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# Universal Head

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For best results, print on card,  
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# DRAKON

## SETUP

Place the **Start** chamber in the center of the table. Shuffle the remaining chambers, deal 4 facedown to each player, and place the rest facedown to form the **draw pile**.

Each player chooses a hero and places it on the Start chamber. Place the coins in a facedown pile to form the **Dragon Hoard**.

## PLAYER TURN

Randomly choose a starting player who takes his turn. Play then goes clockwise.

**On your turn, you must take one of the following actions:**

### 1. PLACE A CHAMBER

**Place a chamber from your hand adjacent to another chamber already in play, then draw the top chamber from the draw pile and add it to your hand.**

You may not place a chamber so the arrows face each other.

If there are no chambers left in the draw pile, play continues without the draw. If you have no chambers in your hand, you may only move your hero. If you cannot, your turn is skipped.

if none of the players have chambers or can move their heroes, the game ends and the player with the most gold wins.

### 2. MOVE YOUR HERO

You may only move your hero in the **direction of an arrow** on the hero's current chamber.

When you move onto a chamber, its **special action** is enacted. Actions are not performed again unless your hero legally reenters the chamber on a later turn.

## THE START CHAMBER

The **Start** chamber may not be destroyed with the **Destroy a Chamber** chamber or removed from play with the **Magical Shift** chamber. It *may* be rotated with the **Rotate a Chamber** chamber.

## THE DRAKON FIGURE

The *first time* a player places a **Drakon Moves** chamber, that player must also place the **Drakon figure** on any chamber free of heroes.

If Drakon ends a turn on the same chamber as a player's hero, that hero is moved to the Start chamber and discards one coin randomly.

If the hero moves into a chamber with Drakon in it, that hero must immediately (before any chamber actions) move to the Start chamber and discard one coin randomly.

All heroes are affected if there are several heroes in the chamber. There is no effect if the hero is moved *through* a chamber with Drakon in it, or vice versa.

Drakon is *not* considered a hero and does not trigger chamber effects.

## WINNING THE GAME

**The first player to collect enough coins for a total value of 10 gold immediately wins the game.**

Coins are kept facedown and their values secret from other players.

## OPTIONAL RULES & VARIANTS

### HEROES!

Players choose their heroes randomly, and each has a **special action** you can use **once per game**, on your turn, immediately before or after your normal action. Discard the hero token when you use your ability.

### ESCAPE FROM DRAKON'S LAIR!

In order to win, a hero must be the first to collect at least 8 gold, then move onto an **Escape** or **Teleport** chamber.

### TEAM PLAY

Each 2 players are on the same team trying to collect a total of 20 gold together.

In a 4 player game, each player sits across from his teammate. The order of play is 1 (Team A), 2 (Team B), 3 (Team A), 4 (Team B).

In a 6 player game, each player sits 3 seats to the left of his teammate. The order of play is 1 (Team A), 2 (Team B), 3 (Team C), 4 (Team A), 5 (Team B), 6 (Team C).

Coins are put in a team's common pool and both players may look at the values.

### FIXED GOLD

The first player to collect 5 coins, regardless of value, wins the game.

# DRAKON



## DESTROY A CHAMBER

Choose an unoccupied chamber (not the Start chamber) and discard facedown to the bottom of the draw pile.



## DRAKON MOVES

Move Drakon up to 3 chambers, ignoring all actions and arrows.

The first time this is played, place Drakon on any unoccupied chamber.



## ESCAPE

*When you place this chamber, you may immediately move your hero onto it.*



## FIND A COIN

Take a random coin from the Dragon's Hoard.



## FLOATING ROOM

You may move this chamber to any empty space adjacent to another chamber already in play (legally).



## LOSE A COIN

Randomly discard one of your coins into the Dragon's Hoard.



## MAGIC HARP

If an adjacent chamber has an arrow pointing to this chamber, then *when heroes in the adjacent chamber are moved*, they must be moved onto the Magic Harp chamber.



## MAGICAL SHIFT

Choose an unoccupied chamber in play and swap it with one from your hand (legally).



## MAP CHAMBER

Take a random chamber from an opponent's hand and place it in your own hand.



## MASTER KEY

*The next time that your hero is moved*, your hero may leave through any of the 4 doors, even moving against the arrows of adjacent chambers.



## MIND CONTROL

Move an opponent's hero one *legal* move. Then the opponent must follow the instructions of the chamber on which his hero is now standing.



## ROTATE A CHAMBER

Rotate a chamber in any direction as long as it lines up legally (no arrows are pointing at each other).



## STEAL A COIN (CLOCKWISE)

Take a random coin from the player seated on your left.



## STEAL A COIN (COUNTER-CLOCKWISE)

Take a random coin from the player seated on your right.



## STRONG WIND

*On the next turn that your hero is moved*, your hero must move 2 chambers all at once. Ignore the action on the chamber passed through.



## TELEPORT

*On the next turn that your hero is moved*, your hero may move to any chamber in play.

# DRAGON



## HERO SPECIAL ABILITIES

### AMAZON

Move one additional chamber along a legal path. Follow the instructions on both chambers.

### BARBARIAN

When you are on the same chamber as an opponent's hero, **you may move the opponent's hero one legal move.**

The other player must follow the instructions for the chamber into which he was moved.

Then take a random chamber from the opponent you moved and add the chamber to your own hand.

### DWARF

You immediately **discard any number of chambers from your hand, then draw an equal number of new chambers** from the draw pile.

If you have fewer than 4 chambers, you may continue to draw new chambers until you have 4 in your hand.

### KNIGHT

If an opponent tries to take a coin from you, or you are about to lose a coin because of a chamber action, you may (before you randomly choose which coin is lost) **prevent the coin from being lost.**

This is the only special action which is not necessarily taken during your turn.

### THIEF

**Take a random coin from one opponent** whose hero is in the same chamber (but only if that player has at least 1 coin).

Or, instead of stealing from an opponent, **swap 1 coin of your choosing from your hand** with a random coin from the Dragon's Hoard.

### WIZARD

**Move out of a chamber through any of the 4 doorways** on a chamber, even moving *against* the arrows of adjacent chambers.

You do not get an extra move, but are simply allowed to break the 'legal movement' rule once.

