

Aladdin's Dragons

A game for 3-5 players by Richard Breese. Condensed rules by Eric Postpischil, <https://edp.org>.

These rules are for the magic version, which I recommend. For completeness, base version changes are at the end.

Setup

Shuffle the 10 light grey Palace Guard tokens (numbered 1-10).

Place the plastic treasures (crowns, pearls, gems, trophies, gold) by the board, forming the treasury.

- Each large treasure is worth three small treasures of the same color. Exchanges may be made at any time.

Give each player a screen, 8 tokens (numbered 1-2 and 4-9) of one color, and 3 small treasures of their choice.

- All player items are kept behind screens except tokens placed on the board and activated artifacts.

Gather one artifact of each type per player and remove the rest from the game. Give each player an Aladdin's Lamp.

- Shuffle the gathered artifacts into stacks of 5 and place them face down above the palace rooms (top of the board, using only as many rooms as there are players). Empty excess rooms are excluded from all game activity.

Shuffle the treasure card deck for the number of players (depicted on back) and place it face down by the board.

Shuffle the magic spell cards and place them face down near Aladdin's Tent (middle right of the board).

The youngest player starts. Give them the camel.

Play

Start of Round

Turn the top artifact above each room face up, if it is not face up already.

Turn over the top treasure card and place the indicated treasures in the dragon caves, from the treasury.

Shuffle the 10 palace guard tokens face down and place one face down in the palace guard space.

Artifacts and Spells (play at any time, except as noted)

Each player may activate one of their artifacts during a round. (See below or rules page 7 for artifact powers.)

- They place the artifact in front of their screen. They may use the artifact's power for the rest of the round.
- The Flying Carpet (3) artifact is played in a board space, instead of in front of a screen, as the space is tallied.

A player who has activated Aladdin's Lamp may play spell cards at any time. Cards are discarded after use.

- **Cards may not move a token to a previously tallied space and may not affect the palace guard space.**
- If a card cannot be completely fulfilled, do as much as possible.

Allow all players who wish to play artifacts and spells to play them. Then resolve them in player order.

Place Tokens

In clockwise order, each player places one token face down in a space on the board, until all tokens are placed.

- A player may not place a token in a dragon space with no treasures or a sixth token of theirs in one palace room. Players may look at any of their own tokens at any time.

Tally Tokens

Resolve each space individually, left to right through the caves, right to left in the city, and left to right in the palace.

In each space, reveal the tokens and sum the values for each player. Players earlier in player order win ties.

Dragon caves: The top player gets the top shelf of treasures, the second player the second shelf, and so on.

City: The top player gets the ability of each space.

- Aladdin's Tent: The top player draws two magic spell cards and gives one to the second player (discard if none).
- Djinn's House: The top player may activate two artifacts this round.
- Market: The top player may exchange any 1 small treasure for any 3 small treasures.
- Caravanserai: The top player may choose a new start player. Move the camel to that player.

Palace Guard: Reveal the palace guard token.

- Each player's token value must be at least the palace guard value, or they may pay the difference in treasures, provided they played at least one token in the palace guard space.
- Otherwise, that player may not enter the palace. Remove their tokens from the palace rooms.

Palace Rooms: The top player may buy the artifact. If they do not, the next player may, and so on.

- For each of the player's tokens in the room, the player must pay that number of one kind of treasure, and a different kind must be used for each token.

Players return their tokens and artifacts, including Flying Carpets played into board spaces, to behind their screens.

Return unclaimed treasures to the bank.

Game End

Play until the last artifact is bought. The player with the most artifacts wins. Ties are broken by most scroll artifacts.

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Artifacts

Aladdin's Lamp permits its player to play magic cards this round, as many as they want and have.

Counterspell negates the effect of one magic spell card of another player. (Play when the spell card is played.)

Double causes one of the player's face up tokens to act as if it were two tokens of its value in its space.

Flying Carpet flies into a board space as it is being tallied and acts as a token of value 3 for its player in that space.

Key allows a player to enter the palace regardless of whether they put tokens in the guard space or their values.

Scroll wins a tie at the end of the game.

Base Version

Do not give players artifacts during setup. Put 6 in each used palace room instead of 5. Types are irrelevant.

Do not use the magic spell cards.

There is no need to turn artifacts face up in each round, as types are irrelevant.

Do not use the Aladdin's Tent or Djinn's House spaces.

At the end of the game, there is no tie breaker.