

The logo for 'Dragon Quest' is highly stylized. The word 'DRAGON' is written in a large, bold, serif font, with the 'D' being particularly prominent. The word 'QUEST' is written in a smaller, similar font below it. The letters are intertwined with a dragon's head, which is facing right. A sword is positioned diagonally across the top of the logo, with its hilt on the left and its tip on the right. The entire logo is enclosed within a circular border. A small 'TM' trademark symbol is located at the top right of the logo.

DRAGON QUEST

GAME

For 2 to 4 Players

All the myth and magic of the movie is captured in this exciting adventure game. Your mission is to find a Crystal Shard and return it to the Castle's Crystal Chamber. As you travel along the gamepath you'll encounter the forces of good and evil, fight battles with fierce warriors and play special cards to cast magic spells that protect you from danger. Race to the Castle, but beware of Time (disks) creeping up to put you out of the game. Be the first to enter the Crystal Chamber with your Shard and you'll win the game!

OBJECT:

Be the first player to enter the Castle's Crystal Chamber (at FINISH) with your Shard.

CONTENTS:

• 1 Gameboard • 4 Pawns • 4 Plastic Crystal Tokens (Shards)
• Instruction Booklet • 2 Dice (1 white, 1 red) • Time Disks


HOW TO SET UP THE GAME:

1. Open the gameboard and place it on a flat surface between the players.
2. Remove the black platform from the box and carefully punch out the Time Disks along the scored lines and set them aside.
3. Each player selects a pawn and places it at START.
4. Place the matching Crystal Shards in the center of the first circular gamepath around the Observatory.
5. Shuffle the cards and deal 4, facedown, to each player. Place the remaining cards facedown in the middle of the board to form a draw pile.

HOW TO PLAY THE GAME:

1. Each player rolls the white die. Whoever rolls the highest number plays first followed to the left by the other players. **Important:** the first player to the RIGHT of the one who goes first is the **Keeper of the Time.** This player will be responsible for placing the Time Disks on the gamepath later in the game. See Rule 7 for further instructions.
2. **BASIC TURN:** on your turn, you must roll the white die and move your pawn the number of spaces shown on the die. Move forward along the gamepath in the direction the black arrows point. **Please note:** if your pawn lands on a space occupied by an opponent, by exact count, move forward to the next unoccupied space. If your pawn is sent back along the gamepath and you land on a space occupied by an opponent, by exact count, move backward to the next unoccupied space. (**Exception:** 2 or more pawns may occupy an Exit or Cave space at the same time.) After moving your pawn, you may, if you wish, play a card to cast a spell OR discard. Only ONE card may be played per turn. If you play or discard a card, ALWAYS draw a card from the draw pile to replace it. **Important:** during your turn, you must roll the die and move your pawn before you can play a card.

3. **THE CARDS:** there are two types of cards that you or your opponents may play and both have the power to cast magical spells. Negative Cards with purple borders and a minus (-) sign in the upper left corner have the power to cast EVIL SPELLS. Positive Cards with orange borders and a plus (+) sign in the upper left corner have the power to cast GOOD SPELLS. If a negative card is played on a player, that player must immediately react by either obeying the card or playing a positive card to counteract the negative card.

 Here are the Negative Cards, the Evil Spells they cast, and the Positive Cards that counteract them:

Negative Card (-)	Casts This Evil Spell	Counteracted By This Positive Card (+)
Skeksis	Lose next turn if played on you	Kira or Jen
Bat Birds	Move pawn back if played on you	Pod People or Jen
Storm	Move pawn back to nearest cave if played on you	Pod People or Jen
Garthim	Fight Garthim on next turn if played on you. (See "How to Fight the Garthim" below.)*	UrRu or Jen

***How to Fight the Garthim:** roll the white and red dice. The white die (YOU) must beat the red die (GARTHIM). If you beat the Garthim, move ahead the number of spaces you rolled on the white die. If you lose, remain where you are and wait until your next turn to try again. Roll both dice again if there is a tie.



