

DRAGON MASTER® INSTRUCTIONS

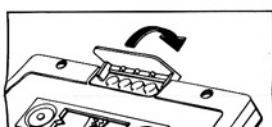
FOR 2 PLAYERS

CONTENTS:

- 1 Flipsiders Game Unit
- 4 Magnetic Playing Pieces

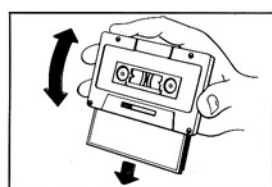
OBJECT: Move through all 3 cavern levels, fight monsters and be the first player to slay the dragon in his lair.

SET-UP:



1. REMOVING THE MAGNETIC PLAYING PIECES:

Using your thumb, slide the cover back, as shown, and shake the pieces out. Slide the cover forward to close.



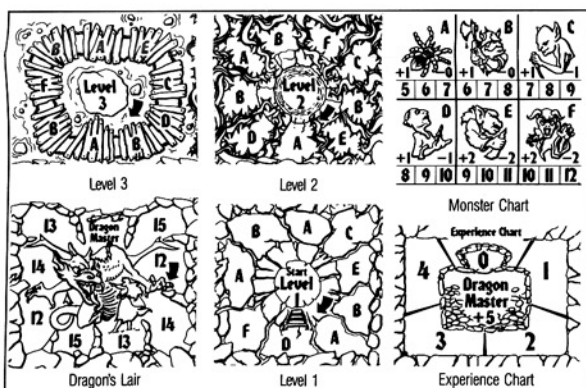
2. OPENING THE GAMEBOARD:

Flip the gameboard out with a few quick shakes, as shown in Figure 2.

3. SETTING UP THE PIECES:

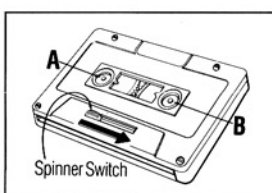
Choose 2 of the same color playing pieces. Your opponent does the same.

Place one of your playing pieces in the start circle of Level 1 to move through the caverns. See Figure 3. Place your other playing piece (called a marker) on the zero (0) space of the Dragon Master Experience Chart to keep track of your experience points. Your opponent does the same.



3

Figure



4. SPINNING THE DUAL SPINNER:

Each player slides the spinner switch over as far as it will go and releases it. See Figure 4. Whoever spins the higher number on Spinner A goes first.

NOTE: throughout the game, if a spinner arrow lands on a line, spin again.

GAME OVERVIEW:

In order to slay the dragon, you must first battle monsters and move through 3 cavern levels. Here's how:

- By spinner count, move your playing piece clockwise around the spaces in the first cavern level.
- During game play you will be battling monsters and accumulating "experience" points. Once you build up enough experience points you can move to the next cavern level.
- After you move through all three levels, you arrive at the dragon's lair. With the right combination of experience points and spinner points, you can defeat the dragon and win.

HOW TO PLAY:

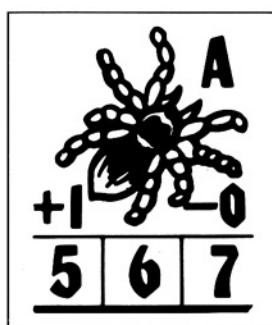
On your turn, spin the spinner. Spinner A shows how many spaces you can move in each level. Move your playing piece from the center starting circle, up the stairs, and onto the level path. (This doesn't count as a space.)

Then move your playing piece in a clockwise direction as many letter spaces as Spinner A indicates.

On each level, every time you spin and move your playing piece, the letter space you land on refers to a monster which you must consider fighting. To decide whether you want to fight the monster or hide, evaluate the following charts and numbers:

MONSTER CHART:

This chart is made up of 6 sections, each featuring a different monster. See Figure 5 for a look at one of the monster sections.



5 A MONSTER LETTERS

This letter identifies one of the monsters and corresponds with the letter space you land on.

For Example: If your playing piece lands on space A, you must consider fighting this spider monster.

+1 -0 BONUS AND PENALTY NUMBERS

These numbers tell you where to move on the Experience Chart. See *Penalty and Bonus* section of instructions for complete explanation.

5	6	7	MONSTER STRENGTH
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These numbered boxes tell you the strength of the monster (which is really the number of points you need to defeat it). The color of the numbers matches up with the color of the letters in the cavern level you're playing on: Blue numbers match blue letter spaces in Cavern Level 1; green numbers match green letters in Cavern Level 2; purple numbers match purple letter spaces in Cavern Level 3.

For Example: in level 1, you would need at least 5 points to defeat the Spider Monster.