Matt Greenleaf
Barbara Lucas

Once Upon A PLUNDER ®

8+

3 / 6

20 min

"*Snow White, Robin Hood, King Arthur, the Pied Piper and King Triton have decided to build their dream village. But on the peak of the nearby mountain, a dragon has settled in the abandoned castle... and he doesn't like these newcomers that invade his territory and come regularly to pilfer his riches.*"

OVERVIEW AND GOAL OF THE GAME

In this asymmetric game, one player plays the **dragon** who will try to scare the Heroes away. The others play as a band of Heroes who team up to empty **two rooms of the castle** or **build their Village**. If they achieve their goal before the end of ten rounds, they win the game. However, if time runs out or the Dragon manages to scare them, he will be the victor.

4 Neutral Location cards
(Orchard, Armory,
Treasure room, Village)

25 Hero cards
(4 Location cards
+ 1 Camp card per hero)

4 Dragon
cards

11 Apple
tokens

7 Shield
tokens

7 Treasure
tokens

13 House
tokens

1 Castle board

1 Flame
token

1 Hourglass
token

One player becomes the **dragon**. They take the 4 corresponding cards and the **Castle board**, on which they place the **Flame token** according to the player count. Place the **Hourglass token** on the starting space of the **Time track**.

Each of the other players chooses their hero and takes their **5 corresponding cards**. They place their **Camp card** in front of them, face up. This card will be used to store the tokens earned by a Hero during the game. The other cards will form their hand.
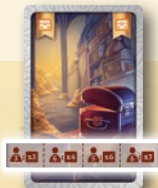

Setup example for the Dragon player in a 4-player game.

The **4 Neutral Location cards** are placed in the middle of the table, with a number of tokens placed on top, as indicated on the cards:
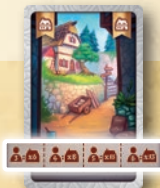

Orchard   *Armory*   *Treasure room*   *Village*

Place the **House tokens** next to the Village card. They represent the heroes' building objective and they will vary depending on the player count. Return the unused tokens to the box.
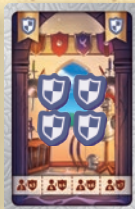
Neutral location cards

Snow White

The Dragon

King Arthur

The Pied Piper

HOW TO PLAY

The game is played over a maximum of **10 rounds**.
During each round, players secretly choose one of the **4 Location cards** and place it face down in front of them.
Once all players are ready, they reveal their cards simultaneously.

Heroes who have chosen a different Location than the Dragon apply an effect:
-> If the **Hero** chose the Orchard, the Armory or the Treasure room, they take one of that location's tokens and place it on their **Camp card**.

-> If the **Hero** chose the Village, they place a **House token** from the supply onto the **Village card**.
They can also build **an additional house** for each **Treasure token** they discard from their Camp card (the discarded tokens won't be available for the rest of this game).

Example: Arthur has chosen the Village. He can therefore place 1 House on the Village ❶. He also discards 2 Treasure tokens to place 2 additional Houses, for a total of 3 ❷.

Then, players resolve the location visited by the **Dragon**:

→ The Dragon **moves his Flame token** one space for each Hero that chose the same Location as him.
If this is the **Village**, he also takes **1 token of his choice** from each involved Hero's Camp card and **returns it to the corresponding Location card**.

→ **The Hero or Heroes** that played the same Location card as the Dragon are **scared**. They don't apply the effect of the Location they chose this turn. Additionally, they won't be able to play their next turn.

Example: Snow White have chosen to go to the Village, unfortunately, this was also the Dragon's choice. The Dragon retrieves the Shield token from her Camp and returns it back on the Armory card. Snow White has no token left and will pass the next turn.

To avoid passing their next turn, heroes can discard **2 Apples OR 1 Shield** from their Camp card to give them courage *(the discarded tokens won't be available for the rest of this game)*.

After all effects have been resolved, the Dragon advances the Hourglass token one space.

Each player takes back the card they played.

A new round starts. Scared players pass their turn and will not play this round.

END OF THE GAME

The game ends if any of the Dragon 🔥 or Hero 🧍 victory conditions are met, in the following order:

🔥 The Dragon's **Flame token** reaches the last space of the track.

🧍 The Heroes build all the Houses OR recover all the available tokens from 2 of the 3 Place cards: Orchard, Armory or Treasure Room.

🔥 **The ten rounds** are completed and the hourglass can no longer be moved.

⚙ Matt Greenleaf   🖌 Barbara Lucas