Here are the Positive Cards, the Good Spells they cast, and the Negative Cards and Spaces they counteract:

Positive Card (+)	Costs This Good Spell	Counteracts This Negative Card (-) Or Space
Jen	Stops all evil spells	Skeksis, Bat Birds, Storm, Garthim or Lose Crystal Shard
Kira	Do not lose your turn	Skeksis
Pod People	Stops storms and bats	Storm or Bat Birds
UrRu	Do not fight the Garthim	Garthim
Crystal	Do not lose Crystal Shard	Lose Crystal Shard
Landstrider	Allows use of a Landstrider Pass OR an extra roll of the die. (See "How to Use a Landstrider Pass" below.)*	NONE
Aughra	Turn back Time by removing disks from path	NONE
Fizzgig	Discard all cards and draw new ones	NONE

*How to Use a Landstrider Pass: a Landstrider Pass allows you to take a shortcut to speed your progress along the gamepath. You must have a Landstrider card to use a Landstrider Pass. Just roll the die and start moving your pawn by die count. When you reach the game space at the entrance to the Pass, slide your pawn across the Pass then continue counting out your move when you reach the space on the other side. You must play your Landstrider card after completing your move.

4. THE SPACES: as you move along the gamepath, you'll encounter spaces that cast Evil Spells on all who land on them. If you land on one of these spaces, you must immediately counteract its spell with a positive card or obey the evil spell.

Here are the Spaces, the Evil Spells they cast, and the Positive Cards that counteract them:

Space	Costs This Evil Spell	Counteracted By This Positive Card
SKEKSIS	Lose your next turn if you land on this space	Kira or Jen
BAT BIRDS	Move pawn back if you land on this space	Pod People or Jen
GARTHIM	Fight Garthim on next turn if you land on this space	UrRu or Jen
LOSE CRYSTAL SHARD	Move Shard BACK to the NEAREST Lose Crystal Shard space if you land on this space. (See "Lost Crystal Shard" below.)*	Crystal or Jen

*Lost Crystal Shard: if you land on a Lose Crystal Shard space, you must move your Shard BACK to the NEAREST Lose Crystal Shard space unless you have a Crystal or Jen card to counteract the evil spell. Your pawn must go back to reclaim it. Your pawn does not have to land on your Shard by exact count.

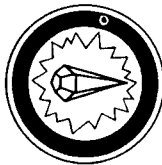
Here are the other spaces and what they mean. There is no penalty if you land on them.

CAVE



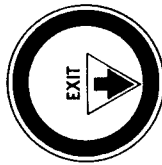
There are 3 Cave spaces. Move your pawn BACK to the NEAREST one if a Storm Card is played on you and if you can't counteract it with a Pod People or Jen card.

CRYSTAL



There are 4 Crystal spaces on the circular path around the Observatory. You must land on one of these spaces, by exact count, to claim your Shard.

EXIT



There are 3 Exit spaces, 1 on each circular path (Observatory, Pod People Village and the Castle Chamber). When you fulfill the requirement to leave a circular path, move your pawn to the Exit space. You may leave the area on your next turn.

CRYSTAL SHARD



There is 1 Crystal Shard space just outside the Exit from the Observatory. If you land on the FIRST Lose Crystal Shard space, move your Shard BACK to this space.

5. HOW TO PLAY CARDS TO CAST SPELLS.

Evil Spells. . .play negative cards to cast evil spells on opponents to stop their progress or send them backward along the gamepath. Place the card in front of an opponent and say, "I cast this evil spell on you." Your opponent must either obey the card or play a positive card to counteract the negative card. You may cast an evil spell on any oppo-

nent during your turn ONLY, after you roll the die and move your pawn.
Good Spells. . .play positive cards to cast good spells that speed your progress along the gamepath or counteract evil spells cast on you by cards or spaces. Place the card in front of you and say, "I cast this good spell." You may cast a good spell during your turn after you move your pawn or whenever a negative card is played on you by an opponent. After a positive card is played or a negative card is obeyed or counteracted, place the card on the discard pile. Be sure to draw a card from the draw pile to replace the one played so you always have 4 cards in your hand. **Please note:** when the draw pile is used up, shuffle the discard pile and place it facedown on the board to form a new draw pile.

