



# DRAGON LAND







## CONTENTS

- 1 gameboard
- 12 companions
- 12 magic rings
- 4 treasure vaults
- 2 destiny cubes
- 1 tower of destiny
- 18 dragon eggs
- 57 gemstones (9 diamonds and 16 each of ruby, emerald, and sapphire)
- 36 tokens (6 each of boatman and small dragon, 4 each of unicorn, witch, extra steps, and change destiny, 3 each of King's dragon and ring, and 2 of magic hand)

## OVERVIEW

Adventure in Dragonland! The dragons store their treasure in the numerous volcanoes, but their treasure is in danger - the volcanoes will soon erupt! To save the treasure, the dragons have asked the dwarves, elves, humans, and magicians for help. Each group competes with the others to be the most successful at gathering treasure for the dragons.

Using strategy and cunning, each player moves their group of companions from volcano to volcano collecting treasure. All their movements are under the control of the tower of destiny, which sometimes arranges for a companion to reach their destination a bit too late....

## GOAL

Each player leads a group of companions through Dragonland. Their goal is to collect sets of dragon eggs and gemstones. Each player scores points for each gemstone and egg, but extra points for a complete set (egg, ruby, emerald, and sapphire). When the last egg is collected, the game ends and the player with the most points is the winner!

**Note:** The rules for 3 and 4 players are on the following pages. When playing with 2, follow these rules with the differences shown at the end of this rulebook.



## PREPARATION

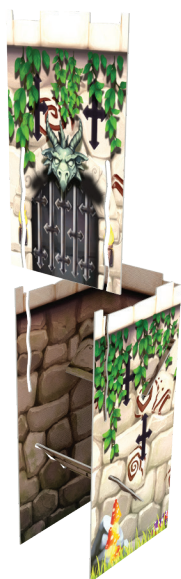
Before the first game, carefully remove the dragon eggs, tokens, and tower of destiny from their frames. Also, remove the tower slots from the tower.

Before each game, assemble the tower of destiny as shown below:



1. Fold the tower so the dark side is inside.

2. Place the two destiny slides in the empty slots.

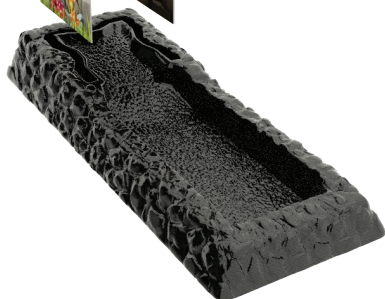


3. Carefully slide the tower gate down into the tower, matching the slots in each.



4. Position the completed tower in the tower base.

Place the gameboard in the middle of the table and the tower of destiny next to the board so all can reach it.



## SETUP

Each player takes:

- 3 companions of the same shape, 1 each of red, green, and blue,
- the treasure vault that matches the shape of their companions, and
- the 3 tokens whose backside matches the shape of their companions - 1 each of small dragon, boatman, and change destiny.



The players place their companions and their tokens (face-up) in front of their treasure vaults.

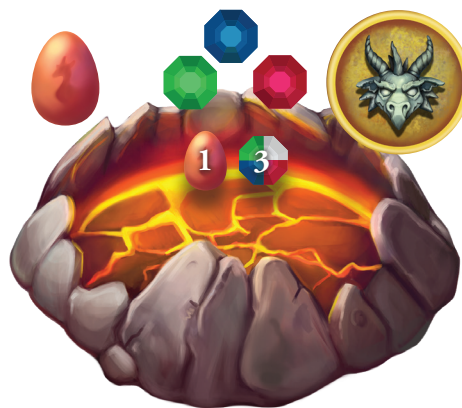
When playing with fewer than 4 players, place the extra tokens, companions, and treasure vaults back in the box.

Place one token with a unicorn, for each player in the game, on the area of the gameboard showing the unicorn's stable. The extra unicorn tokens are placed back in the box.

Place one token with a witch, for each player in the game, on the area of the gameboard showing the witch's house. The extra witch tokens are placed back in the box.

Shuffle the tokens with the dragon on the back face-down. Place one of these tokens face-down on each volcano. Place the extra tokens face-down back in the box.

Place the gemstones and dragon eggs on the volcanoes. The numbers in the egg-shaped and round places indicate how many are placed on each.



Place the gemstones randomly, but make sure no more than 2 of any color are on a volcano.

Place the destiny cubes and the magic rings next to the board.

