

# Flamecraft

## Rules of Play

# Welcome to Town!

Artisan dragons are creative little crafters who spout specialized flames to help them create a variety of tasty or helpful goods. They are highly sought–after by shopkeepers who hope to draw in and delight customers with their Flamecraft.

You are a Flamekeeper, skilled in the art of conversing with dragons, placing them in their ideal homes and casting enchantments to entice them to produce wondrous things.

Your reputation will grow as you aid the dragons and shopkeepers, and the Flamekeeper with the greatest reputation will be known as the Master of Flamecraft!

## Contents


3 Components
4 Setup
6 Overview
7 Gathering from a Shop
10 Enchanting a Shop
12 Ending Your Turn
13 End of the Game
13 Fancy Dragons
14 Abilities
17 Companions
18 Solo Mode


# Components



**6 PLAYER TOKENS**



**6 REPUTATION MARKERS**



**1 TOWN MAT**




8 PLAYER AIDS




36 ARTISAN DRAGON CARDS



+6 STARTER DRAGONS




36 FANCY DRAGON CARDS




28 SHOP CARDS

+6 STARTER SHOPS






36 ENCHANTMENT CARDS
(IN 2 DECKS)




7 COMPANION CARDS



210 GOODS TOKENS
(+ SPARES)



24 COIN TOKENS

# Setup






**TOWN LIMITS**
*These extra spots allow for up to 14 shops in 3–5 player games.*

## 1 TOWN & STARTER SHOPS

- Roll out the **Town mat** in the middle of the table.
- Place the **6 Starter Shops** faceup on any 6 Shop spaces in Town (as shown)**.**
- Place each **Starter Artisan Dragon** faceup on the Shop with the **matching icon** in the top left, so that the Dragon covers the first **slot** along the bottom of the Shop (with the icon).

## 2 GOODS & COINS

- Place the **Goods tokens** in separate piles off to the side, where all players can reach them. (You may need to make 2 piles of each token at different ends of the Town).
- Place the **Coin tokens** in a pile on the **Fountain.**

## 3 SHOP DECK

- Sort the Shop cards into piles based on the **icons** in the top left corner. Make 1 pile for each of the **6 Goods icons** ( / / / / / ) and a 7th pile for **all other icons.**
- Flip the 7 piles **facedown** and separately shuffle them. Take **1** card from **each** of the **Goods Shop** piles, and **4** cards from the **7th pile**, to make a facedown stack of **10 Shops.**



- This is the **Shop deck.** Shuffle the Shop deck and place it to the side of the Town mat.

*Once you're familiar with the game, feel free to vary the composition of the Shop deck however you like.*

## 4 ARTISAN DRAGONS

- If you are playing with **2 or 3 players,** remove the following **Artisan Dragon** cards from the deck:
  - Remove **12 Dragons** (2 of each Goods type).
  - Remove **6 Dragons** (1 of each Goods type).
- Shuffle the remaining Artisan Dragons to make the Artisan deck and place it on the marked space next to the **Fountain.**
- Reveal the **top 5** cards and place them faceup in the **Park** next to the deck.







## COMPANIONS & SOLO MODE

*To add Companions to your game or play in Solo Mode, see pg. 17.*

## 5 FANCY DRAGONS

- Shuffle the **Fancy Dragon** cards together to make the Fancy deck and place it on the marked space next to the **Fountain.**

## 6 ENCHANTMENTS

- Choose either the **Purple** or **Golden** Enchantment deck (we recommend Purple for your first game).
- Shuffle the chosen deck and place it on the marked space inside the Reputation track.
- Reveal the **top 5** cards and place them in a faceup row next to the deck.

## 7 PLAYER SETUP

- Each player chooses a **player token** (dragon) and takes the matching–color **Reputation marker** (heart) and **player aid** card. Return all unused player components to the box.
- Gather the **Reputation markers** together and randomly reveal one of them to choose the **first player.** Then place all Reputation markers near the start of the **Reputation track**.
- Deal each player a hand of **3 Artisan Dragons**.
- Deal each player **2 Fancy Dragons**. Each player chooses **1** Fancy Dragon to keep and returns the Fancy Dragon they did **not** choose to the bottom of the Fancy deck.
- If playing with **4+ players,** the 4th and 5th players each take a **Goods token** of their choice to start.






*You can keep your Artisan Dragons and Fancy Dragons a secret until you play them. However, the number you have of each is public information.*

# Overview

Your goal is to become the most storied and successful Flamekeeper in town! Grow your **Reputation** ❤ by visiting **Shops** to place **Artisan Dragons,** cast **Enchantments,** and satisfy the goals of your secret **Fancy Dragons**.

