroll** again.

Player 2

Decides to summon the dragon. She uses the scroll and discards it. In the next turn, she may fly the dragon any number of spaces.

TURN 7

Player 1

Having no way to stop Player 1, she decides to also summon the gray dragon, bound to her (she will move next turn).

Player 2

Rides the green dragon and flies over the castle. Now, player 2 needs to ride a red **or** a grey dragon over the castle to win. Since the gray dragon is binded to P1, if she wants to use the gray dragon she will need to attack and win.

CARD TYPES

Dragon Card



You found one of the three dragons - it is binded to you.

Keep this card at the table, in front of you. Play it with a summon to ride the dragon in the next turn. Play it with an attack card to fight the opposing hero and steal his dragon card. (If either player doesn't have a dragon bind, attack has no effect)

Action Card



When your move ends in a green, red or grey space, you explore that area and draw an action card.

Action cards are used once and discarded. They may be used to ride a dragon for a short period, or to disorient and disrupt the movement of the opposing player.



SUMMONING
SCROLL



SUMMONING
SCROLL



SUMMONING
SCROLL



SUMMONING
SCROLL



SUMMONING
SCROLL



SUMMONING
SCROLL



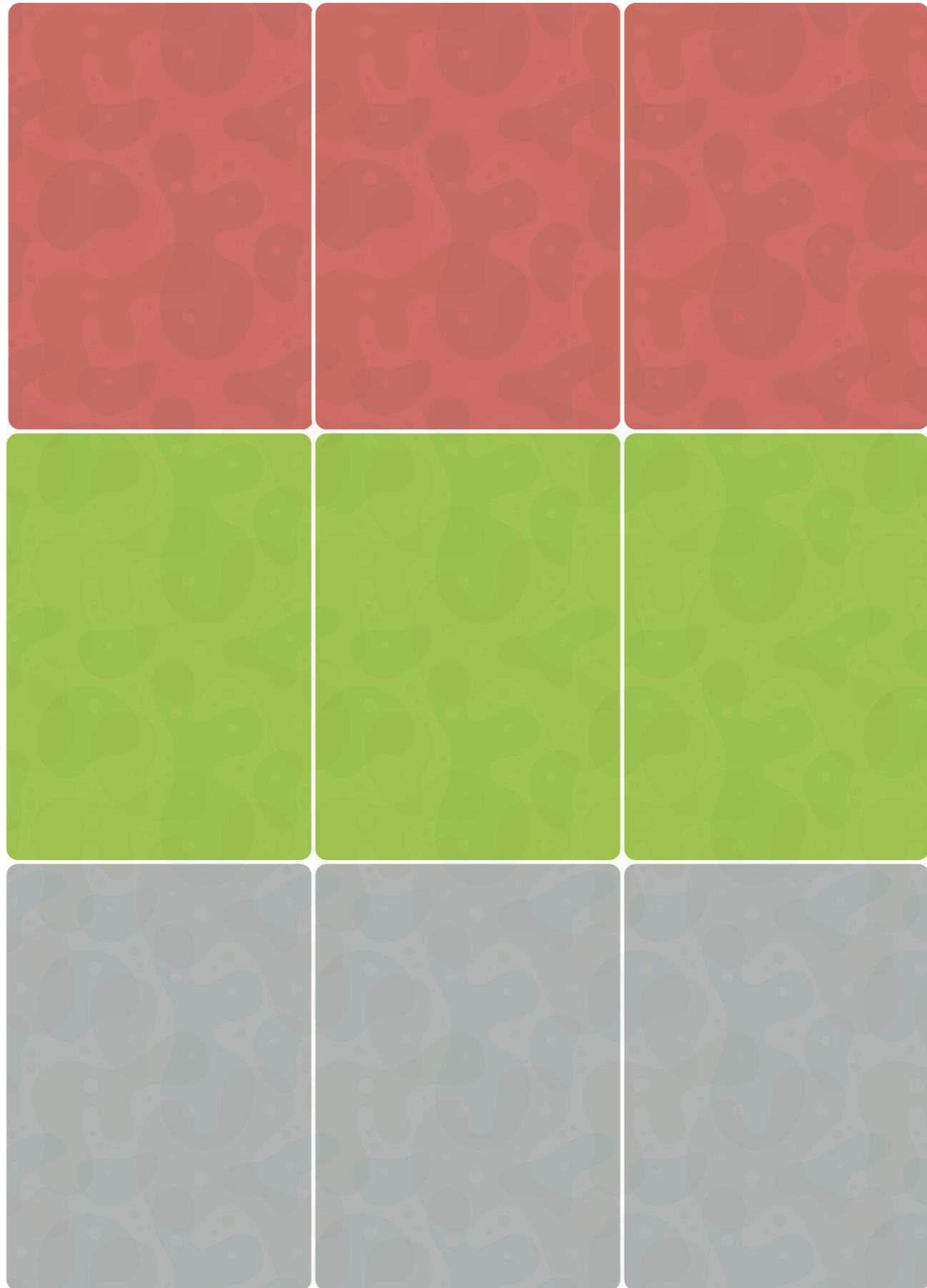
SUMMONING
SCROLL



SUMMONING
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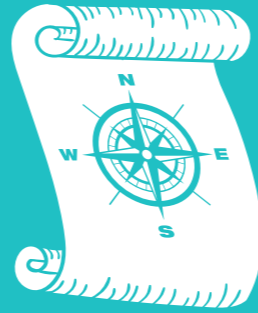


