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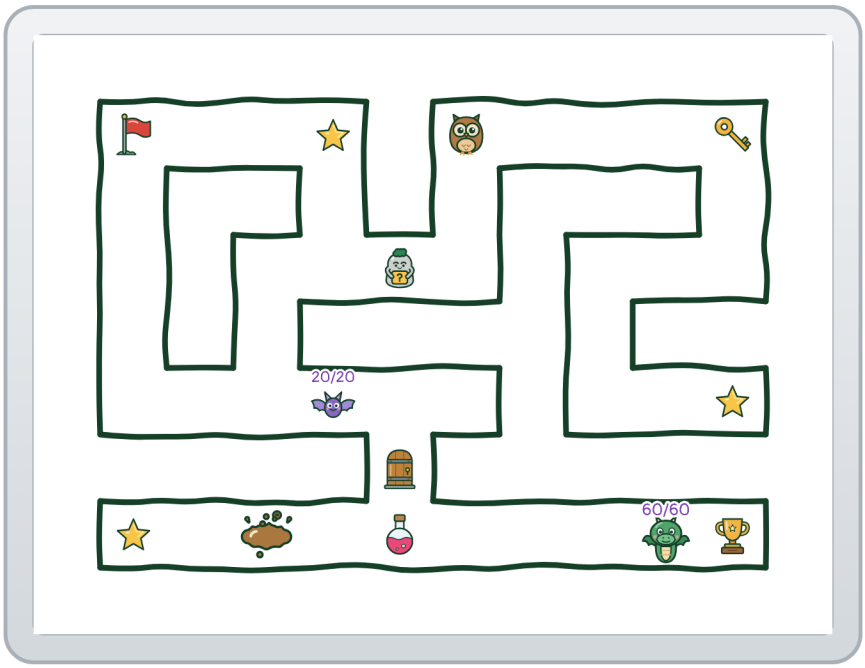
The Dragon's Maze

a free printable maze adventure

A team board game on paper: roll the die, find the key, and outsmart the Dragon together.



Ages 6–8 · 2–4 players · 20–30 minutes

What you need

- a die
- pencils
- coins or game pieces

Inside: the map, rules, cards, standees, and a blank page to draw your own maze.

Draw your own mazes and play them on iPad and iPhone

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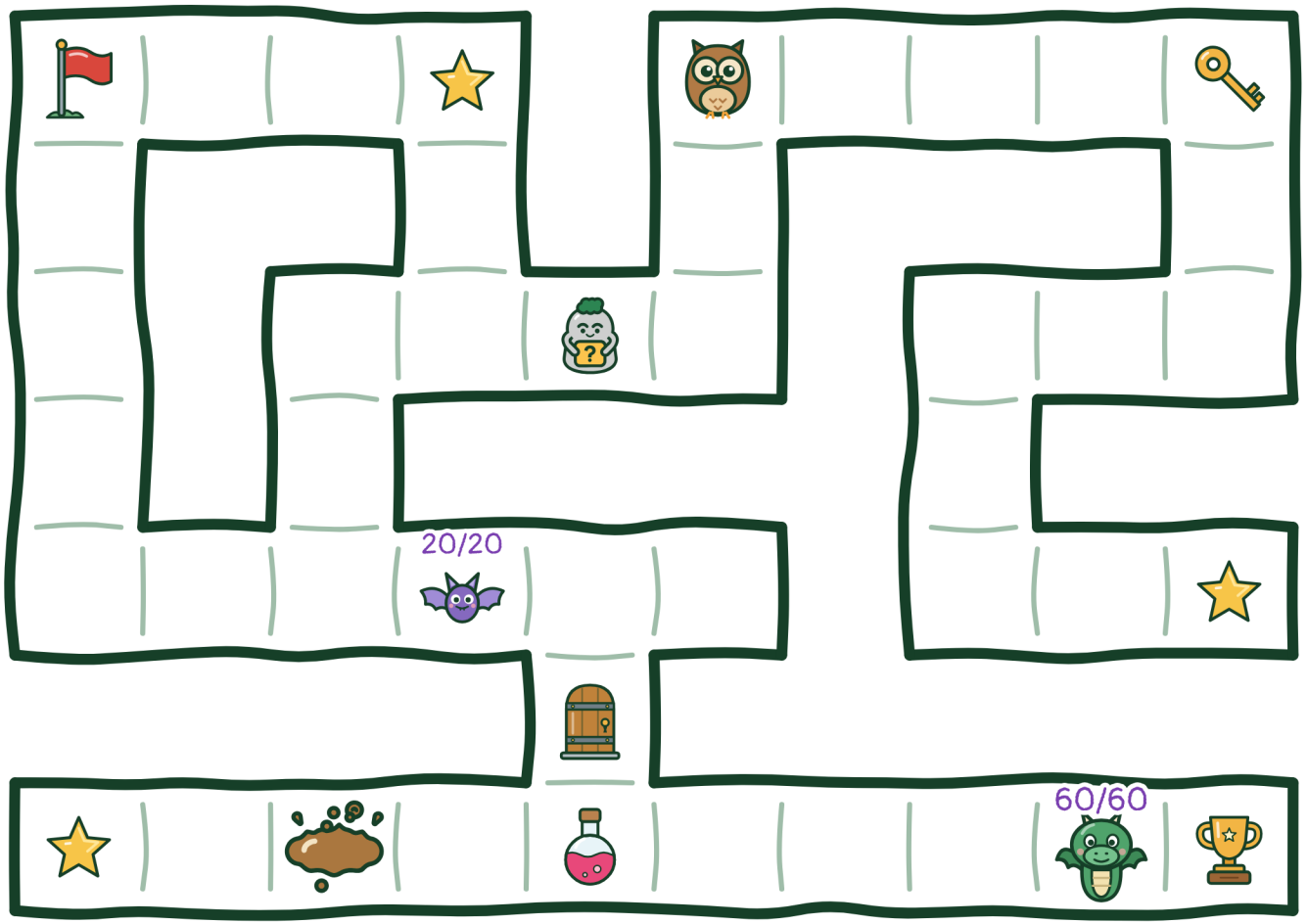
The Dragon's Maze

