

eragon™

The Official Motion Picture Board Game

Game Instructions

Story

One boy... One dragon... A world of adventure.

When Eragon finds a polished blue stone in the forest, he thinks it is the lucky discovery of a poor farm boy. Perhaps this blue stone will buy his family meat for the winter. But when the stone brings a dragon hatchling, Eragon soon realizes he has stumbled upon a legacy nearly as old as the Empire itself.

Overnight, his simple life is forever altered, and he is thrust into a perilous new world of destiny, magic, and power. With only an ancient sword and the advice of an old storyteller named Brom for guidance, Eragon and the fledgling dragon Saphira must navigate the dangerous terrain and dark enemies of an Empire ruled by Galbatorix, the king whose evil knows no bounds.

Can Eragon take up the mantle of the legendary Dragon Riders? The fate of the Empire may rest in his hands...

Game

Just like the movie, in Eragon™ – The Official Motion Picture Board Game, players use skill, strategy, and cunning in battle across Alagaesia, fighting evil and growing in strength and magic. The player who wins the most Dragon Crystals during his or her travels wins the game! Players collect Dragon Crystals by winning Challenges waged against other players, by drawing a Game Card and following the instructions, or by Raiding another player's Dragon Crystal supply! Power and speed are essential – the player who finishes first gets five bonus Dragon Crystals!

Players

- Ages 8+
- 2 – 4 players

Game Contents

- 1 Game Board
- 4 Sword Pawns
- 100 Blue Dragon Crystals (Sapphire Blue Egg Crystals)
- 1 Dragon Crystal Storage Bag with Drawstring
- 52 Game Cards
- 1 Blue-gray Six-sided Movement Die
- 1 Red Ten-sided Strength Die
- 1 Green Twenty-sided Magic Die
- 1 Instruction Sheet

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Object of the Game:

The winner is the player with the most Dragon Crystals when the game ends!

To Set Up the Game:

1. Unfold the Game Board.
2. Each player selects a Sword Pawn.
3. Shuffle the Game Cards and place them face down on the Game Board in the Draw deck location. Note that the Discard location is also marked on the Game Board.
4. Carefully punch out and discard the die-cut portion of each sword hilt on the Game Board. This location will hold Dragon Crystals when any are wagered.
5. **Dragon Crystals**
 - If 3 or 4 players: Each player gets 10 Dragon Crystals.
 - If 2 players: Each player gets 20 Dragon Crystals.
 - Leave the remaining Dragon Crystals in the Dragon Crystal Storage Bag in easy reach of all players. Everyone will want to get more Dragon Crystals from in there!
6. **Dice**
 - Place the Red Strength and Green Magic dice on their corresponding Challenge spaces on the Game Board. Put the Blue-gray Movement die within reach of all players.

To Start

To see who goes first, all players roll the Blue-gray, six-sided, Movement die, and the highest number goes first. Play follows clockwise around the table.

Rules of the Game

The first player rolls the Blue-gray, Six-sided, Movement die and moves his or her pawn off of the start space along the Game Board path according to the number indicated on the die.

Spaces

The player follows the instructions on the space of the path upon which he or she has landed. The spaces include:

1. **“Challenge” Spaces:** A player who lands here (Player #1) gets to challenge another player (Player #2) to a battle of Strength or Magic by choosing one of the following dice:
 - Red, Ten-sided, Strength Die
 - Green, Twenty-sided, Magic Die
 - The challenger (Player #1) wagers Dragon Crystals on the outcome of the battle. The player getting challenged (Player #2) must be able to wager the same amount of Dragon Crystals*. Each player rolls the chosen die. The player who has the higher number wins the battle, keeps his or her Dragon Crystals, and collects the loser's Dragon Crystals.

- The challenger (Player #1) cannot wager more Dragon Crystals than his or her fellow player (Player #2) has to wager. If there are only 2 players, and the challenged player (Player #2) does not have any crystals, the challenged player (Player #2) must move back 1 space.
 - If the challenger (Player #1) lands on a "Challenge" space and has no Dragon Crystals to wager, he or she moves back 1 space.
 - If the die rolls of both players are the same, the players roll again.
2. **"Draw a Card" Spaces:** A player who lands here collects a Game Card from the Game Board and follows the instructions on the card. The Game Cards include:
- **Battle Cards:** Players gain Dragon Crystals (from the Dragon Crystal Storage Bag), lose Dragon Crystals (back to the storage bag), and advance or retreat with these cards.
 - **Protection Cards:** These cards will protect players who are lucky enough to draw them against a specific attack during a challenge battle. Either player in a challenge battle should only use a Protection Card AFTER he or she has lost a challenge of Magic or Strength. The losing player reveals his or her Protection Card after both players roll the die, so that he or she does not lose any Dragon Crystals!
 - **Action Cards:** Players move forward or backward with these cards, gain or lose Dragon Crystals, and they can even switch places with another player! With Action Cards that have players switching spaces, the player follows the instructions of that space, so he or she should choose wisely!
3. **"Raid" Spaces:** A player who lands here (Player #1) gets to raid a fellow player's (Player #2) Dragon Crystal supply. The player (Player #1) rolls the Blue-gray, Six-sided, Movement die and gets to collect the number rolled from the other player's (Player #2) Dragon Crystal Supply. *Note: In a two-player game, if Player #2 does not have enough crystals, Player #2 must move back 2 spaces.*
4. **"Take Another Turn" Spaces:** A player who lands here gets to take an extra turn. The lucky player gets to roll the Blue-gray, Six-sided, Movement Die again and moves forward that many more spaces!
5. **Blank Spaces** are just resting spaces.
Note: 2 or more pawns may be on the same space at the same time!

Moving Through Magaesia:

- **All Players Stop When Entering a New Land & Collect 1 Dragon Crystal.** Regardless of the die roll or card instructions, players stop on the entrance space into each of the four areas indicated on the Game Board: Carvahall, Gil'ead, Daret, and Farthen Dur. Here, all players collect 1 Dragon Crystal. Each player moves again on his or her next turn.
 - **Choose Your Path!** There are two paths in three areas indicated on the Game Board at Gil'ead, Daret, and Farthen Dur. Each path has its own rewards and risks, so choose wisely!
 - **All players must stop when reaching Farthen Dur.** Remember to collect 1 Dragon Crystal! No player may advance further until any player stopped on the Farthen Dur space rolls a "1" with the Blue-gray Movevent Die. Then all other players who have reached Farthen Dur are free to enter Farthen Dur on their next turn.
- End of Game**
- The first player to reach the finish space, by exact die roll, stops the game. This player collects five bonus Dragon Crystals.
 - Players then count up their Dragon Crystals.
 - The winner is the player, regardless of where he or she is on the board, who has the most Dragon Crystals.

Strategy Hints

Remember that getting to the finish space does not mean a player has won! All players should try to stay focused on gaining as many Dragon Crystals as possible, as safely as they can!

Save the Protection Cards and use them wisely. They can be a real help! And remember, players should use them AFTER they have lost a challenge of Magic or Strength.

When playing with more than two players, it might be important to keep one player from getting too many Dragon Crystals in his or her possession!

Wager Dragon Crystals wisely! If they go too fast, a player may jeopardize his or her chance of winning!

