

Rules of the board game: The Treasure of the Dragon

Game objective: Battle other players and dragons across multiple zones. Be the last one standing to win the Elixir of Life!

Game setup: Each player receives shields, swords, and a quiver based on the number of players:

- **4 players or more: 5 Shields, 4 swords, 2 Quiver (with arrows)**
 - **2 or 3 players: 4 Shields, 3 Swords, 1 Quiver (with arrows)**
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How to Play:

1. Movement:

- Roll the die and move your piece that number of spaces, starting at the castle.
- If you land on a square occupied by another player, you may attack if you have a weapon (sword or arrows) available.
- To complete a zone and move to the next one, you must land on the **Castle** square.

Attacking: Use a weapon to attack another player and take their shields. After attacking, you lose the weapon you used.

- **Sword:** Removes 1 shield from the other player.
- **Quiver:** Removes 2 shields from the other player (each quiver counts as one attack).
- **Shields:** Cannot be used for attacking—they are only for defence.

Diamond Weapon Effects: Can be used only against dragons.

- **Diamond Sword:** Cuts the dragon's claws, and you do not lose shields (you lose the diamond sword after use).
- **Quiver with Diamond Arrows:** Pierces the dragon's head, he cannot use his fangs, and you do not lose shields (you lose the quiver with diamond arrows after use).
- **Diamond Shield:** Blocks the dragon's fire, and you do not lose shields (you lose the diamond shield after use).

Re-Equipping: At the start of each zone (or when moving back to the previous zone), players receive fresh shields based on the number of players:




















- **4 players:** 5 shields
- **3 players:** 4 shields
- **2 players:** 3 shields
- The first player to enter a new zone for the first time gets 1 extra shield as a reward.

Moving back: If you have no weapons left suitable for defence and are attacked by a dragon or another player, you must move back one zone and be re-equipped with shields.

Special squares: On these squares players are not allowed to attack each other.

1. **Castle:** The starting point and finishing point of each zone.
2. **Fibonacci Die:** Roll the Fibonacci die and move to the next zone if you roll one of the indicated numbers.
3. **Alchemist:** Draw an Alchemist card and follow the instructions:

- **80% of Alchemist cards** give beneficial effects (e.g., extra shields or special dragon-fighting weapons).
 - **20% of Alchemist cards** have negative effects, causing you to lose weapons.
4. **Dragon:** Draw a Dragon card and follow the instructions:
- **80% of Dragon cards** involve a dragon attack (using claws, fangs, or fire to reduce your shields).
 - **20% of Dragon cards** offer unexpected help to improve your chances.
5. **Fibonacci Sequence:** Draw a Fibonacci card and roll the special Fibonacci die:
- The **Fibonacci die** has the numbers 1, 2, 3, 5, 8, and 13, leading to varied positive or negative outcomes.
6. **Diamond Weapons and Steel Weapons:** Earn a diamond weapon or a steel weapon—unless luck turns against you.
- **Roll for Weapon Type:** Roll a standard die to determine which weapon you receive:
 - 1 or 2: Diamond Shield / Steel Shield
 - 3 or 4: Diamond Sword / Steel Sword
 - 5 or 6: Diamond-tipped Arrows / Steel-tipped arrows
 - **Risk of Loss:** The other players must agree on a single number from 1 to 6. Roll the die again. If you roll the number they chose, you lose the weapon you just earned!
7. **Dragon Attacks:** Defend against the dragon's claws, fangs, and fire using your weapons (you lose any weapon used in defence).
- **Claws:** Dragon's claws can be blocked with 1 shield, 2 swords, 1 quiver, or 1 diamond sword.
 - **Fangs:** Dragon's fangs can be blocked with 2 shields, 4 swords, 1 quiver and 2 swords, 2 quivers, or 1 quiver with diamond arrows.
 - **Fire:** Dragon's fire can be blocked with 3 shields, 6 swords, 2 quivers and 2 swords, 3 quivers, or 1 diamond shield.

		2 x 		Diamond sword 	
	2x 	4 x 	 + 2 x 	2 x 	Diamond arrows 
	3x 	6 x 	2 x  + 2 x 	3 x 	Diamond shield 

Victory Condition: Be the first player to land on the last castle and win the Elixir of Life!