Made by: _____ · Goal: reach the Finish



start · stars · friend · key · guard · monster · door (needs a key) · trap: roll 4+, challenge, or exercise · potion · boss · finish

Stars: ☐☐☐

How to play on paper

The Dragon's Maze · Goal: reach the Finish

You need

The map, cards, a die, a pencil, and tokens (cut them out, or use buttons or little toy figures). You can slip the map into a clear sheet protector and draw on it with a dry-erase marker, just like on the board.

Game master

The person who made the quest is the game master. They read what the friends and the guards say, keep track of the bosses' power, and help if players get mixed up.

Turns

Everyone puts their token on the Start flag. Take turns rolling the die and moving that many squares along the path (no diagonal moves, no going through walls). Land on a piece and something happens — then your turn ends.

Monster challenge

Roll the die: sparks = number × 10 (+10 more with the Sparkle Marker, double on a soft spot). The monster loses that much power. Then it's the monster's turn — do what its card says: it rolls, and you lose the number rolled × its strength in energy (on a 1 it sneezes instead; a shield cuts it in half). Cross out boxes on the cards. At 0 power a monster runs off (take its token away). A boss becomes your friend: draw a heart on its card and leave its token. Friends never stop you. Instead of rolling, you can answer a challenge from a challenge card or from the game master: right — 30 sparks, and the monster doesn't get a turn; wrong — it's the monster's turn.

Trap

Choose how to get past: roll the die (4, 5, or 6 means you jump over it), answer the game master's challenge with no hints or answer choices, or do an exercise: 10 squats, a 15-second plank, or 10 jumping jacks. If you don't make it, you lose 10 energy. Trap squares that touch are one trap: get past once, and the whole trail is behind you.

Guard

The guard lets you pass if you answer correctly. Wrong guess? Go back one step, and your turn is over.

Friends and items

A friend says the line from their card and may give you a challenge or a gift. Found an item? Mark it on your card. A door opens only with a key.

Tired out

If you run out of energy, go back to the Start to rest, and your energy is full again. Monsters don't get their power back, so you can still outsmart them.

How to win

You need to reach the Finish. Play together against the maze: help each other!

Tip for the quest maker

Watch where players get stuck or bored, then make your quest better. That's what real game designers do.

HEROES

Cut out the tokens — one for each player.



Hero energy: 100 each (1 box = 10).

Items: mark them in pencil

BOSS

Dragon



60/60

Puffs smoke rings: roll × 5 energy
On a 1, it sneezes: no energy lost
Soft spot: Sparkle Marker (sparks ×2)
At 0 power: your friend! Draw a heart

MONSTER

Bat



20/20

Swoops around your head: roll × 3 energy
On a 1, it sneezes: no energy lost
At 0 power: it runs off

FRIEND

Owl



"Hoo-hoo! The Dragon loves to doodle, so it has a soft spot for Sparkle Markers. Take mine! The key to the big door is past the Stone Guard."

Gives: Sparkle Marker

GUARD

Stone Guard: answer to pass



The game master hands out a challenge card or makes one up.

TRAP

Sticky Mud



−10 energy

Choose how to get past:
• Roll the die: 4, 5, or 6 and you jump over it.
• Answer a challenge, with no hints or answer choices.
• Do an exercise: 10 squats, a 15-second plank, or 10 jumping jacks.
Didn't make it? You lose 10 energy.

