

# Dragon River

A board game for 2 to 5 players

Since the reign of the First Emperor, many intrepid racers have tried to race the Dragon River. But the River runs deeper and faster than it seems & has many (nasty) surprises in store. Upstream, it becomes quite difficult to navigate; the raging waters narrow and turn treacherous...

Setup:

Game board, 5 dice, 2 to 5 playing pieces (one per player)

Object of the game:

To be the first player to land on the last pearl

Rules of play :

- 1) Two to five players may attempt the race. The oldest player rolls first. Play then proceeds clockwise.
- 2) Players roll twice to produce pairs. Four of a kind are considered & played as two pairs; five of a kind are played as two pairs plus a spare (see optional Rule 7 below). Players move the number of fields indicated by the roll; i.e. a pair of 2s and a pair of 3s will move the player five spaces. If a player throws a straight, he becomes stuck on a sandbank and loses a turn – however, he cannot be tipped into the River (see optional Rule 7 below).
- 3) The “pearls” count as spaces, except for the first and last Pearls, which are the starting and finishing spaces, respectively. Players begin with 5 dice but as they pass each Pearl, the Dragon River claims a die. After the first Pearl, they lose one die to the cataracts and after the second Pearl, yet another – leaving only 3 dice for the last, desperate dash to the finish.
- 4) Pairs are played one pair at a time in any order the player chooses. If any scoring pair lands the player on a space already occupied, see Rule 5.

Example:

If player A, having rolled a pair of 2s and a pair of 3s, would land on a space occupied by player B two spaces upstream, he could use his pair of 3s to move 3 spaces first, thereby avoiding a fight with player B for that space.

- 5) If two or more players land on the same spot, they must roll 1 die to see who stays. The higher roll wins and the loser must move downstream by the number of spaces of his roll. Note that this interrupts a move of pairs (see Rule 4 above) – fighting for a space ends the player’s turn there.

Example:

Player A lands on player B’s space; A rolls a 5, B rolls a 3. Player A gets to stay while player B must move 3 spaces downstream.

- 6) The first racer to land on the last Pearl wins. **Note** that an exact throw is required to win; if the last Pearl lies 3 spaces upstream, a roll of three is needed to reach it – a four won’t do the trick . . .

Optional Tipping Rule:

- 7) If a player rolls three of a kind, he moves the number of spaces indicated by the pair and uses the “spare” die to tip one other racer into the River, thereby moving them downstream. Note that five of kind are played as two pairs plus one spare.

Example:

If player A rolls five dice to produce a pair of 3s and three 2s, he can move upstream for a total of 5 spaces, then “tip” a racer to move him 2 spaces downstream. If player B rolls four dice to produce three 3s and a 4, he can move three spaces and tip one racer into the raging waters, casting him three spaces back. The 4 does not count since it was not part of a pair or three of a kind. If player C rolls five 4s, he moves ahead 8 spaces (4 + 4) and may then move one competitor 4 spaces downstream.