

Drakard

A SOLO JOURNEY THROUGH THE GREAT BEAST DRAKARD'S DOMAIN.

COMPONENTS

◁ GAMESHEET

◁ 1 MINIATURE, PAWN, OR CUBE

◁ 5 TRACKING CUBES

◁ 6 D6 DICE



GAME OVERVIEW

MOVE THROUGH DRAKARD'S DARK FOREST, ENCOUNTERING BEASTS AND FRIENDS ALONG THE WAY. IN THE CENTER OF THE FOREST LIES DRAKARD'S LAIR. DEFEAT HIM AND YOUR JOURNEY IS HALFWAY OVER. CONTINUE ON UNTIL YOU EXIT THE FOREST ON THE OTHER SIDE.

SETUP

- 1) ROLL 4 D6. ARRANGE THEM FROM LOW TO HIGH. SELECT ONE OR TWO OF THE MIDDLE VALUES TO SET INITIAL RESOURCE(S).
 - 2) REPEAT STEP 1 UNTIL THE 4 VARIABLE START RESOURCES ARE SET (HEALTH, FOOD, COINS, MAGIC).
- THE GAME ALWAYS STARTS WITH 3 WEAPONS (DICE). NO RESOURCE OR WEAPONS CAN EVER BE ABOVE 6.
IF HEALTH GETS TO 0, OR FOOD GETS TO 0 WHILE STILL IN THE FOREST, YOU LOSE.

GAMEPLAY

- 1) PAY 1 FOOD TO MOVE TO ONE OF THE STARTING (TOP ROW) HEXES OF THE FOREST.
- 2) ENCOUNTER THE BEAST BY ROLLING YOUR DICE. DEFEAT THE BEAST BY ROLLING A SYMMETRICAL ATTACK, FOR EXAMPLE 3 5 3, OR 2 2 1 2 2. YOU MAY SPEND 1 MAGIC TO RE-ROLL ONE TO ALL OF THE DICE (YOU MUST DECIDE HOW MANY TO RE-ROLL, THEN RE-ROLL THEM ALL AT ONCE). YOU MAY DO THIS ACTION MORE THAN ONCE IF DESIRED (MUST PAY 1 MAGIC FOR EACH TRY).
- 3) IF YOU DEFEAT THE BEAST, GAIN 1 RESOURCE OF YOUR CHOICE (NOT WEAPONS). IF YOU ARE DEFEATED, PAY THE PENALTY IN HEALTH.
- 4) IF YOU END YOUR TURN ON A FRIENDLY SPACE (FRIEND, MAGE, OR SMITH), YOU MAY EXCHANGE ANY ONE RESOURCE FOR ANY OTHER ONE, OR PAY ANY TWO RESOURCES TO GAIN ONE ADDITIONAL WEAPON DIE.
- 5) CONTINUE TO YOUR NEXT TURN BY PAYING ONE FOOD TO MOVE TO AN ADJACENT HEX. IF IT IS A FRIEND, GAIN THE BENEFIT.

WINNING

YOU WIN THE GAME IF YOU ARE ABLE TO EXIT THE OTHER END OF THE FOREST (PAYING 1 FOOD TO DO SO) WITH AT LEAST 1 HEALTH.

GAME NOTES

YOU MAY START ON ANY TOP ROW HEX, AND FINISH THE GAME BY EXITING ANY BOTTOM ROW HEX.
ANY TURN, YOU MAY MOVE ANY DIRECTION YOU WISH, BUT MUST PAY 1 FOOD FOR EACH MOVE.

CREDITS

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IMAGES FROM PIXABAY

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OPTIONAL RULE:

IF ALL THE DICE ARE THE SAME VALUE DURING COMBAT:

IF THE VALUE IS 1, 3, OR 5, LOSE 1 HEALTH,

IF THE VALUE IS 2, 4, OR 6, GAIN ANY 1 RESOURCE (NOT WEAPON).

Start



Row 1 (Green):

- 000 Furruf -♥
- 000 Furruf -♥
- 000 Furruf -♥
- 000 Furruf -♥
- 000 Furruf -♥

Row 2 (White):

- Friend +👊
- Friend +●
- Friend +👊
- Friend +♥



Row 3 (Green):

- 0000 Trollort -♥♥
- 0000 Trollort -♥♥
- 0000 Trollort -♥♥



Row 4 (White):

- Mage +⊙
- Smith +■



Row 5 (Green):

- 00000 Drakard -♥♥♥

Drakard

Row 6 (White):

- Smith +■
- Mage +⊙



Row 7 (Green):

- 0000 Trollort -♥♥
- 0000 Trollort -♥♥
- 0000 Trollort -♥♥



Row 8 (White):

- Friend +👊
- Friend +●
- Friend +👊
- Friend +♥

Row 9 (Green):

- 000 Furruf -♥
- 000 Furruf -♥
- 000 Furruf -♥
- 000 Furruf -♥
- 000 Furruf -♥



Finish



Health ♥

Food 🍖

Coins ○

Magic ⊙

Weapons ■ ■ ■