

ALEXANDRE EMERIT

PAUL MAFAYON

TROLL & DRAGON





Once upon a time in a far-off land ruled King Diamor. He loved treasure. A local legend told the tale of a Cavern full of Gold Nuggets guarded by a Dragon. However, to get to this Treasure Cavern, one first had to pass through the Diamond Grotto, where a huge Troll had made his home. After hearing about the priceless Treasures in these places, the King sent a message across the entire kingdom: "Whoever dares face the huge Troll and the terrifying Dragon and brings me the most Diamonds and Gold Nuggets will be richly rewarded for their bravery!"

Will you be the hero he's looking for?

Contents



8 dice



➤ 4 Diamond Grotto dice

Use these dice while exploring the Diamond Grotto. They let you find beautiful Diamonds and enter the Treasure Cavern. But watch out for the Troll!

➤ 2 Treasure Cavern dice

Use these dice while exploring the Treasure Cavern. They let you find valuable Gold Nuggets.



➤ 2 Dragon dice

Roll these dice when an adventurer enters the Treasure Cavern. The Dragon wakes up to protect its hoard as soon as both dice show the Dragon!

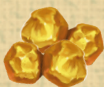


110 Treasures



➤ 60 Diamonds

The King loves Diamonds! He wants plenty of them.



➤ 50 Gold Nuggets

The King prefers Gold Nuggets. He wants even more of them! That's why they score more victory points at the end of the game.

5 Adventurer packs

You'll keep the Treasures you gather in your pack so you can bring them back to the King. You cannot lose Treasures you put over your pack.



1 Troll Hand

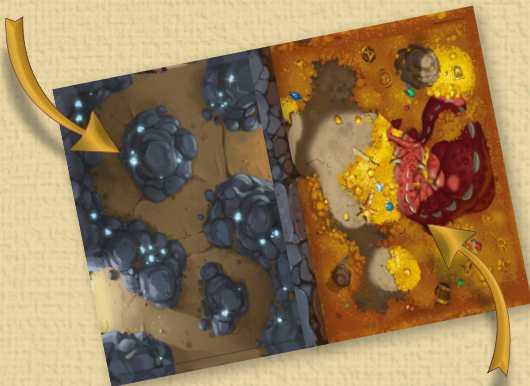
The Troll roams the Diamond Grotto. He wants to catch you to take back the Diamonds you gathered.

Monster Den

The bottom of the box is separated into two locations: the **Diamond Grotto** and the **Treasure Cavern**.



Diamond Grotto: you can find Diamonds here.



Treasure Cavern : you can find Gold Nuggets here.



Setup

2 Put the Troll Hand near the Monster Den.



1 Put the 60 Diamonds in the Diamond Grotto and the 50 Gold Nuggets in the Treasure Cavern.



3 Each player takes an Adventure Pack of their choice.



4 Sort the dice by color.



The youngest player plays first.

Goal of the Game



You are Adventurers whose daring reputation was well-known across the land. The King recruited you to bring him as many Diamonds and Gold Nuggets as possible. Watch out for the Troll who wants to eat you and the Dragon who is guarding his hoard!



Gameplay

The game plays over several rounds until one of the rooms is empty. Players take turns playing.

Each turn has two phases:



The Adventurer begins
by entering the Diamond
Grotto...

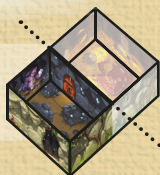


They then decide
to enter the Treasure
Cavern...



Enter the Diamond Grotto...

Place: Diamond Grotto - **Monster:** Troll
Treasures to Gather: Diamonds, value 1



Take the 4 Diamond Grotto dice and roll them.
Resolve the dice according to the faces you rolled:

The die is blocked.
You cannot reroll it.



*You were noisy!
The Troll heard you
and came closer!*

If you roll one or more
Diamond faces, take that
amount of Diamonds and
put them next to your
Adventurer Pack.
Be careful: you don't own
these Diamonds yet!
You can reroll this die.



*You find a beautiful
Diamond in the
darkness.*





or



You can reroll the die to try to find more Diamonds.

Or

Put the die aside to try to enter the Treasure Cavern later.



+



If you roll a Key and Door, you can enter the Treasure Cavern.



If you decide to set dice aside, they are blocked and you can no longer roll them.



You can decide to leave the Diamond Grotto before all of your dice are blocked. To do so, you just have to

shout "I'm leaving!". You may then put all of the Diamonds you gathered into your Adventurer Pack. These Treasures belong to you for the rest of the game. If you leave the Grotto, your turn is over. The next player takes their turn.