## PLAYING THE GAME

The oldest player begins. Thereafter, players take turns in clockwise order. In the first round, the players each place one of their companions on the board as described below:

The first player selects one of their companions, moves it through one of the entrances to Dragonland, and then 1 space along either path.



The second player does the same, but moves their companion 2 spaces. The third player follows, moving their companion 3 spaces. If there is a fourth player, then this player now moves their companion 4 spaces. The entrance does not count as a space. The players may use the same or different entrances. The game now continues and all following turns are played as follows:

The player drops the destiny cubes into the tower of destiny, and moves 2 of their companions (one per cube), taking treasure for each, if allowed. Players choose each round which companions to move and may not move the same companion twice in a turn.

**Each companion acts in 2 phases:**

1. Move
2. Take Treasure

## 1. MOVE

The player takes one of the cubes from the tray and moves one of their companions along a path in Dragonland. If the companion ends its movement in a volcano, the player may take treasure from that volcano. The rules below govern moving companions:

- The player moves the chosen companion along a path a number of spaces equal to or less than the number of pips showing on the top face of the selected cube.
- The player may move a companion into Dragonland through any of the 3 entrances. Their movement through the entrance does not count as a space. Players only count spaces along the path inside Dragonland.
- A companion may jump over another companion (his or another player's), counting the jumped space as part of the movement.
- Two companions may not occupy the same space on a path.
- Any number of companions may be on a volcano at a time.
- When a companion reaches a volcano with a face-down token, the player turns it up immediately and that companion ends its movement, but they may still take treasure from the volcano.
- When a companion reaches a volcano where the token has already been turned face-up, it may stop or continue, counting the volcano as one space along the path.
- A companion may not exit Dragonland after entering





## 2. TAKE TREASURE

On their way through Dragonland, players collect treasure (dragon eggs, gemstones, or tokens) when their companions end movement in volcanoes. If a companion ends its movement phase in a volcano, the player may take treasure from that volcano. When a player takes treasure, they may take:

- **all** gemstones on the volcano that match the color of the companion, or
- **one** diamond from the volcano, or
- **one** dragon egg from the volcano. If there is a token on the volcano and the player takes a dragon egg, that player also takes the token as well, unless it is a King's dragon or a ring as these tokens may not be taken by a player (see below).

Players place gemstones, and dragon eggs **inside** their treasure vaults. They place tokens **face-up in front of** their treasure vaults.

**Note:** *A player with a companion on a volcano at the beginning of their turn may allocate a destiny cube to that companion and move it zero spaces, remaining on the volcano. Then, that player may take treasure from the volcano.*

*Because a player can only move two companions on a turn (one companion per cube), they cannot take treasure with the third companion, even if it is on a volcano.*

## 3. STONES



**Unicorn Stone** – If a player's companion ends its movement on this space, that player takes a unicorn token if they don't already have one, and places the token face-up in front of their treasure vault. A

player may only have one unicorn token at a time, but may use multiple throughout the game.



**Witch Stone** – If a player's companion ends its movement on this space, that player takes a witch token if they don't already have one, and places the token face-up in front of their treasure vault. A

player may only have one witch token at a time, but may use multiple throughout the game.

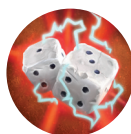
## 4. USING A TOKEN

The tokens are restricted as to when in a turn they may be used. **Change destiny** may only be played immediately after dropping the cubes into the tower of destiny; **King's dragon**, **boatman**, **extra steps** and **small dragon** may only be used in a move phase; and **unicorn**, **witch**, **magic hand** and **ring** may only be used in a take treasure phase.

A player may use as many tokens and, in any combination, in a turn as they have access to and choose to use. Tokens used in the move phase or take treasure phase must be used with the same companion used to move or take treasure during that phase. Once used, a token is placed in the box, except for the King's dragon and the ring, which remain on the board and may be used several times by each player.

## TOKEN FUNCTIONS

### DETERMINE DESTINY TOKEN



#### Change Destiny

This token allows a player to change their destiny by rejecting their initial destiny and dropping the destiny cubes into the tower of destiny a second time. This is their new destiny!

### MOVE COMPANION TOKENS



#### Boatman

This token allows a player to move a companion from one volcano to another, in either direction, along a connecting river or waterfall. This movement is in addition to the normal movement of that companion.



#### Extra Steps

This token allows a player to move a moving companion up to 3 extra spaces.



#### King's Dragon

A King's dragon remains face-up on the volcano where it was found until a companion causes it to fly to another volcano. They only fly from volcano to volcano, never landing on other spaces. There are 3 King's dragons: red, green, and blue.



