

Additional Rules :

Do not worry about the “Rounds” – just play the game

Blue player piece uses blue dice – Green player piece uses green dice – etc

The Dice is 10 sided. 0 = 10

To determine who goes first, roll the highest number... then proceed clockwise

On the board there are “half tiles... those are spots you can use

A dragon card is picked as the 5th turn (example: red, blue, purple, green, dragon, red, blue, purple, green, dragon). Draw 1 card – move the dragon to that room – put the card back in the deck and shuffle

If you reveal a “Skull” – that is NOT a Treasure

If you reveal a “Treasure” (not a skull) – a player will roll for a “Dragon Alert” – if the player rolls lower than a 4 – the Dragon will teleport to that room

Help each other unlock doors and fighting the Dragon. Talk to each other ... “if I help you, you help me” – negotiate to determine who gets the Treasure (and don’t forget if you are in the same room as another player, you can attempt to steal 1 of their Treasures

The “Entrance” is the Exit. If you lose against the Dragon and have to “return to the entrance” – return to your starting location and you do not lose 1 Treasure.

The Dragon returns to the Nest if you win the treasure when encountering the Dragon

Have the most Treasure to win