SUMMONING
SCROLL





**MISDIRECTION
SCROLL**



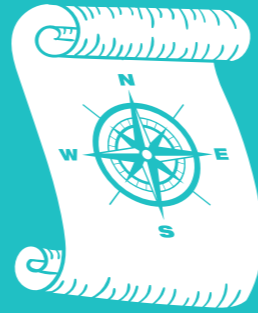
**MISDIRECTION
SCROLL**



**MISDIRECTION
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SCROLL**



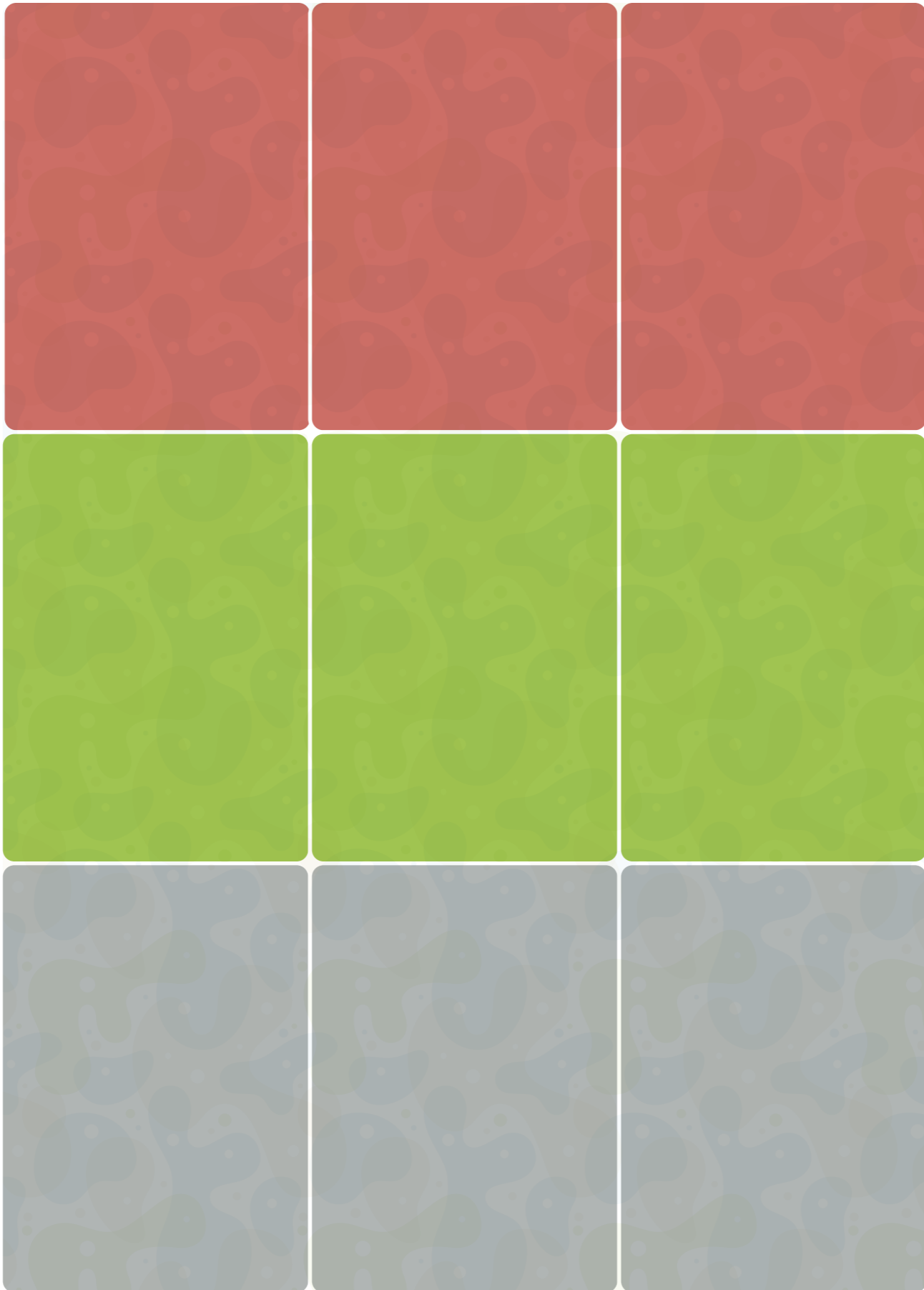
**MISDIRECTION
SCROLL**



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**MISDIRECTION