### Flying a King's dragon

A companion can fly with a King's dragon using the following rules:

1. The companion's color must match that of the King's dragon
2. The companion must be on the same volcano as the King's dragon.
3. The player must have rolled a "4" with one of the destiny cubes.

To fly, the player selects the "4" cube and moves the companion, together with the matching King's dragon to any volcano in Dragonland. Afterwards, the player can take treasure from the volcano, as usual.

**Example:** a player's red companion stands on a volcano with the red King's dragon. That player chooses the rolled "4" destiny cube and moves the red companion and the red King's dragon to another volcano, where the player takes 2 rubies.

### Summoning a King's dragon

A player can use a rolled "4" destiny cube to summon a King's dragon to the volcano of their companion that matches the color of the King's dragon. Afterwards, the player can take treasure from this volcano, as usual.

**Example:** a player has a blue companion on a volcano with a sapphire. That player uses the rolled "4" destiny cube to summon the blue King's dragon and then takes the sapphire.



#### Small Dragon

Like a rolled "4" destiny cube, a player can use a small dragon to summon a matching King's dragon to the volcano of one of their companions or to fly to another volcano with a matching King's dragon if in the volcano with the companion.

**Note:** the small dragon may not be used to move a companion 4 spaces!

### TAKE TREASURE TOKENS



#### Unicorn

When taking treasure, this token allows a companion to take one gemstone of any color, instead of its matching color. Once used, place the unicorn token back on the unicorn's stable.



#### Witch

When taking treasure, this token allows a companion to take one gemstone, that matches its color, from any volcano instead of the volcano the companion is in. Once used, place the witch token back on the witch's house.



#### Magic Hand

This token allows a companion to apply its take treasure action one more time.



#### Ring

This token remains face-up on the volcano where it was discovered until the end of the game. Players can get rings for their companions only on volcanoes with the ring token.

If a moved companion is on a volcano with a ring token, the player can choose, instead of taking treasure, to put a ring on this companion. The player places the ring on the companion as shown. Each companion may only wear one ring.

**Note:** at the end of the game, a player may only score points for colored gemstones if their companion, matching that color, is wearing a ring!





# GAME END AND SCORING

The game ends immediately when a player takes the last dragon egg from Dragonland.

First, if a player has companions without a ring, that player discards all gemstones of the corresponding colors. Next, all players count their points.

A complete treasure set is worth 10 points and consists of one each of dragon egg, ruby, emerald, and sapphire. Players may use diamonds as gemstones of any color to complete a set (see Anna example below). Each additional dragon egg and gemstone is worth 1 point.

The player with the most points wins the game.

# RULES FOR 2 PLAYERS

The rules for 2 players are the same as for 3 and 4 players with the following changes:

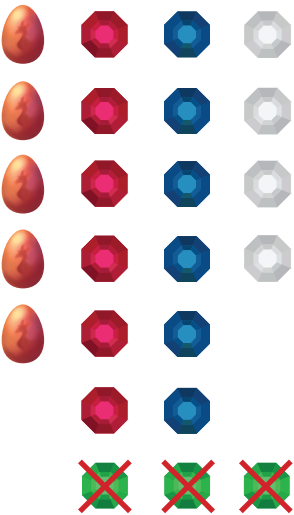
- Place only 1 dragon egg on each volcano. Place the 3 unused eggs back in the box.
- The starting player moves one companion 2 spaces in the first round. The second player moves one companion 4 spaces in the first round. In the following rounds, movement is as described for 3 and 4 players.

# VARIANTS

**Variant 1:** There is no limit to the number of gemstones of the same color that can randomly be placed in a volcano.

**Variant 2:** Play without treasure vaults and keep all collected treasures open.

## Anna's Score



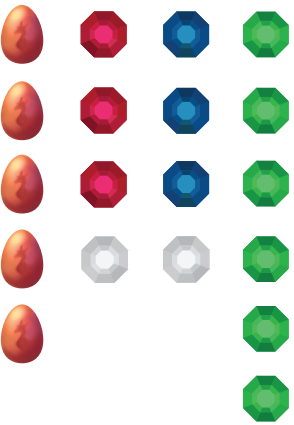
Total

## Points

10  
10  
10  
10  
3  
2  
0

45

## Alex's Score



Total

## Points

10  
10  
10  
10  
1  
2  
1

43

Anna's green companion wears no ring at game end. Thus, her emeralds are worth nothing. Fortunately, she has 4 diamonds, which she uses as emeralds to complete 4 sets and scores 45 points. Alex, with rings on all his companions, scores only 43 points.





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