

Die Dracheninsel (The Dragon Island)

Concise rules by Eric Postpischil.

2-6 players. Approximately 60 minutes.

Set-Up

- Put each of the 60 terrain disks on a space on the board with a same-colored spot.
- Put a treasure hunter (plastic cone) on the same-colored boat in front of each player.
- Shuffle all (terrain and action) cards and deal six to each player.
- The remaining cards are the draw pile. When empty, shuffle the discard pile to replenish.
- Put the two 100 coins on the treasure site.
- Put the two dragons next to the board.
- Select the initial active player randomly.

General Play On a Turn

- On a turn, any number of cards may be played and any number of actions may be taken.
- If a player does not move or execute actions, whether by choice or by interruption of *Süßer Schlummer* (Sweet Slumber), they may reveal and discard any or all of their cards and draw new cards to replenish their hand to six.
- The active player should execute each action step-by-step, pausing briefly to allow other players to interrupt with the *Süßer Schlummer* (Sweet Slumber) card.
- The active player may move onto the treasure site, their own boat, their partner's boat, or any disk of their own color without playing a card.
- The active player may move onto a disk of another color by playing a card of the disk's color or the player's color. (A few cards have two colors and may be used for either one.)
- Cards are played in front of the player and discarded at the end of the turn.
- When a hunter enters the treasure site while another hunter is there, they become treasure-bearer partners and move together, and the active player must immediately move the two bearers off the treasure site, taking the two coins with them. The next higher denomination pair of coins is put on the treasure site.
- Partners and the two coins move together, using the same rules for ordinary movement of the active player.
- A single bearer may not move the treasure.
- No playing figure may move onto a dragon or a hunter (but a hunter may move onto a bearer), except treasure bearers may enter their own boats even if hunters are there.
- Treasure bearers may not enter the treasure site.
- The active player may move their hunter onto two bearers, move one of the partners back to that partner's boat, and take their place in the partnership.
- Partners may not separate voluntarily but may be separated as above or by the *Angst & Schrecken* (Fear & Loathing) card.
- A player remaining alone with treasure after an *Angst & Schrecken* (Fear & Loathing) card was played may choose on his next turn to abandon the treasure (which is removed from the game) or remain in place until another hunter arrives.

Collecting Treasure

- When bearers bring the treasure to a boat, the treasure is collected.

- If the boat owner does not play an *Untreue* (Unfaithful) card, each bearer collects one coin.
- If the boat owner does play an *Untreue* (Unfaithful) card, both players may continue to play *Untreue* cards alternately. The last player to play an *Untreue* card collects both coins.

End of Turn

- The turn ends when the treasure hunter enters the treasure site and no other hunter is there.
- The turn ends when a *Süßer Schlummer* (Sweet Slumber) is played.
- The turn ends when the player collects a treasure.
- The turn ends when the player chooses to end it or cannot play further.
- At the end of the turn, the active player draws cards to replenish their hand to six, and the next player clockwise becomes the active player.

Play Out Of Turn

- Cards with green backgrounds may be played at any appropriate time.
- Cards may be played to help other players.
- Cards played out of turn are not replenished until the end of the player's next turn.

Action Cards

- ***Zerstörende Kräfte* (Destructive Forces)**. Swap two adjacent unoccupied terrain disks.
- ***Tosende Elemente* (Thundering Elements)**. Swap any two unoccupied terrain disks.
- ***Drachenpatrouille* (Dragon Patrol)**. Move a dragon onto any unoccupied terrain disk not adjacent to a boat. If there is a dragon not on the board, it must be moved onto the board.
- ***Böser Fluch* (Evil Curse)**. Discard all your cards and draw one new one randomly from each player. The active player may use the cards immediately. The other players do not replace the cards until the ends of their respective turns.
- ***Tollkühner Flug* (Foolhardy Flight)**. Jump over an adjacent space to a space you could otherwise enter (as by playing a card). You may not jump over a dragon. You need not jump straight but may land on any of the three spaces on the far side of the jumped space. A treasure bearer jumps with their partner and the treasure.
- ***Weite Reise* (Long Journey)**. Play a terrain card. For the rest of the turn, you may enter spaces of that color without playing additional cards. If the terrain card is your own color, you may select another color.
- ***Angst & Schrecken* (Fear & Loathing)**. Send any treasure hunter or treasure bearer, even your own, back to its own boat. A bearer separated from its partner decides whether to abandon or wait with the treasure at the beginning of its next turn.
- ***Hinterhältiger Angriff* (Sneak Attack)**. Randomly draw a card from another player.
- ***Süßer Schlummer* (Sweet Slumber)**. As soon as you call "stop," the active player must undo his last action and end his turn. None of his played cards are returned. This cannot be played to stop treasure bearers from immediately leaving the treasure site as required.
- ***Gegenzauber* (Counter Magic)**. Block *Hinterhältiger Angriff* (Sneak Attack), *Süßer Schlummer* (Sweet Slumber), or *Angst & Schrecken* (Fear & Loathing).
- ***Untreue* (Unfaithful)**. Played as described under Collecting Treasure.

End of Game

- The game ends when all treasures are collected or removed from the game. Each player's total collected treasure is their score. If there is a tie, the tied player with the highest coin wins. If there is still a tie, the win is shared.