調皮
小火龍

maoina oachuer

調皮小火龍

刺激有趣的骰子遊戲，適合2-4名4歲以上的玩家。

設計：Benjamin Schwer
美術： Marina Rachner
遊戲長度： 10 - 15 分鐘

召喚所有的龍戰士！ 龍堡被四個調皮的火龍團團圍住。 火龍不斷抓走城堡裡的居民，不願釋放他們。 但是宴會將要舉行，每個人都應該參加。 該怎麼辦才好呢？
拿起魔法骰子吧！ 投擲出所需要的顏色，你可以將調皮的火龍嚇到遠離城堡的地方，讓被困住的居民能順利逃出。
但是請注意，任何以黑色面朝上的骰子都會立即掉入水井中。

遊戲配件

4片火龍板塊、1片水井板塊、20片城堡居民板塊、8片弄臣板塊、4個彩色骰子、1本說明書。

遊戲設置

以任意順序將4片火龍板塊排成一列放好。水井板塊放置在最右側，而8片弄臣板塊疊成一堆，正面朝上放在靠近水井的附近。將城堡居民板塊洗勻，並在每隻火龍下放置一名居民。將其餘的城堡居民板塊面朝下放成一堆。準備好開始擲骰子。

遊戲開始！

遊戲按順時針方向進行，由最近曾嚇跑火龍的玩家開始。
在你的回合最多可擲4次骰。每回合第一次擲骰時，要投擲
所有的骰子。

一起把火龍嚇跑吧！擲骰子！

骰子可以擲出哪些顏色呢？

• 黑色？
哦，真可惜！ 您**必須**立即將所有顯示黑色的骰子放在水井
板塊上。 它們無法在你的這回合中使用。

你還有骰出其他顏色嗎？

• 黃、紅、藍或紫色？
您可以用相對應的骰子嚇跑一隻火龍。 選擇**一種顏色**，並
將**所有顯示該選色的骰子**放在顏色相對應的火龍板塊上。

• 銀色？
這是萬用色。 您可以使用銀色作為任何顏色來嚇跑火龍。
將**所有顯示萬用色**的銀色骰子放在您選擇的一隻火龍上。

> **每次擲骰子需要注意的重要規則**
> 在每次擲骰子時，您一次只能選擇一種顏色的骰子（紅
> 色、藍色、黃色、紫色、銀色）與一隻火龍作戰，並且您
> 不能在已經放置骰子的火龍板塊上重複放置骰子。 骰出
> 黑色骰子時，必須要放在水井板塊上。

在回合結束時，除非你的幫助失敗了（請參閱幫助失敗內容），否則你可以救出城堡的居民。

提示： 與火龍作戰時，要考慮每個城堡居民的星星數量。他們擁有的星星越多，就越感謝你的幫助。 遊戲結束時，擁有越多最感激的城堡居民（即最多星星）玩家勝利。

每次擲出骰子後，有兩種事情可能發生：

1) **還有沒放置的骰子嗎？** 你可以選擇再次擲出這些骰子，並嘗試嚇走更多火龍。
   或者是
2) **您已放置所有骰子，或是不想冒險投錯骰子顏色？** 你結束自己的回合，並把在火龍板塊下至少有一個骰子的城堡居民，回收到自己面前，你已成功讓他們逃出了。
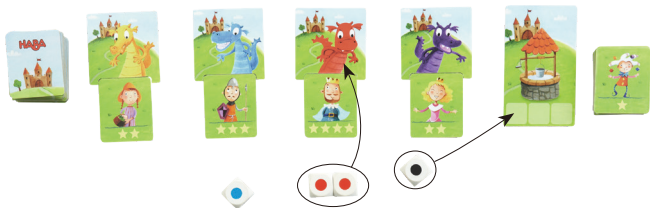

