

English Rules of Play

INTRODUCTION

Welcome to **Expansion One**, the first expansion for the Drakon board game. This expansion includes 48 new tiles, a Drakon counter, and the rules for using them. You need a copy of the **Drakon** board game to play with this expansion.

In **Expansion One**, the old dragon Drakon has decided to make her game more interesting. While the characters are still trying to collect five gold coins, she is making their task more difficult by chasing them around her lair. If Drakon catches a character, that character must lose a gold coin and

begin collecting from the middle of lair once more.

Components

This expansion includes the following components:

- **Drakon Counter:** This counter represents Drakon, the dragon who has captured the characters in her lair. The Drakon counter is set aside at the beginning of the game, and comes into play when a player places the “Drakon Moves” chamber (see below).
- **Chambers (square tiles):** These components fit together to form a map of the dragon’s lair. Many chambers have special events that are triggered whenever characters move onto them.

These events are described later in these rules.

New Rules: The Drakon Counter

The Drakon counter is set aside at the beginning of the game. The *very first time* a player places a “Drakon Moves” chamber, that player must *also* place the Drakon counter on any chamber on which no characters are standing.

For the rest of the game, if the Drakon counter is on the same chamber as a player’s character, that character must be moved to the “Start” chamber, and that player loses one gold coin. (If the character is already on the “Start” chamber, then that player just loses one gold coin.)

Note that there is *no effect* if your character is


moved *through* a chamber with the Drakon counter (under the influence of a “Heavy Gale,” for example), or if the Drakon counter moves *through* a chamber on which your character is standing.

If you move your character onto a chamber with the Drakon counter during your turn, you must *immediately* (before any chamber actions take place) move your character to the “Start” chamber and discard one gold coin, then end your turn.


Note: The Drakon counter counts as a *character* for determining chamber actions.

Chamber Explanations


Below is a complete list of chambers with explanations of their special actions.




Find two Gold: *This action occurs as soon as your character enters the chamber.* Take two gold coins from the Dragon’s Hoard.



Floating Room: *This action occurs as soon as your character enters the chamber.* You may move this chamber to any space adjacent to another chamber already in play. You must place the chamber so that its arrows line up legally (no arrow-heads are pointing at each other). Moving this chamber *can* disconnect the board into two or more non-connected sections.



Locked Chest: *This action occurs as soon as your character enters the chamber.* Set aside all the gold coins you have acquired so far. For the rest of the game, these coins cannot be stolen by other players or lost due to chamber actions (including the Drakon counter).



Drakon’s Bargain: *This action occurs as soon as your character enters the chamber.* You have the option to “buy a chamber.” If you choose to buy a chamber, discard one of your coins into the Dragon’s Hoard, then take one chamber in play (on which no characters are

standing) and put it into your hand. Now you have one additional chamber for the rest of the game. Note that you may *not* buy the “Start” chamber.



The Void: *This action occurs as soon as your character enters the chamber.* Remove your character from the board and miss your *next* turn. On your *following* turn, you must place your character on any chamber in play. (This is the same as moving your character to that chamber.)



Base Structure: Neither this chamber, nor any of the four chambers adjacent to it, may be moved, rotated, destroyed, or otherwise altered by other chamber actions.



Small Room: Only one player’s character may stand on this chamber at any time. That is, if another *player’s* character (not the Drakon counter) is standing on this chamber, your character may not move onto this chamber, neither by moving your character, nor by using a tile’s action or a character’s special ability. The Drakon counter *may* be moved onto this chamber if another character on it.



Friendly Visit: On the next turn that you decide to move your character, you may move your character to any chamber on which another player’s character is standing.



Tornado: On the next turn that you decide to move your character, you may move your character *up to four chambers*. This movement must be along legal paths, and you ignore the actions on all the chambers except the one on which you end your character’s movement.



Escape: When you place this chamber, you may immediately move your character onto it.



Moving Chambers: *This action occurs as soon as your character enters the chamber.* Choose two chambers in play with the same number of arrows in the same configuration, and on which no characters are standing. Switch the two chambers’ locations, keeping the arrow orientation for each location the same. (That is, if you switch chamber 1 for chamber 2, make sure that chamber 2 has the same arrow orientation as chamber 1.)



Magic Harp: If a chamber adjacent to this chamber has an arrow pointing to this chamber, then characters in that chamber may only be moved onto this chamber the next time they are moved by their players, a tile action, or another character’s special ability. (If a character is between two “Magic Harp” chambers, the character may be moved onto either one of them.)



Secret Passage: On the next turn that you decide to move your character, you may move your character normally, or to any other “Secret Passage” chamber in play.



Drakon Moves: *This action occurs as soon as your character enters the chamber.* Move the Drakon counter up to three chambers in any direction, *ignoring all chamber actions and arrows*. (See the description of the Drakon counter above for what happens when the Drakon counter moves onto a chamber with a character on it.) The very first time this chamber is played, place the Drakon counter on any chamber on which no characters are standing.