

DRAGON RALLY

An exciting flying competition by Manfred Ludwig for 2 to 4 players from age 5

Contents



4 dragons
(in red, yellow,
green and blue)



2 dice



1 windmill
(consisting of
2 parts)

1 game board

Even young dragon friends like to race when they are playing. "Who's the quickest to fly around the island?" cries the little green dragon. "Let's try it out!" He doesn't have to ask his three friends twice – and the race around Dragon Island commences. However, a strong breeze is blowing. Sometimes the wind helps them to speed ahead. Sometimes however the breeze comes from the front and can throw you back quite a way ...

Preparing for the game

Before you start playing, you place the game board in the centre of the table. Assemble the two parts of the windmill and then insert it into the hole in the board so that one of the four wings is located directly behind the four start fields.



Each player selects a dragon and places it on one of the start fields. Now you only need **one** of the two dice, and off you go!

Which die do you want to play with?



A

You use this die for the slightly easier version of the game.



B

If you play with this die the game becomes a little more dodgy.

Playing with die A: Ready, steady, go ...

The youngest player starts and then you continue to play clockwise.

You cast the die when it is your turn.



Continue flying clockwise with your dragon on its path for as many fields as are indicated on the die. You may have to land your dragon on a field belonging to the windmill.

If your dragon lands on a **green field**, it is permitted to move forwards by **another 2 fields**. If its move ends on a **red field**, it must immediately **go back by 2 fields**.



The wind is now blowing from behind. That means you have a tailwind. Turn the windmill further clockwise by 1, 2 or 3 fields. It's up to you to decide if you want to turn the windmill by 1, 2 or 3 fields.



The wind is now blowing from the front and you have a headwind. It's pretty exhausting to fly against it. Turn the windmill by 1, 2 or 3 fields (anticlockwise).



There's a headwind, and the player whose turn it is decides to advance the windmill by 2 fields.

Your dragon may be shifted onto a green or red field when the windmill is moved. Also in this case the dragon is immediately moved 2 fields forwards or backwards (without turning the windmill).

A little tip

In the event of a tailwind or headwind, think carefully about how many fields you will move the windmill (1, 2 or 3). When you do, try to advance your own dragon as far as possible, or – in the event of a headwind – to move it backwards as little as possible. However, also pay attention that you don't help the other dragons too much in the process.

Playing with die B

If you have decided to play with die B, the same rules apply as for playing with the A die. The only difference is the following:



If you cast the wind symbol you are free to choose whether the wind is to blow from the front or from behind. That means you decide whether there is to be a tailwind or a headwind. Depending on your choice you move the windmill forwards or backwards by 1, 2 or 3 fields. Here again, you should watch out that you bring your dragon forward as far as possible without helping the other dragons too much.

End of game

The game ends when a player has moved all the way round Dragon Island and reached his start field or gone past it. That player wins.

A few more notes

- The dragons always stay on their respective paths.
- The dragons can also be moved to fields on the windmill. If the windmill is then turned, they are turned along with it. When the windmill has finished being turned and a dragon is located on a green or red field on the windmill, according to the rules it moves two fields forwards or backwards.
- If the player who starts casts "headwind" first, it may well be that the dragons are pushed behind the start fields right at the beginning. In that case the game does not come to an end when the dragons reach the start field. They still have to move all the way round the island to the start fields.



Art.-Nr. 40545
Schmidt Spiele GmbH
Postfach 470437
D-12313 Berlin
www.schmidtspiele.de

