






Dragonkeepers

Objective: Players compete to get the most points by playing sets of coloured dragon cards from their hand to meet scoring goals.

Setup

1. Take the 11 Shadow Dragon cards (denoted by a large '6' on the back of the cards) and place them in a face-up stack near the middle of the table.
2. Take the 8 Starting cards (denoted by a red banner on the back of the cards) and place them in a stack on the table.
3. Randomly select a starting player to take the first turn of the game.
4. Beginning with the player to the left of the starting player and continuing in clockwise order, give the first player 1 Starting card, the second player 2 Starting cards, and the third player 3 Starting cards.
 - All players other than the starting player receive cards once.
 - Any remaining Starting cards are returned to the box.
5. Separate the remaining 104 cards into two separate face-down piles (page side facing up, one pile with numbers on the backs of cards and the other with colourful dragons on the backs of cards), shuffle each pile separately, and then place them next to each other in middle of the table to form the Magic Book.
 - The pile of number cards goes to the left of the pile of Dragon cards.
 - Reveal the top card from each of the piles of the Magic Book and place each card below the corresponding pile from which it was taken to form the display.
6. Place the 45 Amulet pieces () face-down, mix them up, and return a number of Amulet pieces back to the box based on the number of players:

2 Players: 16 Amulet pieces**3 Players:** 12 Amulet pieces**4 Players:** 8 Amulet pieces
7. Turn the remaining Amulet pieces face-up, sort them into matching stacks according to their value, and arrange the stacks in ascending order.
8. Place the remaining pieces nearby to form the supply:
 - 3 Crests tokens (), removing the '16' Crest from the game in a 2-player game.
 - 9 Golden Egg tokens (), showing the number '4' side.
 - 15 Pearl tokens ( & ), number side face-down.

End of Game

The end of the game is triggered in one of two ways:

Amulets: The game immediately ends after any player's turn where the players have collectively completed a certain number of Amulets:


- A completed Amulet contains 3 Amulet pieces and a Pearl.
- Due to the *Completing the Turn* step of a turn, players may complete more Amulets than the number specified to trigger the end of the game. This is allowed.



2 Players: 7 Amulets **3 Players:** 8 Amulets **4 Players:** 9 Amulets


A page of the Magic Book contains only one card: In this instance, the player taking their turn may not take any more Dragon cards or change the Magic Book, but they and the other players may still play Dragon cards on their stacks to complete the turn.

Each player adds up their points from the following sources:

Amulet Pieces (): The values printed on all of their Amulet pieces.

Pearls ( & ): The values printed on all of their Pearls.

Crests (): The point value printed on their Crest, if they have one.

Golden Eggs (): The points scored by their Golden Eggs; each Golden Egg is worth 4 points.

- The player with the most Gold Eggs at the end of the game flips over one of their Gold Eggs and instead receives 16 points for that Egg. If multiple players are tied for the most Gold Eggs, all of those tied players flip one Egg each.

The player with the most points wins the game.


Tie-breaker: In the event of a tie for first place, the tied player who has the most Dragon cards in front of them wins the game, and if players are still tied, the tied players share the win.

The Magic Chests (Game Variant)

Magic Chests includes powerful Magic Items that all players have at their disposal.

Setup: Shuffle the Magical Chests face-down and reveal one, then return the remaining Magical Chests to the box.

- If players are familiar with the Magic Chests, they can collectively decide if they want to include more than one in the game.

Using Magic Items: All players have access to the Magic Items. Each time a player wants to use a Magic Item, they must return 1 Crystal () to the supply.

- A player may only use a Magic Item, at most, once per turn.
- If multiple Magic Items are being used, each player may use each up to once per turn providing they pay a Crystal for each item used.
- With the exception of *Dragon Mint*, players must use the Magic Items during the *Completing the Turn* step of a turn.



Dragon Mint: At the start of a player's turn, they take the top card from both pages of the Magic Book and add them to their hand.



Prism Ink: When playing Dragon cards, a player may play a different colour than the Magic Book currently shows.




Troll Horn: When laying out Dragon cards, a player may ignore the placement rule and also lay out cards of a colour that is already between two of their other colour stacks.



Twilight Flute: After playing Dragon cards and receiving rewards, a player may take all but one of the Dragon cards they just played back into their hand.



Green Ore Hammer: If a player's reward contains any Amulet pieces () of the lowest available value, the player may instead upgrade one Amulet piece to the second lowest value.

- If there are multiple Amulet pieces, this can only be used to upgrade one piece.