ITEMS

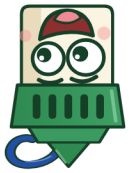
- Key — opens a door
- Sparkle Marker — +10 extra sparks every time
- Shield — a monster's turn takes half as much energy
- Potion — +30 energy
- Chest — roll: 1–2 potion, 3 Sparkle Marker, 4 shield, 5 key, 6 potion
- Portal — takes you to the other portal

Standees for playing on paper

Cut along the solid lines. Fold along the dotted line in the middle so the picture is on both sides.
Fold the bases outward or glue them, and the standee will stand on the map. Mark energy and power on the cards.

base

Hero 1



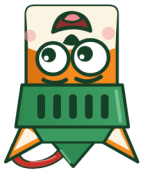


Hero 1

base

base

Hero 2



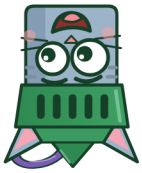


Hero 2

base

base

Hero 3





Hero 3

base

base

Hero 4





Hero 4

base

base

Owl



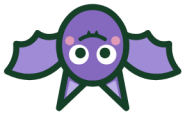


Owl

base

base

Bat
20/20





Bat
20/20

base

base

Dragon
60/60



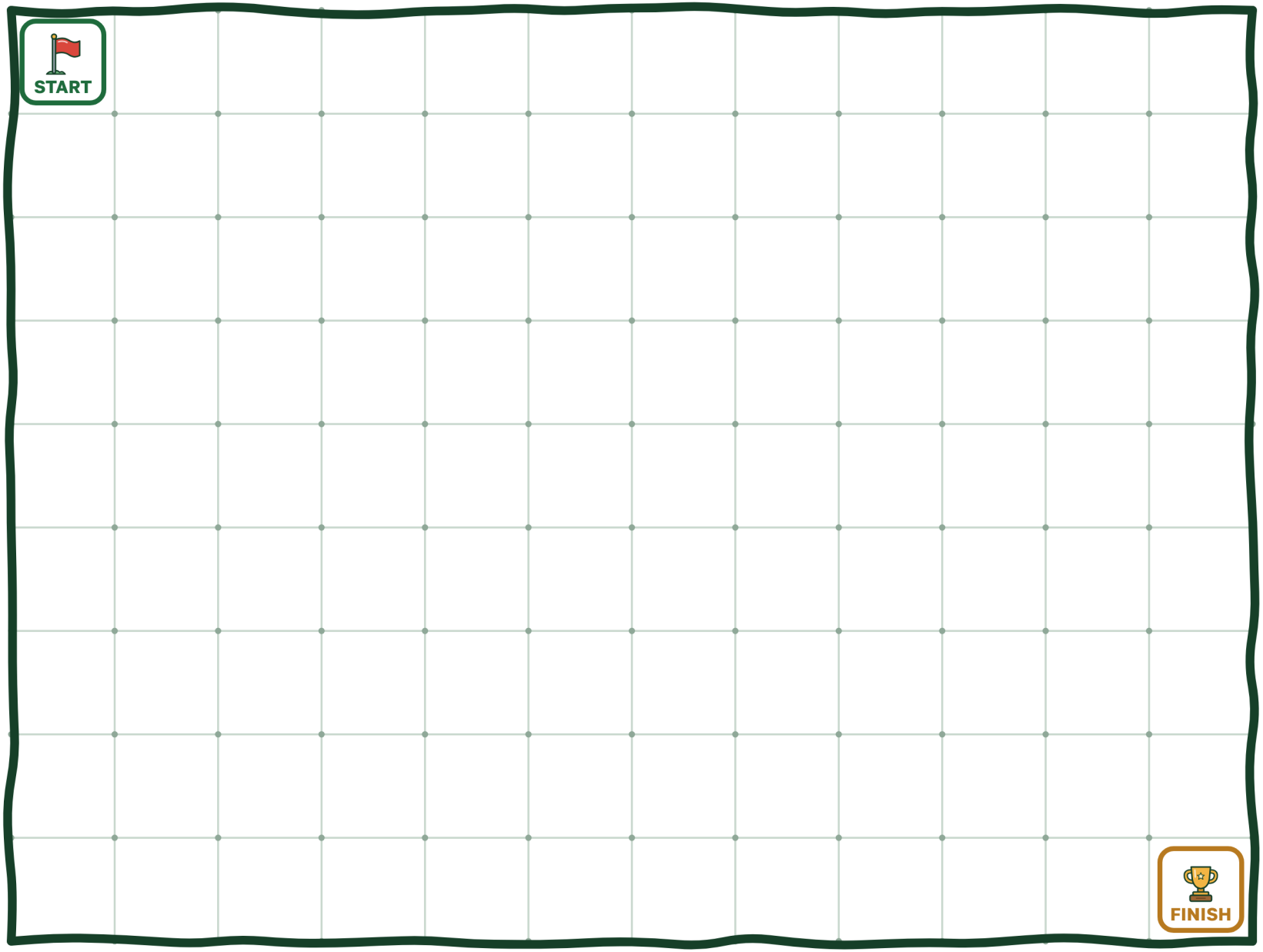


Dragon
60/60

base

Draw your own maze

Made by: _____ · Draw walls along the lines, add pieces, and keep a path from Start to Finish



Draw these: treasure · key · door (needs a key) · trap · guard · friend · monster · boss · potion · chest