

A decorative banner with a dark, textured background. The word "Dragonriders" is written in a stylized, golden, cursive font. The banner is flanked by two dragon heads, one on each side, facing outwards. The background of the entire page is a vibrant, golden-hued landscape with a dragon and a mage in the foreground.

players: 2 – 6

age: 10 and up

length: 90 minutes

Overview

In this fantasy board game the players take the roles of mages. Each mage mounts his dragon and takes to the skies to compete against other mages in a flying dragon race. Of course, with mages, magic is always along for the ride and these mages will use their magic both to aid their own cause and hinder others. The winner, as in any race, is the first dragon to cross the finish line!

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Preparation

Place the game board and all game materials as shown in the figure below. Shuffle the magic traps face down, placing them near the board. Shuffle the magic cards, Avolatio cards, and Debilitatus cards separately and place as supplies as shown. Each mage chooses a color, takes the dragon figure and speed indicator in that color, and places both before him on the table (his play area).

Contents



12 magic traps
(3 x 2, 6 x 1,
3 x 0)

38
magic
cards

discard

6
Avolatio
(start card)

6
Debilitatus
(exhausted)

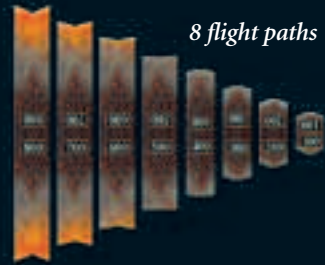
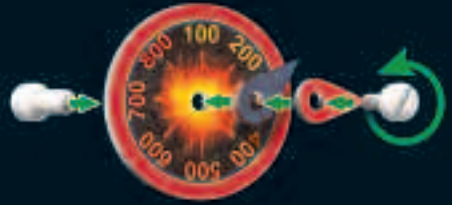
2 damage dice

28 energy chips



the speed indicator

Before the first game, carefully assemble the six speed indicators. Mount two pointers (the silver first with the colored, matching the border of the disc on top) to the disc with the plastic mounting pins. Push the plastic mounting pins together so they hold the two pointers firmly, yet allow them to move for game play.



Throughout these rules, we use the symbol to the left to represent the dragon figures to make the figures easier to see and understand.

6 speed indicators, each with two pointers



the race course

The game board consists of the frame and 15 race area tiles. Assemble the frame such that the symbols on the joints match. Each race area tile is printed on two sides to offer more racing options to players, allowing different race courses for each game. There are two race start tiles: one for up to four dragons and one for five or six dragons. Players can use both on the same course when they want a course with a finish different than the start. In this case, use the start with the correct number of spaces for the number of players and the other for the finish. Three of the race area tiles have no course on one side, but a straight or curved race area on the other side, to allow for a shorter or longer race course.

For the first race, we recommend you use the course shown on the figure on page 2. See pages 15 and 16 for more race course suggestions. Naturally, you are encouraged to design your own race courses, but be careful that the tiles fit tightly into the frame so that there is no slippage during the race.

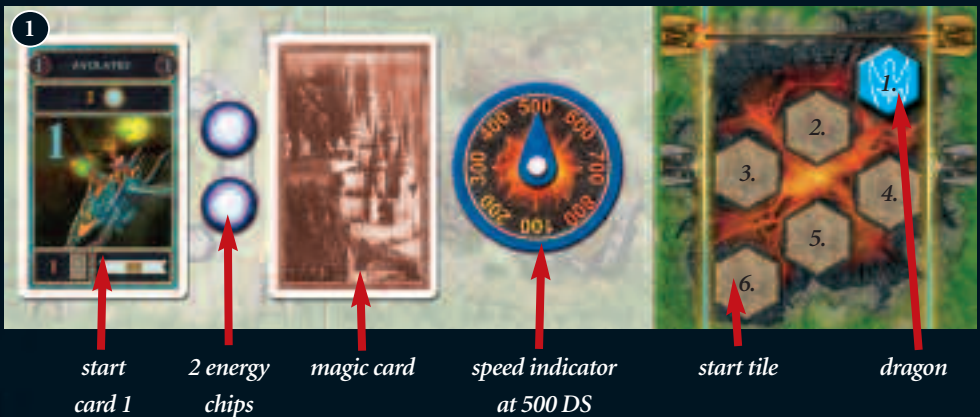
the race starting order

Determine the starting order for the race with the Avolatio (start) cards. Distribute as many Avolatio cards as there are mages in the race. If, for example, there are 4 mages in the race, use Avolatio cards numbered 1-4, returning the others (5 and 6) to the box. Shuffle the Avolatio cards face down, each player draws one and places it face up in his play area. Next, shuffle the magic cards and place them as a supply next to the board.

