

Dragon's Keep

What's Needed:

Football or soccer ball sized ball (Dragon Egg)
3 Tennis balls or similar sized ball (Fireballs)
People (duh)

Set Up:

Choose one person to be the Easter Dragon, the rest are Treasure Seekers.

Establish what is the Treasure Seekers Base (Spot for where the Dragon Egg needs to be brought by the Treasure Seekers for them to win)

Have the Easter Dragon take the Dragon Egg and hide it (must be able to be seen without moving things).

Once it's hidden the game starts. Yell "Commence!" and the Easter Dragon must begin roaming.

If you are the Easter Dragon

Dragon's Goal: Turn all the Treasure Seekers into Dragon Helpers by hitting them with a Fireball.

Fireball: The Easter Dragon has 3 Fireballs. These can be thrown at Treasure Seekers. If hit, they become Dragon Helpers. Dragon Helpers must immediately sit and remain sitting. They can help the Easter Dragon by ratting out the location of the Treasure Seekers or misguide the Treasure Seekers to the whereabouts of the Dragon Egg. (If you can't win as a Treasure Seeker, neither can your fellow Treasure Seekers)

If you are a Treasure Seeker

Seeker's Goal: Bring the Dragon Egg to your Seeker Base without being hit by a Fireball.

End Game: When either the Dragon Egg has been successfully taken to the Seeker Base or all of the Treasure Seekers have been turned into Dragon Helpers

Extra info:

- Treasure Seekers can't touch Fireballs at all (Even picking them up).
- Treasure Seekers can use items as shields.
- The Easter Dragon can't touch the Egg at any time during the game. If a Treasure Seeker has the Dragon egg and gets hit with a Fireball then they drop the Egg where they are.
- Treasure Seekers can't throw the Dragon Egg

Extra Game Settings:

Treasure Seeker Roles: To spice up the game you can give Treasure Seekers Roles, must be decided before the beginning the game whether you are using these roles but don't have to say who is what role to the Easter Dragon.

Healer: If they tag a Dragon Helper then they become a Treasure Seeker again.

Infiltrator: Will act as a Dragon Helper to confuse the Easter Dragon. They can stand up and sit down again.

Brute: Is allowed to throw the Dragon Egg only to another player.

The Crazy: Can Pick up Tennis Balls only to be thrown back at the Easter Dragon, if hit must count to 10 Mississippis before moving.

Commander: You can use the Dragon Helpers as a human shield and they can't resist. As long as the Commander has one hand on them.

Hatchlings: You can add Hatchlings which are baby dragons. These Hatchlings are basically more dragons. Though there are still only 3 Fireballs, so share!