

Instruction Booklet

INTO THE DRAGONS' DEN

MATCH-A-QUEST



Reclaim your treasure...if you dare



A Tile Memory Game

~15 minutes per quest (6 quests max)
2 - 8 Players / Ages 12+



WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 yrs.

INTO THE DRAGONS' DEN

———— MATCH-A-QUEST ————

A Tile Memory Game

~15 minutes per quest (6 quests max)

2 – 8 Players / Ages 12+



Game designed & developed by
RECEPTORCELL, LLC

Into The Dragons' Den | Match-A-Quest

© 2019 RECEPTORCELL, LLC

All rights reserved

August 2022



You are one of several villagers that have band together for multiple quests with hope of reclaiming treasure stolen by a group of dragons. You've been promised various amounts of coin if you can find the treasure and return it to your kingdom. Keep watch of other villagers because although you agreed to join this group to have strength in numbers, others may be in it just for the promise of coin earned for treasure returned to their own kingdoms.

OBJECTIVE

To be the villager who has earned the most coin for their reclaimed treasure at the end of the game, with each game consisting of 1 to 6 separate quests into the dragons' den.

PACKAGE CONTENTS

- 60 Dragon Den Tiles:
 - Treasure Tiles (10 Black, 10 Red, 10 Green, 10 Blue, 8 Gold)
 - 8 Dragons' Breath Tiles
 - 4 Dragon Tiles
- 1 Dragon Keystone Tile
- 8 Kingdom Gem Tiles (2 Black, 2 Red, 2 Green, 2 Blue)
- 8 Dragon Tokens (6 plus 2 extra)
- 10 Team Up Tokens (8 plus 2 extra)
- 27 Quest Tiles
- 1 Quest Tile Cloth Bag
- 72 Coin Tokens (1 Coin x 20, 2 Coin x 14, 5 Coin x 14, 10 Coin x 14, 25 Coin x 10)
- Instruction Booklet

GAME SETUP

Preparing Quests and Assigning Kingdoms.

■ Place the Dragon Keystone tile in the center of all players

Dragon Keystone tile example (back & face are the same):



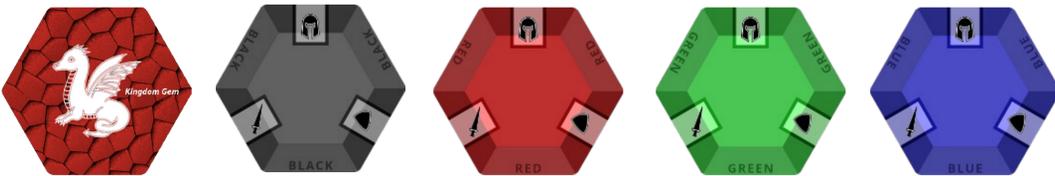
■ A game consists of a number of separate quests into the dragons' den. Players agree on how many of these quests will be played during the game (from 1 to 6) and place 1 Dragon token for each quest on top of the Dragon Keystone tile.

See example below of 3 quests with 3 Dragon tokens.



■ Each player chooses 1 Kingdom Gem tile and places it face up in front of them.

Kingdom Gem tile back and examples:



A Kingdom Gem tile represents your kingdom and is used to keep track of all the treasure you reclaim. When treasure is reclaimed, the treasure tiles are placed stacked and face up around the Kingdom Gem tile. Treasure must be placed to fill in all six spots around the Kingdom Gem first, then more may be placed around that existing ring of six treasures. Coins are earned for reclaimed treasure at the end of each quest.



Players using the same color Kingdom Gem tile may team up by taking a Team Up token and stating to other players that they will be working together. At the end of the game Team Up players may combine their total coin earnings.

Team Up token example (back & face are the same):



QUEST SETUP

Villagers prepare for a quest into the dragons' den

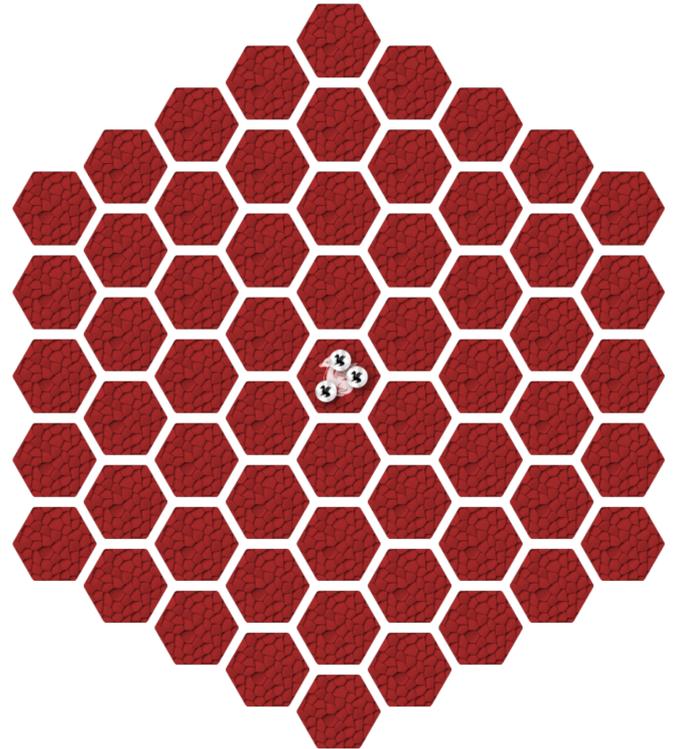
- Place all 27 brown Quest tiles into the Quest tile bag.