THE THREAT OF THE TROLL...

The Troll appears when all of your dice are **blocked**. When this happens, you lose all of the Diamonds you gathered this turn! The Troll takes them back and keeps them in his Hand. Your turn ends and the next player takes their turn.

All of a sudden, you found a door. It obviously leads to the Treasure Cavern, but it's locked.

You noticed something amidst the Diamonds. A Key! It can open the door to the Treasure Cavern!

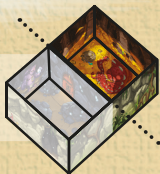


You can reroll Diamond Grotto dice that are not blocked as many times as you want.



B Enter the Treasure Cavern

Place: Treasure Cavern - **Monster:** Dragon
Treasures to Gather: Gold Nuggets, value 3



When you decide to keep the Key and Door faces after rolling Diamond Grotto dice, enter the Treasure Cavern and set the Diamond Grotto dice aside.



Take the Treasure Cavern dice and roll them as fast and as many times as you'd like.



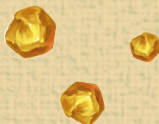
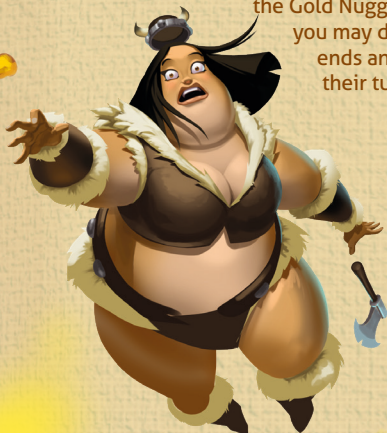
When you roll a face with one or two Gold Nuggets, take them and immediately place them next to your Adventurer Pack.

*Gold Nuggets!
Finally!*



Just like in the Grotto, you can decide to leave the Treasure Cavern at anytime by shouting "I'm leaving!".

Put all of the Treasure you gathered into your Adventurer Pack. If you haven't yet taken the Gold Nuggets on the dice, you may do so now. Your turn ends and the next player takes their turn.



THE THREAT OF THE DRAGON...

When you start rolling the Treasure Cavern dice, the other players take turns rolling the two Dragon dice both at once as fast as possible until both dice show the Dragon face.



Beware of not waking me up when you enter to the Treasure Cavern!

Once the first Dragon face is rolled, they shout "**Dragon !**" and set the die aside. Then they try to roll the second Dragon face (still taking turns). When the second Dragon face is rolled, they shout "**The Dragon is awake!**". You immediately stop rolling the dice and your turn ends.

You lose all of the Treasure you gathered this turn. The Troll is also frightened of the Dragon and drops the Diamonds in his Hand.

Treasures lost this way are given to the players playing the Dragon. They share all of the Treasures dropped by the Troll and you this turn, starting with the player who rolled the second Dragon face.

Then the next player takes their turn.



Special rule for 2 players

When your opponent wakes the Dragon, they take up to three Treasures of their choice from the Troll Hand in addition to the Treasure you dropped.

End of the Game



The game ends when there is no more Treasure in one of the two locations (*or in both locations - you decide before the game starts*) and the active player's turn has ended.

Add up the number of Diamonds and Gold Nuggets in your Adventurer Pack.

Diamonds are worth 1. Gold Nuggets are worth 3.

The player with the most valuable Treasure wins the game! If there's a tie between two or more players, whoever has the most Gold Nuggets wins the game. If there is still a tie, both players share the victory.

Tip for counting points...



We know, it's hard to count by threes. That's why your awesome Adventurer Packs have a nifty tool to help you score your Gold Nuggets! Turn over your Pack and place the Gold Nuggets on it following the arrows to figure out how valuable your Gold Nuggets are.



Thank you from the designer and the team

The designer thanks everyone who helped make this game a reality, specifically Mimi, Chiara, Antoine, Aurélie, Pierre-Denis, Mathieu, and Vincent.

The team also thanks the schools and teachers of Ludres who gave us their precious feedback and impressions of the game.



Credits

Designer: Alexandre Emerit
Project Manager: Aurélie Raphaël
Proofing: Xavier Taverne

Illustrator: Paul Mafayon
Graphic Artist: Allison Machepy
Translation: Danni Loe



WWW.LOKI-KIDS.COM

2019 LOKI - All rights reserved