

Dragon Escape



Roll a die, highest roll goes first.

On your turn, roll a die and move that many spaces.

If your token lands on an **orange** space, the **Dragon** gets a turn.

Roll for the **Dragon** and move it that many spaces.

If the **Dragon** lands on the same space as a player, the player must return to the **Start**.

If the **Dragon** reaches the **End** it returns to the **Start**.

If a player lands on a **Magic Portal** they must roll a die and move backwards that many spaces.

First player to reach the **End** wins.



GAME TOKENS

