

# Gang of Trolls (Koboldbande)

## The Trolls quest to the dragon's treasure

by Gina Manola, 2 –4 players, age 4 up, duration approx. 20 min

### Contents

- 27 path tiles
- 10 dragon tiles
- 4 key tiles
- 2 Dice
- 1 sweets tile
- 1 game board

### Game idea

A magnificent treasure, which is protected by a dangerous dragon, is hidden in a dark cave. As a brave Troll you are not afraid of dragons and together with your Troll friends you proceed to the dragon's cave. The path takes you through an almost impenetrable forest. On top of that you have to find three keys to be able to open the heavy treasure chest. Together, you have to build a path that leads you from the forest border to the treasure in the cave. But as you barely reach the cave's entrance, you hear the dragon's roar who also wants to get to the treasure. Who will be the first to arrive at the legendary treasure in the dragon's cave – the Trolls or the dangerous dragon?

If you succeed to be the first to arrive, holding with you three keys to open the chest, you have won. If the dragon reaches the treasure chest first he has won. In that case, you just start another round on this exciting quest to the treasure.

### Set up

1. Place the game board in the middle of the table.
2. Shuffle the path tiles and dragon tiles and distribute them face-down randomly around the board. The tiles should not overlap.
3. To determine the location of the keys and the sweet that you are going to collect in the forest, you'll roll both dice. The roll will tell you the space on which to put the tile at the beginning of the round. *Example: If you rolled "red" and "square", then you place one key tile on the field, where the row "red" and the column "square" meet.* One field can only hold one tile at a time. It may happen that you'll have to repeat the roll.
4. The game commences once all four keys and the sweets tile have found a place on the board.
5. The player who can best roar like a dragon starts, and then turns continue in clockwise order.

**Remember:** There are four keys, but you only have to find three to win the game. The fourth key may help you decide where to build your path through the forest.

## **Game play**

- The starting player selects a tile and flips it over.
  - If it's a path, he places it on the start field at the forest's border (top left corner).
  - If it's a dragon, he places it on the first dragon field in (bottom left corner) of the dragon cave.
- Then it's the next player's turn to select a tile and turns it over.
- All the following turns are played in the same manner: either continue the path through the forest or place a dragon tile on the next available space in the dragon's cave.

## **Path tiles**

A new path tile is always placed next to an already played path tile. A path tile can be placed on any side, but the paths depicted on them must be connected. It's best to decide together, where exactly you want to place the new path tile in the forest. Don't forget: it's your goal to be faster than the dragon!

So, you should try to build the shortest path through the forest. But in order to collect the three keys and the sweet, you may have to take one or the other detour.

There can only be one path tile on each forest space. Tiles once played, cannot be rearranged afterwards.

## **Key tiles**

You reach a key when you place a path tile on the space where the key tile is. You pick up the key and place it near the treasure chest on one of the three spaces above the dragon's cave. Congratulations, now you only need two more keys to be able to win!

## **Sweet tile**

If you reach the forest space on which the sweet tile is, then you can collect it and place it on the corresponding space below the treasure chest. The tasty sweets will help you to lure the dragon away from the treasure. That means, that anytime later in the game, you can take the dragon tile closest to the treasure chest and place it onto the sweet tile. It will remain there until the end of the game.

## **Game end**

The game is over when you place a path tile on the red bordered space with the treasure chest. If now there is an uninterrupted path from the starting space to the treasure chest and there are key tiles on all three key spaces, then you all have won together!

But if a dragon tile is placed first onto the treasure chest, then the dragon is first and has won. There's only one thing you can do now – start another round for the quest to the treasure.