SCROLL**





ATTACK

3



ATTACK

2



ATTACK

1



ATTACK

3



ATTACK

2



ATTACK

1



ATTACK

3



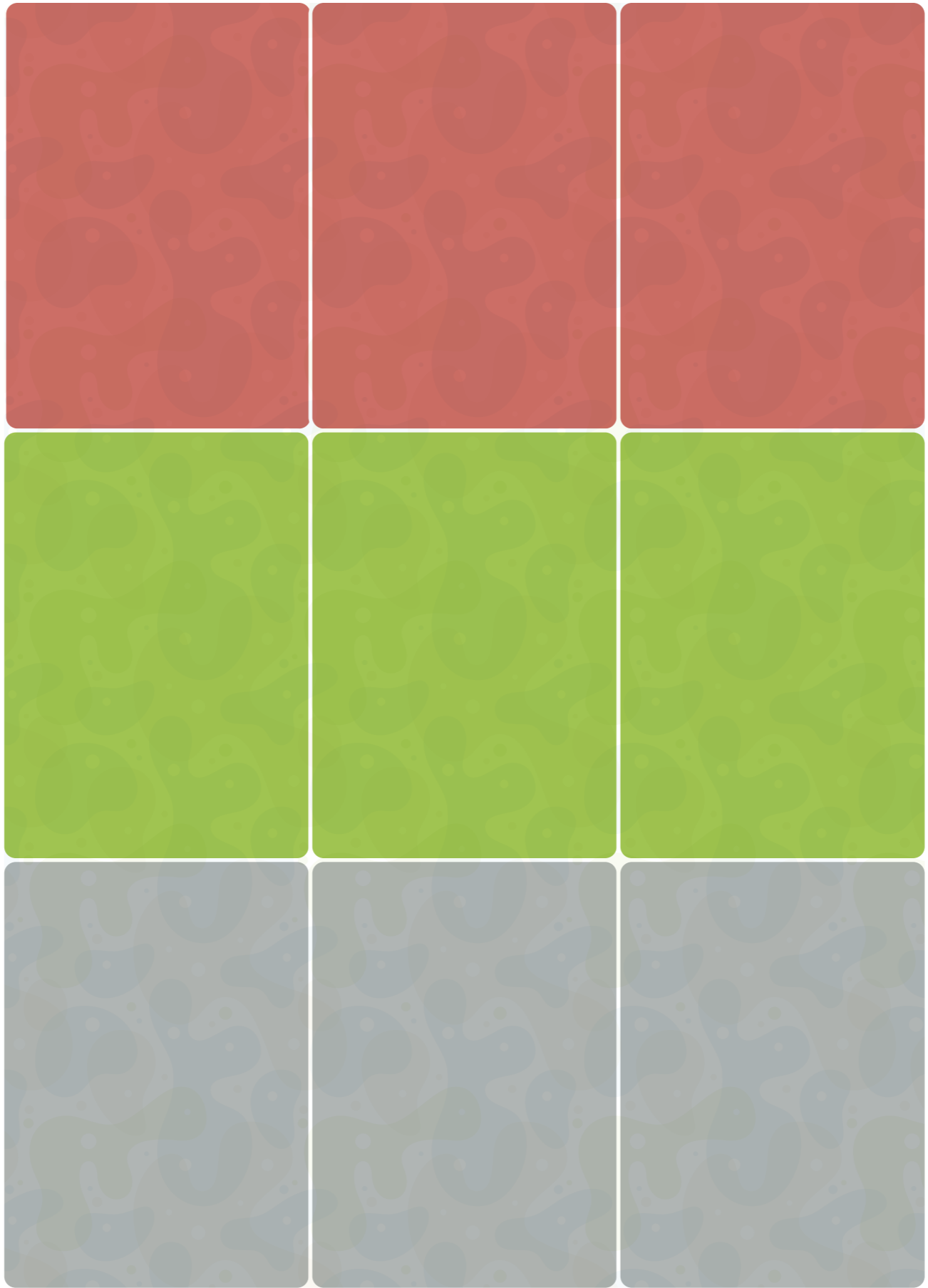
ATTACK

2



ATTACK

1





HERO PIECES

Use two of them (1 and 2) to mark each player and move the hero around the board