Each mage places his dragon on the space corresponding to his Avolatio card behind the starting line on the start tile. Next, each player draws the number of magic cards shown on his Avolatio card as his starting hand. Keep these cards secret from the other players. Then each player takes the number of energy chips shown on his Volatio card, placing them in his play area. Finally, each player sets the pointers on his speed indicator to the value shown on his Volatio card.

example for the mage with start number “1”:

The mage with start number 1 places his dragon on start space 1 - forward on the right. He takes 2 energy chips, 1 magic card, and sets his speed indicator at 500 DS (dragon strength).



Playing the game

Avolatio – the start

The mage with start number 1 flies with his dragon. Then, the other mages follow in start number order (start number 2, 3, and so on...). As soon as all mages have completed their start flights, the start is done and the mages discard their Avolatio cards.

flight movement

A mage always uses the flight path corresponding to the DS on his speed indicator. He places his finger on his dragon to hold it steady and places the flight path so its tail touches the front of the

base of his dragon. The player then moves the flight path right or left until it lies in the direction he desires to fly (see figure 2). The player must place the flight path so that it is completely within the race course (no portion of the flight path may touch the boundary!). The player now moves his dragon.

The player puts his finger on the flight path to hold it steady and places his dragon at the other end of the flight path, so that the end point of his dragon's base touches the point on the front of the flight path (see figure 3). Keeping his finger on the flight path, the player may now turn his dragon left or right within the confines of the leading edge of the flight path. As with the placement of the flight path, the player may not place his dragon so that any portion of it touches the boundary of the race course. Of course, when moving either the flight path or the dragon to find the preferred position for either, a player may touch the boundary briefly with no penalty, as long as the final positions of both avoids the boundary. When a player has not planned well and either the flight path or the dragon touches or crosses the course boundary, the dragon has flown into the boundary wall (see "Crashes" on page 9).



the race

The game is played in several movement rounds. Each movement round has three phases:

1. set speed indicator
2. place a magic card (optional)
3. fly and use magic

1. set speed indicator

Each player secretly selects the dragon strength he will use this round by moving the colored pointer on his speed indicator to the desired DS. **Basic rule:** each player may change the DS by a

maximum of 300 DS (higher or lower) each round. The silver pointer remains on the previous DS until after the player has moved his dragon. Of course, the mage is free to maintain his previous speed. After selecting his DS, the mage places his speed indicator face down in his play area.

Example: if the previous rate was 500 DS, the mage could increase the rate to as much as 800 DS, or reduce it to as little as 200 DS.

For each possible DS, there is a corresponding flight path. That means, when a mage selects, for example, a dragon strength of 400 DS, he must use the 400 DS flight path when moving his dragon. Each flight path has a different length and different angles at each end to represent the distance the dragon would fly and its maneuverability at the chosen DS. A high DS offers the mage a longer distance, but reduced maneuverability. A mage may not try different flight paths before he selects his DS

2. place a magic card

After setting his DS, the player may place one of the magic cards from his hand face down next to his speed indicator. This is optional; he need not place a card if he chooses not to. A player is not required to use the placed magic card in the following fly and use magic phase, but whether he uses the card or not, he must discard it.

3. fly and magic use

When all mages have set their speed indicators (and placed them face down) and placed a magic card (or indicated they will not do so), the fly and magic use phase begins.

The mage whose dragon is furthest along the race course is the first to move. If there is doubt as to who is first, use the yellow guides on the course to assist in this determination.

If several dragons are **tied**, the dragon which is the most **inside** on the race course will move first.