Quest tile back and some examples:

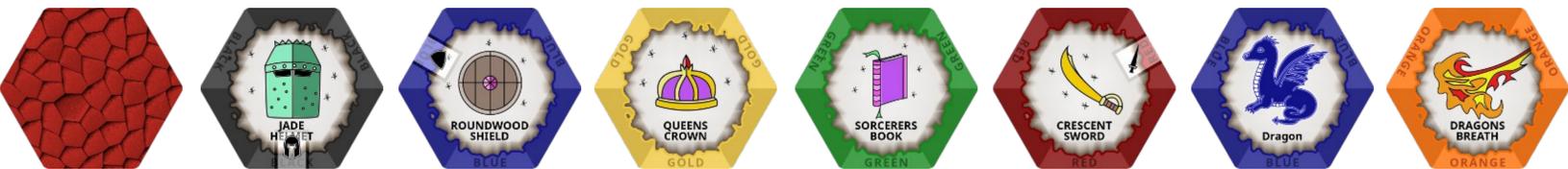


- Shuffle all 60 Dragon Den tiles together face-down.

- Position all 60 Dragon Den tiles face-down around the Dragon Keystone tile as pictured.

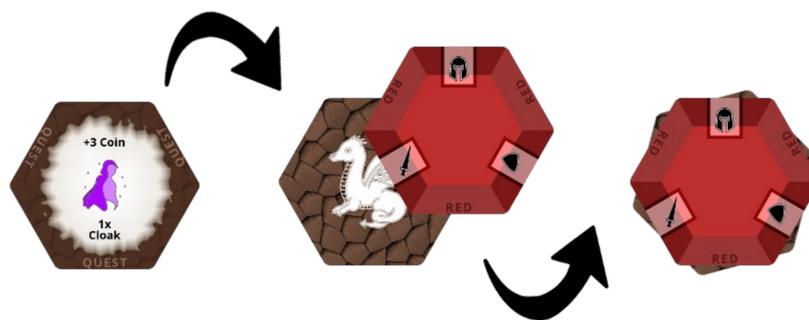


Dragon Den tile back and some examples:



- For the first quest of the game, players determine which player will go first. In subsequent quests, the player who found the dragons in the previous quest will go first.

- The first player randomly picks 1 Quest tile from the Quest tile bag and, keeping it secret to themselves, places it face-down beneath their Kingdom Gem tile as shown in the picture below. *This is a secret quest assigned to you by your kingdom, offering extra coin if successful.* Each other player (going clockwise from first player) then take turns picking a Quest tile and placing it face-down beneath their own Kingdom Gem tile.



- Once all players have their Quest tiles, the quest may begin.

THE QUEST

Villagers journey into the dragons' den in search of treasure

For each quest, players take turns flipping over 2 tiles trying to reclaim treasure by matching 2 tiles with the same face image.

■ Matching 2 treasure tiles allows you to place the matched tiles (*the reclaimed treasure*) stacked and face up around your Kingdom Gem tile.

- A reclaimed **Shield** treasure protects you from the Dragons' Breath and you do not have to drop a treasure if you match a Dragons' Breath in any subsequent turns.

- A reclaimed **Invisibility Cloak** treasure allows you to flip over 3 tiles instead of 2 on your following turns (being invisible, you more easily sneak around the dragons' den).

- A reclaimed **King's Chalice** or **Queen's Crown** treasure allows you to take one additional turn after reclaiming it.

■ Matching 2 Dragons' Breath tiles forces you to drop one of your reclaimed treasures with the highest coin value by placing the Dragons' Breath tiles face up on top of it, unless you have a Shield. If you have already reclaimed a Shield or do not have any reclaimed treasure, the Dragons' Breath tiles are placed like any reclaimed treasure.

■ During your turn, if you flip over 2 dragons of any color you may continue flipping tiles until a flipped tile is NOT a dragon tile.

■ If a match is not made and all 4 dragons are not found, you flip the tiles back face down and your turn is over. Play continues clockwise.

■ A quest ends when all 4 Dragon tiles have been found in a turn.

