

CHAPTER 5: THE TOURNAMENT



orns bellow deep roars, sounding the start of the Dragon Hunt. The Chief's Hunting Party takes off in a dash screaming "Mati Naga!!!"

Questions race through your mind, "How many days has it been since I joined the Chief's Hunting Party? Did my grandfather ever discover I broke into his trunk? What time is it now?" But none of this matters because the tournament has finally begun.

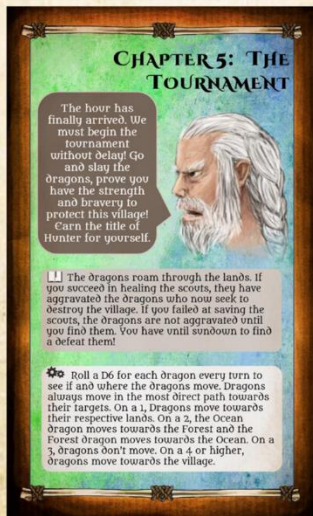
Until now, you've been nothing more than a common member of the Chief's Hunting Party. To join, it only took squashing a few little Road creatures—they were practically tiny rodents, thinking back on it now. True hunters bring down dragons! They march through the gates of Fordra in glory proudly dragging behind them the limbs, the tails, and the heads of these the mightiest of beasts!

You now wonder how you could *ever* have seen yourself as anything but a mighty hunter. This is your day to fulfill your calling, to be a true Hunter of Fordra.

CHAPTER GAMEPLAY

BOOST TOKENS

Players who have boost tokens will turn them in now. Boost tokens are set in six piles, three tokens per pile. Put one pile of tokens next to each tile. If you are playing with only one Road and two Lands, place two piles in front of this one Road. If you are playing with two lands, place the sixth



pile next to the Village. If you are playing with one land and one road, you will end up with three extra piles you can take out of the game.

The dragons will be moving around the board. When they move into an area, they collect the boosts in that location. Standard game limits the boosts one Dragon can gather to 9. With 18 boosts, the two dragons can collect all available boosts.

Boosts collected by a dragon effect all parts of the dragon and stay with the dragon until they are defeated.

SUPPORTING CREATURES

Boost tokens aren't the only type of support dragons will receive. When battling a dragon, players will also draw a card. This creature is added into your battle with the dragon. The creature can be lured aside if the right lure is used.

DISCOVERY WITHOUT SCOUTS

Dragons from a land in which a scout was lost are in hiding. The dragon will still move as outlined above, but cannot be battled until they are discovered. These dragons will move towards but **will not enter the Village** on a roll of 4 or higher. The white ringed boost tokens on a dragon that was in hiding are worth 2 points of boost instead of 1.

To find a dragon that is in hiding, players will have to track it down using a basic Rakmin puzzle. When searching for a dragon, players move to where the dragon token is located and work on a Rakmin puzzle made up of four tiles. The initial Target Number and the following Target Numbers on the puzzle are rolled at random. Once the puzzle is completed, the dragon is found and can be battled.

END OF CHAPTER 5: HUNTERS OF FORDRA

SUCCESS: HONORED HUNTER OF FORDRA

Your destiny in Rakasa has begun to blossom and shine before the people of Fordra. Having brought back the spoils of a dragon, you've become one of the Chief's most elite and favored hunters among his hunting party. You will go on to create legends of your own in Rakasa that will be shared and enjoyed by all who hear of your tales.

As one of the Chief's closest and most trusted hunters, he warns you that the Dragon Hunt is becoming increasingly dangerous. A time will come when hunters will have to evolve themselves to survive, and perhaps in ways as extreme as the Rabid Oposvbakasa. "As 'unnatural' as it may seem," he reminds you, "it is nature that forces this change upon us."

FAILURE: FORDRA'S REMAINS

The dragons have left your village in ruin. It'll will take everything every villager has to survive and rebuild. Though you couldn't stop the dragons, the Chief pronounces you a true Hunter of Rakasa, because you are the mightiest among the few that are left. Hunters of Fordra are accustomed to picking up the parts after destruction and forging things anew. You will rebuild Fordra and be ready for the return of the dragons.

Chapter 4



PDF and FAQ

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Trivatch Points



Exchange