On a mage's turn to move, before he moves, he turns over the magic card he placed, if any, and he turns over his speed indicator so the other mages can check to see that he has not changed his DS by more than 300 DS. Then, the mage moves the silver pointer to match the colored pointer. Now, the mage takes the corresponding flight path and moves his dragon as described in "flight movement" above.



The blue dragon flies before the red dragon.

Note: if the mage has placed a magic card, he must use it at the correct time. Magic cards may be used before, during, or after flight movement. The specifics of when and how a magic card may be used are described below in “use of magic cards”.



With the above graphic, the mage uses the magic card after flight movement.



With the above graphic, the mage uses the magic card before flight movement.

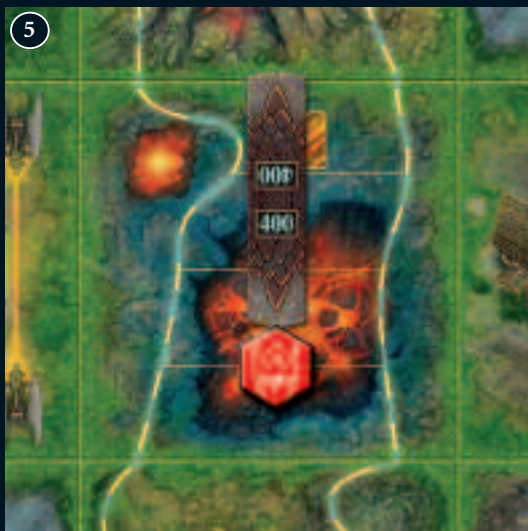
When the mage has finished his flight and magic use, the mage whose dragon is next on the course (who has not yet moved this round) begins his flight and magic use. Use the same means to determine who is next as described above.

What can happen during flight movement?

take new magic card

If, during flight movement, the flight path (when it is in its final position) passes over (even a small portion) of a magic card symbol, or if the dragon's base touches a magic card symbol (when it is finally at rest), the player draws a magic card from the supply, adding it to his hand. When the dragon card supply is exhausted, shuffle the discards and place face down as a new supply.

Note: a mage may have no more than **four magic cards** in his hand. When a mage adds a fifth magic card to his hand, he must immediately choose one of these and discard it. A magic card placed next to the player's speed indicator does not count as being in his hand.



take new energy chip

If the dragon base (not the flight path) touches an energy field **after** flight movement, the mage takes a new energy chip, adding it to his play area.

Note: a mage may never have more than **four energy chips**. If a mage earns an energy chip that would give him five in his play area, he does not take it. Also, he cannot remember that he is “owed” a chip and take it later.



fly into a magic trap

If the final placement of the flight path or the dragon base touches a magic trap, the mage removes it from the board, placing it face up in his play area. The number on the magic trap indicates how many energy chips the mage loses. After placing the lost energy chips in the supply, the player places the magic trap back in the box.

If the flight path and dragon base touch several magic traps, the mage is affected by all of them!

It can also occur that a player both loses and takes energy chips during a flight movement. Thus, a player could lose the chip he just took. If a mage does not have enough magic chips to lose, he becomes exhausted; see page 10 for more details.



crashes

If the dragon is touching the boundary of the course after flight movement (see figure 8), then the mage places his dragon completely within the race course boundaries (as close to the boundary he touched as possible), at the same distance along the course, and at any facing he desires (see figure 9). But, the mage must lose **one energy chip** and set his speed indicator to **100 DS** (both pointers; in the next round, his maximum is 400 DS).



If the flight path touches any part of the race course boundary (not when he is moving it to decide its final placement) (see figure 10), the mage places his dragon at the place on the race course where the flight path touched the boundary, completely within the course at any facing the mage desires (see figure 11). But the mage must lose **two energy chips** and set his speed indicator to **100 DS** (both pointers; in the next round, his maximum is 400 DS).

In either case, the player may still use any magic card he placed this round.



fly into another dragon

A mage may fly into another dragon with his dragon, this means: another dragon is touched by the flight path or the dragon (figure or base) when both are in their final positions (see figure 12).



After completing his flight movement the moving mage must lose **one energy chip** and set his speed indicator **to 100 DS** (both pointers; in the next round, his maximum is 400 DS).

