

The Forest Dragon

by Rory age 9

Instructions

In **The Forest Dragon Card Game** you'll take the role of adventurers trying to find treasures in the Forest. Can you find and keep the most valuable treasures, while avoiding the monsters?

Contents

65 cards comprising:
32 Treasure cards
15 Monster cards
6 Equipment cards
12 Quest Givers cards

There are 4 types of card in the basic version of **The Forest Dragon Card Game**:

Treasure Cards

Each type of Treasure Card has a different score. The aim of the game is to score as many points as possible by keeping Treasure Cards in your backpack. Common treasures like Sticks or Berries are worth a small number of points. Rarer cards like The Silver Stag or Amber are worth a lot more! When you turn over a Treasure Card move it to your Backpack (more on this below). It's yours! For now!



Equipment Cards

Equipment Cards are things like swords, helmets, maps or even a friend. These are placed in your Backpack as they are revealed and can be used during your go. Some Equipment Cards are used once and discarded. Others stay with you and can be used throughout the game. Some of these might seem very powerful, but there are ways to win even if your opponent has a lot of Equipment Cards!



Monster Cards

When a Monster Card is revealed it is the end of your go. You encountered one of the fierce creatures living in the Forest and had to flee! Some monsters are so dangerous that they will even steal items from your Backpack.



Quest Giver Cards

Quest Givers are a special type of card you'll add into the game once you know how to play. They have a golden card background. Quest Givers are explained in more detail below.



How to Play

First of all, we'll play just a single adventure. Later we'll play longer games.

Find all 12 gold "Quest Giver Cards" with the three coins symbol in the corner. Take these out of the deck. You won't use them for the first game, so put them to one side. Shuffle the remaining deck really well.

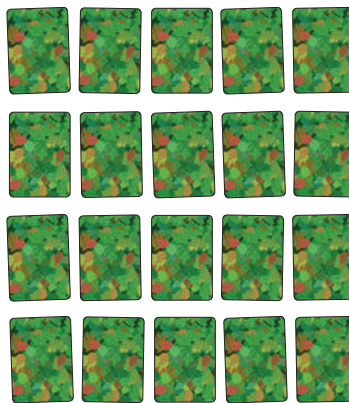
For a 2 player game lay out 20 cards face down in 4 rows of 5.

For a 3 player game lay out 30 cards in 6 rows of 5.

For a 4 player game lay out 35 cards in 7 rows of 5.

For more than 4 players add another 5 cards per player.

The face-down cards make up the Forest in which you are exploring, hoping to find treasures and useful equipment while avoiding the monsters. Put the remaining cards to one side. You won't use them in this game.



The youngest player goes first. During your go, turn over one card at a time, revealing a Treasure, a piece of Equipment or a Monster. **You must turn over at least one card on your go!**

As Treasure or Equipment Cards are revealed place them into your "Backpack". Some cards have different effects, each of which is detailed on the card. Follow the instructions on the card very carefully.

Keep your Backpack Cards face-up, in a neat row so everyone can see who is in the lead.

You can keep turning over cards and placing them in your Backpack until either **you decide to stop**, or **you turn over a Monster Card**.

If you turn over a Monster Card you must follow the instructions on the card, and then your turn ends, unless you have an Equipment Card which can defeat the monster and let you keep going.

Discarding Cards

If you are instructed to discard a card, place it to one side, in the “Discard Area”.

When a Monster takes items from you, place it into its own little pile in the Discard Area. Certain Equipment Cards, like the bow, let you retake stolen items from the Discard Area! So keep them separated out.

Once your go is over the player to your left takes a turn.

Players take it in turns to explore the Forest until there are no face-down cards left.

Everyone adds up the points in their Backpack and the winner is the player with the most points!

Sometimes you'll score a lot of points. Sometimes you won't score any. Your go will be over fast if you meet a Monster straight away. Other times you will be lucky and choose the right cards to have a long go! Games aren't too long, so don't worry if you don't score many points. There's always next time!

Longer Game

Here's how to play a longer version of the game.

Once you've finished a shorter game, add up your points. The player with the most points gets a token to show that they've been the most successful player that round. You can use a coin, a button or anything small as a token.

Gather up all the cards, including the Discard Area cards and the cards you didn't use, and shuffle them well. Lay out another set of cards just as you did before – a new day has dawned and it's time to adventure again!

The person who got the least points in the last round goes first. If it's a tie, the youngest person with the least points goes first.

Keep playing until one player has collected 3 tokens. They are the winner!

Quest Givers

The 12 cards with the golden background and coins symbol in the corner are called “The Quest Givers Expansion”. When you feel confident with the basic game, shuffle these into the deck, and play as normal. The Quest Givers allow you to score more points by completing quests for specific treasure items. They also let you sometimes trade with your fellow adventurers!



The Quest Giver characters accompany you on your adventure “in your backpack” and can be taken by Monsters just like any other Treasure or Equipment Card. You can even trade Quest Givers when allowed to trade other cards.

Scan this code to find out more about **The Forest Dragon**, see how to play videos and check out expansions to the game!:



www.handiwork.games/the-forest-dragon

Credits:

Game Design by Rory Hodgson

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