Dragon Den tile back and the 4 Dragon examples:



SCORING

Villagers earn coin for returning treasure to their kingdom

- Gold treasure is worth 3 coins each. This includes the Invisibility Cloak, the King's Chalice and the Queen's Crown. All other (non-gold) treasure is worth 1 coin each.
- If the treasure is a Helmet, Sword or Shield and the treasure tiles are placed so either the Helmet, Sword or Shield icon matches the icon on your Kingdom Gem tile, 1 extra coin is earned for each matched icon.
- Dragons' Breath is worth zero coin. Dropped treasure beneath Dragons' Breath tiles cannot be used and earn no coin.
- If the treasure matches your secret quest, extra coins are earned (as noted on the quest tile).



In this example, the Red Kingdom Gem player has earned a total of **11** coin.

- Gold treasure earn 3 coins each.
- All other (non-gold) treasure earn 1 coin each.
- Matching Helmet, Sword, Shield treasure icons with Kingdom Gem icons earn extra 1 coin each.
- 2 extra coins for successful Secret Quest (assuming secret quest is the *1x Helmet*).

■ The player that found the Dragons takes 1 Dragon token from the Dragon Keystone tile and earns an additional 5 coins. The player keeps the Dragon token with their coins to show that they found the dragons. This player will be the first to play during the next quest.

■ All players take coin equal to their reclaimed treasure score.

■ If there are still Dragon tokens on top of the Dragon Keystone tile, players continue with another quest (see *QUEST SETUP* section). However, if there are no more Dragon tokens, the game is over (see *GAME OVER* section).

GAME OVER

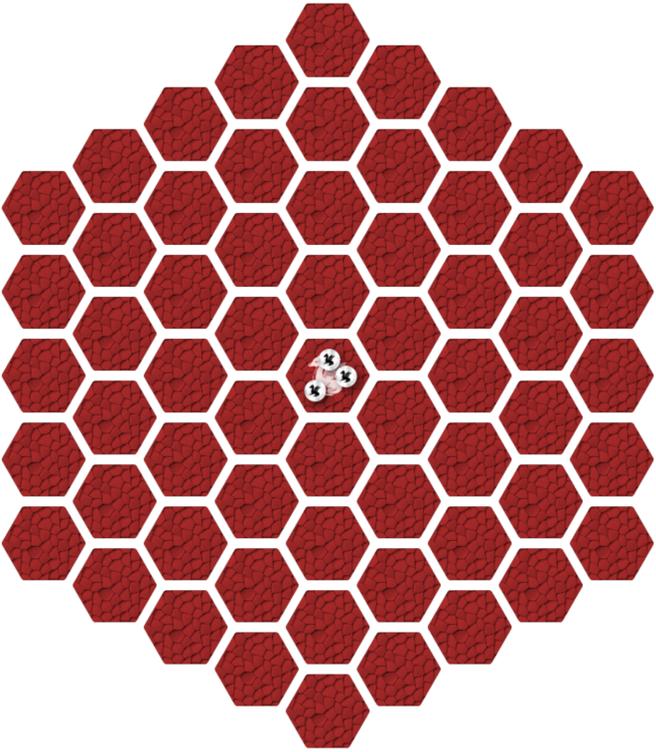
The villagers end all quests

■ If there are no more Dragon tokens on the Dragon Keystone tile, all quests are done and the game is over. Players count up their total coins earned over all quests played. Players working together (those with the same color Kingdom Gem tiles and a *Team Up* token) may combine their coins earned for an overall total.

■ The Player and/or Team Up with the highest coin value wins!

GAME OVERVIEW

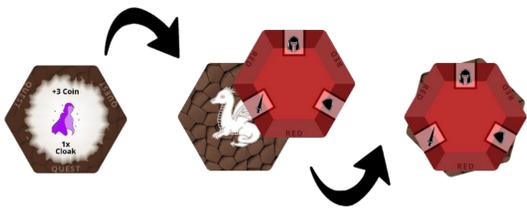
The objective of the game is to be the villager who has earned the most coin for their reclaimed treasure at the end of the game, with each game consisting of 1 to 6 separate quests into the dragons' den.



- Reclaim treasure by making matches.
- Place reclaimed treasure around player Kingdom Gem tile.
- Earn coin for reclaimed treasure.
- Place 1 Dragon token for each quest to be played on top of the center Dragon Keystone tile.
- A quest ends when all 4 dragons have been found.
- The game ends when all quests have been played (no more Dragon tokens available).



- Gold treasure earn 3 coins each.
- All other treasure earn 1 coin each.
- Matching Helmet, Sword, Shield treasure icons with Kingdom Gem icons earn extra 1 coin each.
- Shield protects from Dragons' Breath.
- Invisibility Cloak allows 3 tile flips on turn.
- King's Chalice and Queen's Crown each earn immediate extra turn.
- Finding Dragons earns 1 Dragon token and 5 extra coins.
- Treasure covered by Dragons' Breath can not be used and earn no coin.



- Extra coin is earned if you are able to successfully complete your secret quest.

