

DRAGONS & CHICKENS

A game for 2 to 5 players - Ages 8+

You have just entered the dungeon in search of great treasures. Inside you will find riches, but also a terrible dragon who's not so keen on letting you take them.

Race into the dungeon's rooms, and be the first to see what kind of treasure is the most abundant to add it to your loot. But beware of the dragon and, just in case, don't turn your back to your companions ... you never know!

The life of an adventurer is hard, but sometimes the profits make up for it.

Components

- 109 Treasure cards
(and chickens!)
- 1 Dragon card
- 1 Treasure chest
- 1 Shield
- This rulebook



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What do we want?

To be the adventurer who leaves the dungeon with the most treasure, but you probably already figured that out!

Before entering the dungeon

Place the treasure chest on the table within reach of all adventurers and put the shield beside it, you will certainly need it later.



Put the Dragon card aside. It does not need to be within reach since it will wake up on its own.



Deal all the Treasure cards in an equal number to all players. Each player then puts his or her cards face down in a pile in front of them.

If there are any cards left over, put them under the Dragon card.



My treasure

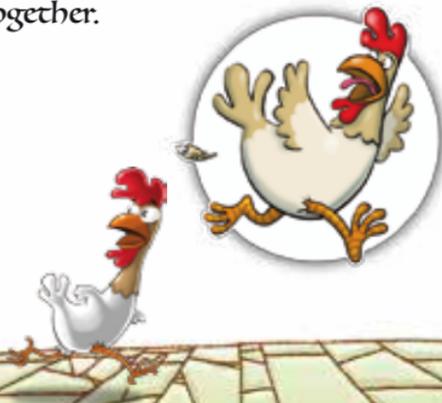
On each turn the adventurers will enter different rooms of the dungeon. In order to do this, everyone must recite the mantra of the adventurer, "My-trea-sure!" out loud. After that, everyone, at the same time, reveals the first card of their deck face up in front of them. You must flip the cards so that all players see them at once (no flipping so that only you see its face).



On each card there are two treasures, each of which can be one of six types: ring, pearl, crown, gold, diamond and chalice. All are equally valuable.



There may also be a chicken that, at certain moments in the game, can be worth more than all of the treasures together.



DRAGONES SALLINAS

When the cards are on the table, the first adventurer who says, out loud, which treasure is the most abundant (that is, which treasure there is the most of) will take all the cards that have been played that round, and put them face-up next to him or her. They then become part of his/her precious booty.

After shouting "My-trea-sure" Marta reveals a card with a diamond and a chalice; Ignacio, a card with a crown and a diamond; and Pablo, a card with a ring and a pearl.



Pablo quickly shouts "Diamond!" taking all the cards, since diamond was the treasure there was the most in the room.

But be careful, when two or more types of treasure are tied, the first adventurer who grabs the treasure chest takes all the cards. It does not matter if another adventurer has already named one of the most abundant treasures out loud. If you grab the treasure chest first, you take them all!

In the next round, Marta reveals a crown and a chalice; Ignacio, a chalice and a pearl; and Pablo, a crown and a diamond.



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Pablo shouts "chalice!", but Marta realizes that there are the same number of chalices and crowns, so she grabs the treasure chest, therefore winning all the cards for herself.

By the way, have we mentioned that all these treasures belong to a Dragon? Well, nobody likes it when someone takes what is rightfully theirs. If a Dragon appears while revealing cards, all adventurers must run to take refuge behind the shield so that they can avoid its blazes. In order to accomplish this, everyone has to put their open hand on top of the shield, forming a stack.



And you better do it quickly, because there is simply no room for whoever is last! The player whose hand ends up at the top of the stack loses all the treasures depicted on the card to the dragon. If by any chance the dragon appears on more than one card during the same round, the player will give up the treasures that appear on the card where the dragon is easier to see.

While running to hide after the sudden appearance of the dragon, Ignacio is left out since he was the last one to put his hand on the shield.



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In order to escape the dragon, he will have to look at what treasures appeared on his card. Since in this case it was a diamond and a ring, he takes all the cards from his loot that have diamonds or rings and places them under the Dragon card. Bad luck, but there are still many rooms to explore!



These cards are placed underneath the dragon card, which removes them from the game.

When a dragon shows up on the cards, you cannot get any treasure by naming the most abundant one nor by taking the chest.

Wait ... do you have a chicken? Before surrendering your treasures to the dragon, check to see if you have a chicken in your loot. Every good adventurer knows that no dragon can resist a good roasted chicken. If you had the misfortune to be the one that did not fit behind the shield, you can still avoid giving part of your treasures to the dragon if one of your treasures is a chicken. Just give away the chicken and the Dragon will be satisfied.



Finally, in addition to considering treasures and dragons, experienced adventurers should also monitor dark rooms. Some of the cards have an unlit torch, which can be then exploited by friendly companions to try to steal that card.



Regardless of what treasures are the most abundant in a room, any adventurer can put their hand over a card with an unlit torch, to steal it. And, yes, you can put your hand on your own card in order to win it.

If a player puts his hand over a card with an unlit torch before anyone names the most abundant treasure in the room out loud, this card no longer counts when determining the most abundant treasure. If the most abundant treasure has already been named, the result will not change even if a card with a dark room is drawn, and even if it contains the treasure in question. If a Dragon shows up on one of the cards, you have to run, but you do have two hands, right? Do not miss this opportunity to demonstrate your skill by placing one hand on the shield and the other one on the dark room card.



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Leaving the dungeon

The game continues until there are no more rooms to explore because all adventurers have run out of cards. It will then be time for each adventurer to count their booty.

The player who obtained the most treasures, regardless of their type, will be the winner of the game. If there is a tie, the winner is the player with the most chickens, which not only are tasty but also make good company.

Credits

Designers

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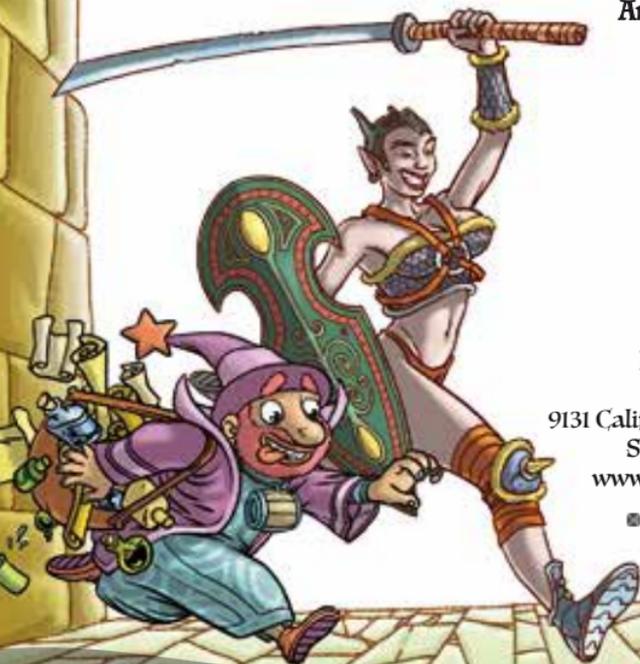
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