幫助失敗
如果你在結束回合時
- 無法將彩色骰子放在空的火龍形板塊上，和/或
- 您只擲出了黑色骰子。

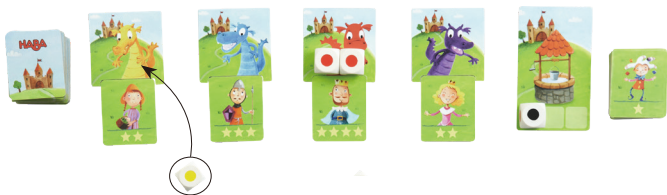在這種情況下，很不幸，你這次無法幫助任何城堡居民逃出，他們還是必須全部待在城堡裡。作為幫助失敗的安慰，你可以拿取一張弄臣板塊。

接著輪到下一個玩家了。 如果有火龍板塊下面沒有城堡居民卡，則必須從牌堆抽取再放一個。 現在，下一個玩家拿起所有骰子，並開始幫助受困的居民。

舉例

盧卡斯擲出全部4個骰子。他擲出1個黑色、1個藍色和2個紅色。他立即將黑色骰子放在水井上。然後，他拿了2個紅色骰子，放在紅色的龍上，讓國王順利逃出。 他可以在這裡結束回合，但他決定再擲剩下的骰子。

他擲出黃色，將骰子放在黃龍上。他的回合結束並幫助國王（紅龍）和少女（黃龍）逃出。在最後的計算中，國王價值4顆星，少女價值2顆星。

艾拉抽取2個新的城堡居民放在2塊火龍板塊下面放。她擲出全部4個骰子。

她擲出1個黃色、1個紅色和2個銀色。 她決定將2個銀骰子放在藍色火龍上，因為下方的騎士為3顆星。她可以在這裡結束回合，也可以再次擲出黃色和紅色的骰子。 她決定擲下剩下的2個骰子。

她骰出黑色和藍色骰子，並迅速將黑色骰子放在井上。
藍色火龍已經有骰子，因此她無法將藍色骰子放在空的火龍板塊上。 因此，幫助居民逃出失敗。藍色火龍板塊下的騎士必須留在原地。作為安慰，艾拉可以拿取一片弄臣板塊。

遊戲結束

當城堡居民的板塊耗盡，並且沒有足夠的板塊能放在四隻火龍板塊下面，遊戲結束。接著，玩家計算他們解放的城堡居民和弄臣板塊上的星星。總星數最高的玩家獲勝。如果出現平手，則城堡居民數量最少的玩家獲勝。

年幼孩子的變體規則：

與基本遊戲中的規則相同。 最後，獲勝的不是有最多星星的孩子，而是釋放了最多城堡居民（不包括弄臣）的孩子。

大一點的孩子也可以玩以下變體規則：

照著基本遊戲規則進行，但是城堡居民只有一開始是面朝上放置在火龍板塊的下方，在每個玩家都清楚看過這些居民板塊後再把它們翻面朝下。這些居民只能在被救出時被展示出來。

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Dragon Battle

A stimulating dice game for 2 - 4 players from 4 to 99 years of age.

Author: Benjamin Schwer
Illustrations: Marina Rachner
Game duration: 10 - 15 minutes

Calling all dragon fighters! Drachenburg Castle is besieged by four naughty dragons. The dragons keep snatching people from the castle and are unwilling to release them. But a banquet is due to take place, and everyone is expected to attend. So, what is to be done?
Reach for the magic dice! With the right throw, you can scare the naughty dragons away from the castle so the captive people can free themselves. But watch out, any dice that lands with the black face up immediately falls into the well.

Contents:

4 dragon tiles, 1 well tile, 20 castle resident cards, 8 juggler cards, 4 colored dice, 1 set of instructions.

Game preparation:

Lay out the 4 dragon tiles in a row (in any order) next to each other. The well tile is placed to the right of them and the 8 juggler cards are placed face up in a pile next to the well. Shuffle the castle resident cards and place one resident beneath each dragon. Place the rest of the castle resident cards face down as a draw pile. Get the dice ready to roll.

Let's play!

