

DRAGO-TUKU

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Dragons have lived on the island of DRAGO-TUKU since olden times. The people of the island hide from the dragons in a castle on the seashore. But one day a heavy storm ruins the castle, and scatters it all over the island. The islanders decide to collect the pieces of the castle and rebuild it. However, this is not as easy as it looks, because more and more dragons appear on the island, preventing the players from moving forwards ...

This is a team game, where children help each other to reach a shared goal. The game aims to encourage social communication, and develops the skills to make decisions and assess their consequences.

**For 2–4 players from 5 years of age
Duration of the game: approx 20 min**

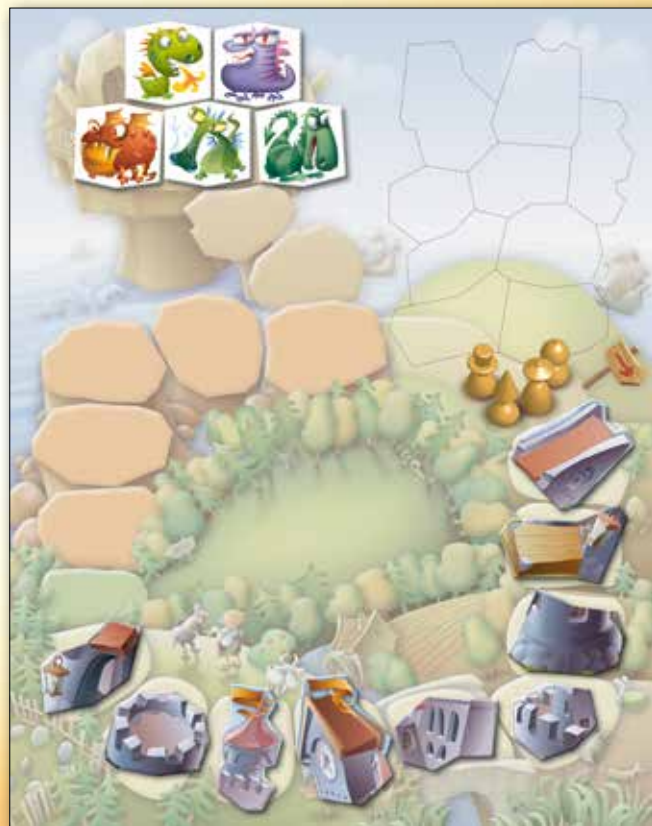
The set includes: 1 game board, 4 wooden playing figures, a castle puzzle in 9 pieces, 5 dragon cards, a wooden dice, rules of the game

The aim of the game

The players have to build the castle and gather in it before the dragons block their way by occupying the five orange squares. If all five dragons line up and occupy the orange squares on the board, they cannot be defeated, and the islanders lose.

Getting ready for the game

All the pieces of the castle are placed on the board on the yellow squares. The dragons are placed on the rock in the sea by the dragons' cave. Each player chooses a figure, and puts it in front of the first yellow square next to the building site of the castle. The red arrow shows the direction the players must move in (see below).



The game

The youngest player starts. All the players throw the dice in turn, and move their figure in the direction indicated by the arrow by as many squares as are shown on the dice. The sequence of play and the direction the figures move in never change.

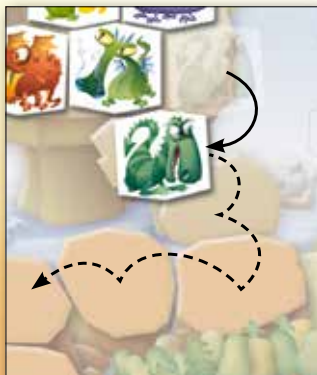


If a figure stops on a square with a piece of the castle, he may take the piece with him, i.e. he puts it on the table next to him. A player may only take one piece of the castle at a time. When a player completes a circle and reaches the site of the castle marked on the seashore (it is not necessary to throw the exact number on the dice to land on it), he may put the piece of the castle brought by him (if he has one) on the picture of the castle still remaining on the route, when his turn comes to move again, the player goes to collect the remaining pieces. If a player fails to collect a piece of the castle, he has to cover the distance to the building site empty-handed.



If the dice shows the dragon symbol when it is thrown, then that player's figure remains where it is and the dragon moves instead.

The dragon moves one square at a time, from the dragon rock towards the road used by the players. Each time the dragon symbol is thrown, the dragon moves one step on the orange squares, in the opposite direction to which the players are moving, until it reaches the last orange square (next to the green square). Then, if the dragon symbol is thrown again, the second dragon moves and marches forward one square at a time, until it reaches the last but one orange dragon square. Then it is the turn of the third dragon to move,



then the fourth, and finally the fifth. It becomes more and more difficult for the players to get past the dragons and reach the seashore, where the site of the castle is.

On meeting a dragon, the players hide in the enchanted forest. If a figure lands on a square where there is already a dragon, or a dragon lands on a square with a figure, the player must hide his figure from the dragon in the forest.



You need luck, or the help of your friends, to find the way out of the forest.

Players throw the dice even when they are hiding in the enchanted forest, but they may only get out of it when the lucky symbol shows on the dice. Then their figure is put on the green square on the road in front of the orange dragon squares.



Players may help each other. When a player throws the dice and it shows a lucky symbol, he can choose either to take 1, 2, 3, 4 or even 5 steps forward; or he may save a friend by giving him the lucky move to get out of the forest, if he decides that his friend needs his help. In these cases, a friend makes use of one of the possible powers the lucky symbol gives. Don't forget that the order for throwing the dice never changes.



Illustrations by
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