The other mage places his dragon the same distance along the course, at any facing he desires, and next to the closest boundary from where he was flown into. After flight movement, the mage places the offending dragon at the end of the flight path and may turn the dragon on the end of the flight path as in normal movement (see figure 13).

Note: if there is not enough room to place the dragon where described, move it backwards on the race course to the nearest available space that does not touch another dragon or the race course boundary.

Debilitatus – exhausted dragon

When a mage must lose an energy chip and he has none left, his dragon is exhausted. He immediately draws a card from the “Debilitatus” card supply, placing it face up in his play area. He places his dragon on the nearest energy field behind him on the race course and sets his speed indicator **to 300 DS** (both pointers; in the next round, his maximum is 500 DS, see below). The mage takes **two** energy chips. He must discard all his magic cards, may take no new ones, and may not fly any faster than 500 DS until his dragon is no longer exhausted.



The mage may discard the “Debilitatus” card when he next stops with the dragon’s base at an energy field. Should an exhausted dragon have to take a second “Debilitatus” card, the mage (and his dragon) are out of the race and the dragon is removed from the course.

use of magic cards

For a player to use a magic card in the fly and magic use phase, he must have placed it next to his speed indicator in the previous phase. A mage may never play a magic card directly from his hand! Also, if a player does not or cannot use a placed magic card, he must discard it and may not add it back into his hand.

Ardor Flammivolus – Fireball



Fireball



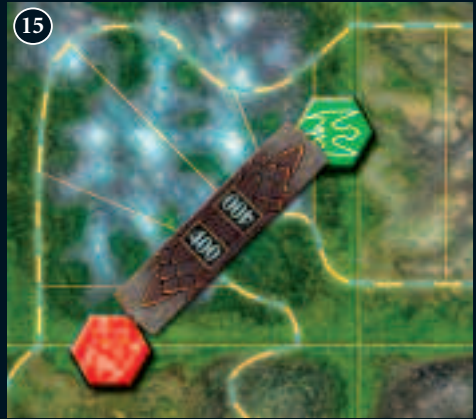
When a mage has placed a fireball magic card (these come in three distances: 400, 600, and 800), he may play it immediately **after** he completes his flight movement. He chooses a dragon in **front** of him on the race course and measures the distance between them using the appropriate flight path (400, 600, or 800) to see if the chosen dragon is in range (see figure 14). It matters not if other dragons are between the two. “In range” means: when placing the back of the flight path at the front point of the mage’s dragon base, some part of the flight path touches the chosen dragon. The mage may not check the range before choosing the target dragon!

If the chosen dragon is in range, the attacking mage rolls two dice. For each dragon head rolled, the attacked mage loses **one** energy chip. Lost energy chips are placed in the supply.

Important curve rule: when measuring the range, the boundaries of the race course must be considered. Fireballs fly in a straight line from the attacker to the attacked dragon; they cannot turn corners. Thus, the fireball does not hit the chosen dragon if any part of the flight path touches the race course boundary.

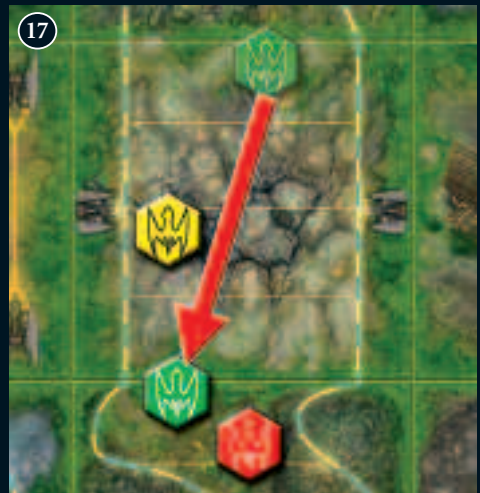
In the figure to the right, the 400 fireball misses its target because the flight path touches the course boundary.

Note: a player may not check ranges before choosing a target!



