

# Dragon Rampage



*“Sure, the treasure around the sleeping dragon looked like it would be easy to get. At least the Rogue was convinced that sneaking in and grabbing an arm load of loot would be a cinch...things were going well until the Barbarian knocked over a stack of golden platters and the Dragon awoke. Needless to say, he was not too happy to see us going through his treasure. The first to run was the Rogue, as usual — hide in the shadows is her motto — but no Paladin runs when a fight is at hand. So I hefted my sword and attacked, expecting to see lots of help, minus the Rogue of course. Instead, as I was bringing down my sword, I saw out of the corner of my eye the Wizard AND the Dwarf edging toward the door...it is going to be one of those days.”*

Dragon Rampage is a strategic dice game for 3 to 5 players. Each player takes the role of one of the adventurers (all with different abilities) and the goal is to score the most points at the end of the game by fighting against, or running from (or some combination of the two) the dragon you just woke up, and tallying up the treasure and gold you obtain in the dungeon. Players roll 7 specially designed dice, and can choose whether to focus on grabbing treasure (from the dragon *or from another player*), fighting the dragon, protecting themselves and their treasure, or running for the exit. Try not to draw the dragon’s attention as you make your way, and note that your fellow adventurers may hinder (or aid) you in your strategy and that the final scoring changes depending on how the game ends, so watch your step!

Game designed by Richard Launius  
 Artwork by Cyril van der Haegen  
 Published by Eagle Games  
 Made in China

## Game Components:

- 24" x 17" Game board
- 8 Special Action Dice (etched)
- 6 Character Mats
- 6 Character Decks (12 cards each)
- 6 sets of Hero Action Tokens (9 per set)
- 50 gold coins
- 6 sets of Dragon Wound Tokens
- 30 Hero Wound Tokens
- Treasure Deck (24 cards)
- Dragon Rampage Deck (24 cards)
- 8 Player Movement Tokens

Players:	3-5 players	Case Size:	6 (4 lbs. or 1900 grams/unit)
Playing time:	90 - 120 minutes	UPC:	718122565993
Age:	10 and up	Size:	12.25" x 8.75" x 2"
Product Code:	101300N	MSRP	\$59.99

## Target Audience:

- Casual to serious gamers
- Fantasy and Dungeons & Dragons™ fans
- Game, toy, gift and book store patrons

## Core Information:

- Beautifully illustrated by fantasy artist Cyril van der Haegen
- Richard Launius also designed *Defenders of the Realm* and *Arkham Horror*
- Exercises advanced planning, flexible thinking, and communication skills