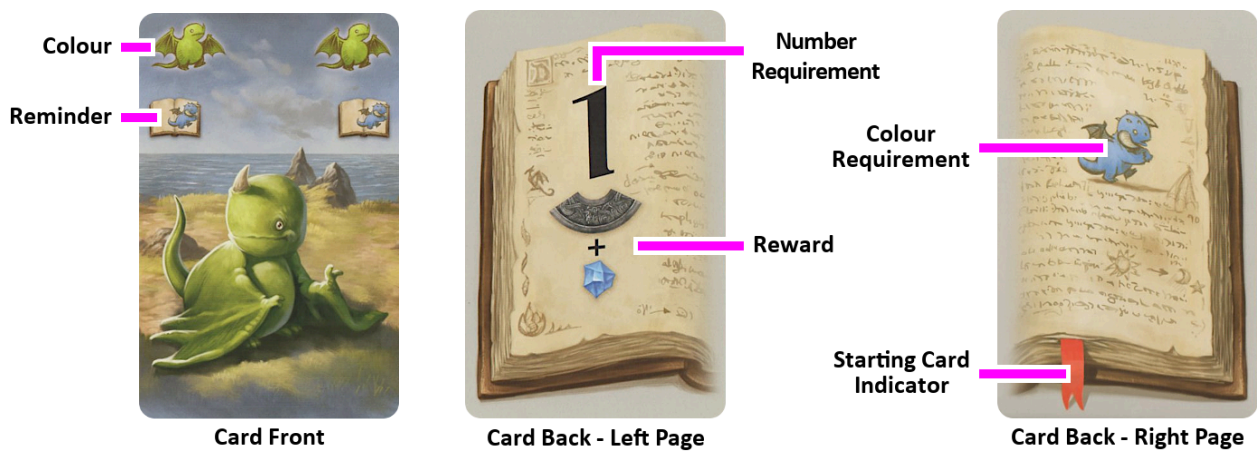


Swindler Feather: When playing at least 2 Dragon cards, a player may play one card less than the Magic Book currently specifies and still receive the reward.

Cards

Dragon Cards: Players collect and play Dragon cards in front of them to meet the placement rule shown on the Magic Book and earn rewards.

- There are 4 colours of Dragon cards in the game (blue, green, orange, and white).
- There are 28 cards of each colour (including the 2 Starting cards in each colour).
- There are 11 Black Dragon cards which are wild (can be played as any other colour); these cards can only be earned as a reward.
- The reminder on Dragon cards lets players know what's on the back (page side) of the card.



The Magic Book: There are 2 face-down decks of Dragon cards that make up the Magic Book, a deck of Left Page cards and a deck of Right Page cards.




Number Requirement + Colour Requirement: Collectively, the number and colour of the dragon shown on the pages indicate the quantity and colour of Dragon cards a player must be able to play in order to get the reward shown on the Left Page.

Reward: The reward a player gets if they can fulfil the number and colour requirement.

Starting Card Indicator: The red ribbon indicates that these cards are set aside to be used during setup.

General Rules


Card Limit: There is no limit to the number of cards a player can have in their hand.

Running out of Tokens, Crystals, and/or Shadow Dragon Cards: The number of Golden Eggs (), Crystals (), Crests (), and Shadow Dragon cards are limited by the quantity supplied with the game; if none are available, the reward is unavailable.

Turn Order (Single player turns in clockwise order)

1. **Take Dragon Cards:** The player may take 1, 2, or 3 Dragon cards from the display and add them to their hand.

- Whenever the player takes a card, they immediately fill in the empty space with the top card from the corresponding page of the Magic Book.

Crystals (): When taking Dragon cards, a player may return one of their Crystals to the supply to take a 4th card from the display.

- A player may not spend multiple Crystals on the same turn to take more than 4 cards.

2. **Change the Magic Book:** The player may change the Magic Book by placing a card from their hand face-down on top of either the Left Page or Right Page of the Magic Book to change it in their favour.

- The cards placed must match the pages of the Magic Book i.e. a card on the Left Page must show a number and a card on the Right Page must show a dragon.
- The player may place up to one card on each of the pages of the Magic Book, for a total of 2 cards.

3. **Playing Dragon Cards:** The player may play cards from their hand to a stack in front of them providing that they are in exact accordance with the placement rule shown on the Magic Book; the number of cards must be equal to the number shown on the Left Page and the colour of dragon must match that of the Right Page.

- Players may not alter the positions of their stacks of Dragon cards in front of them once they have been played.

Starting a new stack: If the player plays Dragon cards of a colour that they do not have in front of them, they must start a new stack.

- When starting a new stack, the player must choose whether to place it to the left or right of any of their existing stacks, it cannot be placed between two of their stacks.
- A player cannot start a new stack of a colour of Dragon cards that they already have, they must add to it.

Adding to a stack: On a later turn, if the player plays more cards of a dragon colour that they already have a stack for, they must place them on top of the existing stack of that colour.

- A card cannot be placed on top of a stack that is between two stacks of other dragon colours; as such a player may be in a situation where they can no longer play Dragon cards of certain colours.

4. **Receive a Reward:** Upon playing Dragon cards, the player immediately receives the rewards displayed on the Left Page of the Magic Book:



The player receives the Amulet piece of the lowest available value.



The player receives the Amulet piece of the highest available value.

- Players place their Amulet pieces in front of them, face-down.
- Players connect Amulet pieces when they get them; every 3 Amulet pieces makes a ring.
- When a player adds the third Amulet piece, completing the Amulet, they take a Pearl and place it face-down in the middle of the ring.
- Red Pearls () are worth 8 – 9 points and Blue Pearls () are worth 3 – 4 points.
- A player may complete multiple Amulets over the course of the game.



The player takes a Crystal.

- When taking Dragon cards, a player may return one of their Crystals to the supply to take a 4th Dragon card from the display.



The player receives a Golden Egg, which is worth 4 points.

- At the end of the game, the player with the most Golden Eggs flips one of their Golden Eggs over and scores 16 points for it instead of 4.



The player receives a Shadow Dragon Card and adds it to their hand.

- A player may add one or more Shadow Dragon cards as wild cards to reach the number of required dragons specified by the Magic Book's placement rule.
- Shadow Dragon cards cannot be played on their own and must be played with another colour of Dragon card.
- Dragon cards can be used to *Change the Magic Book*.



Crest Bonus: As soon as a player has at least 1 Dragon card of each colour (excluding Shadow Dragons) laid out in front of them, they take the Crest token with the highest value and place it in front of them.

5. **Completing the Turn:** Regardless of whether or not the player played Dragon cards, all other players (in clockwise order) may decide whether they want to play Dragon cards from their hands to their stacks in exact accordance with the Magic Book's placement rule.
- Players choosing to do so may not change the Magic Book.
 - Players able to do this earn the rewards listed by the Magic Book.