6. **HOW TO FIND YOUR SHARD,** each player must find the Crystal Shard that matches their pawn in the Observatory. Just move your pawn along the circular path around the Observatory until you land on one of the 4 Crystal spaces by exact count. Then take your color Shard, place it under your pawn and move directly to the Exit space. You may leave the area on your next turn.

7. **THE TIME DISKS,** the most unique feature of the game is the physical presence of Time on the gameboard. Disks are placed along the gamepath to represent the concept of Time creeping up on you. Beware of Time! If you are caught in its path, you are out of the game. **Who places Time Disks on the gamepath:** the Keeper of the Time (the player to the right of the one who plays first) is responsible for covering the gamepath spaces with the black Time Disks.

When to place Time Disks on the gamepath: no spaces are covered until ALL players find their Shards in the Observatory. When the LAST player finds his or her Shard the race against Time BEGINS. Now the Keeper of the Time must start placing Disks on the gamepath spaces after every turn he or she takes.

How to place Time Disks on the gamepath: beginning with the first space after START, every time the Keeper of the Time's turn is over he or she places Disks on the gamepath covering the spaces in sequence in the direction the black arrows point. **Disks are placed on the spaces with black borders only.** The number of spaces to be covered after the Keeper of the Time's turn is over is determined by the number (either 2, 3, 4 or 5) in the small yellow circles beside the gamepath. On the first part of the gamepath, he or she covers 2 spaces, then 3 spaces further along the path, then 4 spaces and finally toward the end of the path 5

spaces are covered after every turn he or she takes. **Please note:** there are two sizes of Time Disks, Single and Double. A Single Disk (●) covers 1 space. A Double Disk (●●) covers 2 spaces. To cover 2 spaces use 1 Double Time Disk (●●); 3 spaces use 1 Double + 1 Single Disk (●● + ●); 4 spaces use 2 Double Disks (●● + ●●); 5 spaces use 2 Double + 1 Single Disk (●● + ●● + ●). **Important:** if a spell is cast to turn back Time with an Aughra card, the Keeper of the Time must immediately remove Disks to uncover spaces on the gamepath. The number of spaces to be uncovered is determined by the number (either 2, 3, 4 or 5) in the small yellow circles beside the gamepath. For example, if Time has advanced to the part of the gamepath where 3 spaces are covered after each Keeper of the Time's turn, he or she must remove Disks to uncover 3 spaces.

8. IF TIME CATCHES YOU, if the Time Disks creep up and cover the space your pawn is occupying, you're out of the game. If Time catches up to ALL the players, the last one put out of the game is the winner. **Important:** if a spell is cast that sends your pawn or shard BACK, but Time Disks are covering or blocking that section of the path, remain where you are. If you are caught in one of the circular paths and can't move because Time Disks are blocking your path, you must remain where you are, but you may still play a card. If you can't move for 4 consecutive turns because Time Disks are blocking your path, you're out of the game.

9. THE POD VILLAGE, when you reach the Pod People Village, you must move around the circular path until you roll a 3 or 5 on the die. When you do, go directly to the Exit space. You may leave the area on your next turn.

10. THE CHAMBER, when you reach the Castle Chamber, you must move around the circular path until you roll a 4 or 6 on the die. When you do, go directly to the Exit space. You may leave the area on your next turn.

11. You must enter the Castle's Dark Crystal Chamber at FINISH by exact count on the die.

HOW TO WIN THE GAME:

Be the first player to enter the Castle's Dark Crystal Chamber at FINISH with your Crystal Shard and you win the game!