Laqueus Malefici – magic loop

When a mage has placed a magic loop magic card, he may play it immediately **after** he completes his flight movement. The mage chooses any dragon that is in front of his dragon and within range of the 600 flight path (see figure 16), but, as with the fireball, it does not work around curves. The mage moves his dragon forward, placing it on the race course with any facing he desires, but it must remain behind the dragon that was looped and may not fly into another dragon along the way (see figure 17). Also, the mage may not test the distance before choosing the target dragon.



Cooperatio Subrepta – obligatory alliance

When a mage has placed the obligatory alliance card, he plays it soon as **another dragon** starts its flight movement. The target dragon must be in front of the mage and within range of flight path 400 (see figure 18). It matters not if other dragons are between the two dragons, but the spell, like the fireball, does not work around curves. **After** the other dragon finishes its flight movement, the mage moves his dragon forward, placing it on the race course with any facing he desires, but it must remain behind the dragon that was looped and may not fly into another dragon along the way (see figure 19). The mage that caused the alliance does not take his normal flight movement this round (this was it!), but moves the colored pointer on his speed indicator to match the silver pointer.



Fovea Malefica – magic traps

When a mage has placed a magic trap magic card, he may play it immediately **after** he completes his flight movement. If the player plans to use the magic card, he leaves the flight path he used on the course. The mage then takes three magic traps from the supply without turning them over and places them directly next to and on either side of (not under) the flight path. Next, he carefully removes the flight path.

Note: magic traps may not be placed on energy fields, magic card symbols, or other dragons.



Energia Magica – magic energy

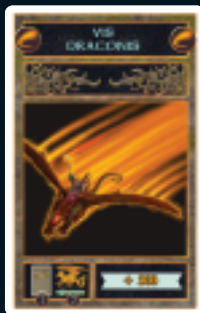
When a mage has placed a magic energy magic card, he may play it immediately **after** he completes his flight movement. The mage takes an energy chip, adding it to his play area, from a mage whose dragon is on the course in front of the mage and within range of the 600 flight path. As with fireball, this does not work around curves. Also, the player must choose his target before checking the range and may not use magic energy if he already has 5 energy chips.



Vis Draconis – dragon strength

When a mage has placed a dragon strength magic card, he may play it immediately **before** he starts his flight movement. The mage may use a flight path up to 300 DS faster than what is shown on his speed indicator, but must choose the flight path before trying it out, as always. The magic card does not affect the speed indicator, so it is handled as normal for this round.

Example: the mage has set his speed indicator to 500 DS, and may use either the 500, 600, 700, or 800 flight path for his movement, but puts both pointers at 500 DS.



Ventus Magicus – magic head wind

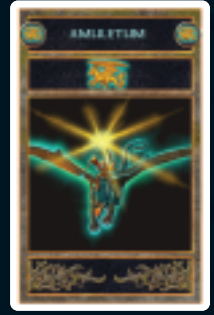
When a mage has placed a magic head wind magic card, he may play it immediately **before** he starts his flight movement. This card works in the opposite way as the dragon strength magic card. The mage may use a flight path up to 300 DS slower, but must choose the flight path before trying it out, as always. As with the dragon strength magic card, the speed indicator is handled as normal.

Example: the mage has set his speed indicator to 500 DS, and may use either the 500, 400, 300, or 200 flight path for his movement, but puts both pointers at 500 DS.



Amuletum – magic shield

A mage can play the magic shield magic card anytime during the round when he is the object of another mage's magic card, but only, of course, if he had placed it next to his speed indicator. This card protects the mage's dragon against all attacks this round, even those from other mages later in the round, specifically **fireball**, **magic traps**, **magic energy**, **obligatory alliances**, and **magic loop**. If the mage placed this card and did not use it, he discards it nonetheless. He cannot return it to his hand.



Game end

At the end of a movement round when at least one dragon has crossed the finish line, the game ends. Crossed the finish line means that at least the front point of the dragon's base touches or passes the finish line on the board.

If several dragons crossed the finish line this round, the dragon that flew the farthest past the finish line is the winner! The positions on the race course can be used to assign second place, third place, and so on.

Suggestions for other race courses





Thank you for buying one of our quality products. As always, if you have questions, comments or suggestions, we welcome them at:

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