Play goes in a clockwise direction. The player who last scared away a dragon starts. Your turn (= "dragon battle") consists of a maximum of 4 throws. For the first throw, use all the dice.

Let's scare those dragons away! Roll all the dice.

Which colors have been rolled?

• **Black?**
Oh, that's a pity! You **must** immediately place all dice showing a black face on the well tile. They stay here for the current dragon fight and cannot be used for the rest of your turn.

Did you roll any more colors?

• **Yellow, red, blue or purple?**
You can scare off a dragon with the matching dice. Select **one** color rolled and place **all dice showing this selected color** on the matching color dragon tile.

• **Silver?**
This is the joker color. You may use silver as any color to overcome that particular dragon. Place **all silver dice** showing the joker color on one dragon of your choice.

Important rule for every role of colored dice!
On each roll of the dice you may only battle one dragon at a time with the color dice (red, blue, yellow, silver) **and** you are not allowed to place more colored dice on a dragon that already has color dice placed upon it. The black dice must always be placed on the well when rolled.

At the end of your turn, you can pick up the castle residents you have rescued, unless of course your dragon fight has failed (see failed dragon battle).

Tip: When battling dragons, you should always take into account the number of stars on each castle resident. The more stars they have, the more gratitude you receive for having released them. The winner at the end of the game is the player who has the most grateful castle residents (i.e. the most stars).

After every throw, there are 2 possibilities:

1) **Do you still have any dice that you have been unable to place?** Then you can choose to throw again with these dice and try to scare away even more dragons.

   or

2) **You have placed all the dice or you don't want to risk a wrong throw?** Then you end your turn and take the castle residents that have at least one dice on their dragon tiles.
   You have successfully freed them.

Failed dragon battle:

Your turn ends with a wrong throw if you

- are unable to place a colored dice on an **empty** dragon tile, and/or
- you throw only black dice.

In that case, you are unfortunately not able to free any castle residents this time, and they must all remain in captivity. As a consolation for your failed dragon battle, you are allowed to pick up a juggler card.

Then it's the next player's turn. If any of the dragon tiles do not have a castle resident card beneath it, another one must be placed there from the draw pile. The next player now picks up all the dice and starts a new dragon fight.

Example

Lukas rolls all 4 dice. He rolls 1 x black, 1 x blue and 2 x red. He immediately places the black dice on the well. Then he takes the two red dice and puts them on the red dragon to free the king.
He could finish his move here, but he decides to throw again with the remaining dice..

He rolls yellow and places this dice on the yellow dragon. His turn is over and he is allowed to release the king (red dragon) and the maiden (yellow dragon). In the final reckoning, the king is worth 4 stars and the maiden 2.

Ella now places 2 new castle residents from the draw pile beneath the two dragons. She rolls all 4 dice.

She rolls 1 x yellow, 1 x red and 2 x silver. She decides to place the two silver dice on the blue dragon, as his knight is showing 3 stars. She can end her turn here or roll the yellow and red dice again. She decides to roll the two remaining dice.

*She now rolls a black and a blue. She places the black dice on the well.
The blue dragon already has dice on it, so she is unable to place the blue dice on an empty dragon tile. Consequently, the dragon battle has failed. The knight beneath the blue dragon has to stay where he is. As a
consolation, Ella is allowed to take a juggler card.*

End of game:

The game ends as soon as the castle residents draw pile is depleted and there are not enough cards to place beneath all four of the dragon tiles.

At this point, the players add up the stars on their liberated castle residents and juggler cards. The player who has the highest total number of stars wins the game.

In case of a tie, the player with the fewest liberated castle residents wins.

Variation for younger children:

The same rules apply as in the basic game. In the end, however, it is not the child with the most stars who wins but the one that has freed the most castle residents (not including jugglers).

Older children can also play the following variation:

The game is played according to the rules of the basic game, but the castle residents are first placed face up beneath the dragons, so that each player is able to see them before they are turned face down. They are then only revealed when liberated.