Board Game Jam – Rules Template

Game name	Save the dragon
Creators	The dragon protection League.
Summary:	A collaborative jam 2-4 players. Moving along a transformational pathway (from egg → Dragon). players progress ~~to~~ along 10 stations where they collect dragon bits moving ~~[illegible]~~ U.K - ~~Asia~~ Africa - Asia
Number of players	2-4
Age range	5 upwards (~~Novice~~ apprentice expert)
Duration(mins)	30 min - before Dragon dies
Resources needed (dice, counters, board, cards, etc.)	Dice, Counters, cards, timer, Board (map)
Images used (Image Name and Licence)	Roslin Glass slides no 317 " " " 324 Album Amicorum 1645-54

Rules

x ~~(what progress)~~ ~~throw~~ throw dice to complete tasks
throw

or complete task on card

In a dice time

If you get '4' you get a counter → collect 4 →

to get out to freedom → you need each to throw 6

move on path to station ①

station's: throw dice to get 12 ← ← move on path to station ①

Save dragon ← collect bits ← fly off with wings ← state capital game ←

Fail ← ↓ ✓ Dragon dies.

Except where otherwise stated, this document by [authors names] of the The University of Edinburgh is licensed under a Creative Commons Attribution licence 4.0