Players take turns in clockwise order, starting with the **first player** chosen at setup. On each player's turn, they must move to a new **Shop,** then decide whether to gather **Goods** or cast an **Enchantment** there. Play continues until the **Artisan deck** or **Enchantment deck** runs out (see "End of the Game," pg. 13).

At the end of the game, the player who is furthest ahead on the **Reputation track** wins!

## Artisan Dragons




## Enchantments




## Shops




*For Fancy Dragon cards, see pg. 13.*

# Taking a Turn

On your turn, you must **visit a Shop,** then choose to either **Gather** or **Enchant** there.

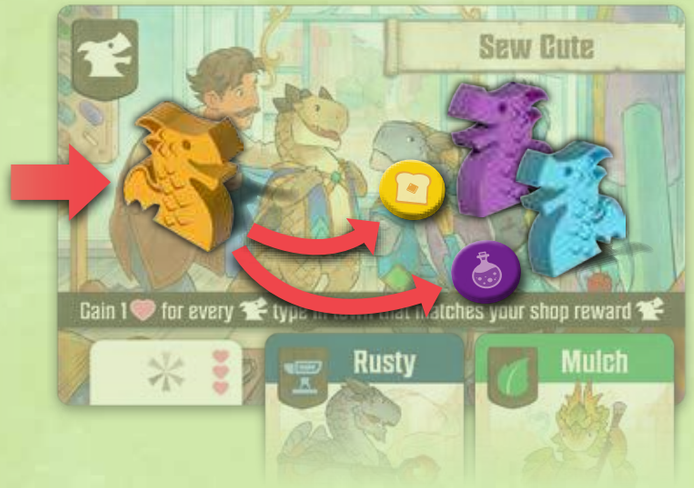
At the end of your turn, you must check whether to **expand the Town,** then **discard down** to your Dragons and Goods limit and **refresh** the faceup Enchantments and Artisan Dragons.

The following sections provide detail on each turn step.

## Visiting a Shop

At the start of your turn, choose a Shop anywhere in Town and move your player token onto the Shop card. You must choose a **different** Shop than you visited on your last turn.

In order to move to a Shop that **other players** are visiting, you must give **each** of them **1 Good** of your choice (or 1 Coin) from your personal supply. If you don't have enough Goods (or Coins) to give 1 to each player, you must choose a different Shop to visit.




**EXAMPLE** *Oliver really wants to visit Sew Cute, even though there are 2 other players there. He decides to give 1 🍞 to Violet and 1 🍇 to James.*

# Gathering from a Shop



If you choose to **Gather** from the Shop you visit, follow these steps **in order:**

1. **GATHER GOODS:** Gain Goods, Coins, and Dragons from the Shop and from each Artisan Dragon and Enchantment there.
2. **(OPTIONAL) PLACE A DRAGON:** You may place 1 Artisan Dragon from your hand into a Dragon slot with a matching icon, then gain the rewards on that slot.
3. **(OPTIONAL) FIRE UP A DRAGON:** You may use the 🔥 ability of any 1 Artisan Dragon at the Shop.
4. **(OPTIONAL) USE SHOP ABILITY:** You may use the Shop's ability, if it has one.

## 1 Gather Goods

When you Gather from a Shop, you gain **1 Good, Coin,** or **Artisan Dragon** offered by the Shop, and **1 Good** from each **Artisan Dragon** and **Enchantment** at the Shop.

The **icon** in the **top left corner** of each card tells you **what it gives you:**



Gain a **Good** matching this icon.



Gain a **Good** of your choice.

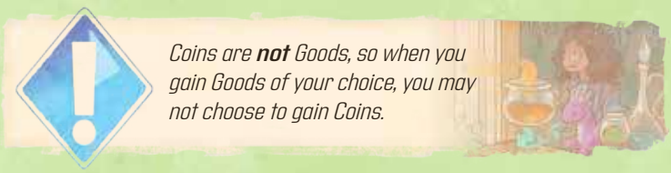


Gain a **Coin**.



Draw an **Artisan Dragon** of your choice from the Park or the top of the deck.

Take any **Goods** and/or **Coins** you gain from the appropriate piles and place them in a **personal supply** visibly in front of you. If a general pile runs out, you may use a suitable replacement. Add any Artisan Dragons you gain to your **hand.**



*Coins are **not** Goods, so when you gain Goods of your choice, you may not choose to gain Coins.*

**EXAMPLE** *Violet gathers from Drake of Cakes. She gets 2 (from the Shop and its Enchantment), plus 1 and 1 (from the Dragons).*



## 2 Place a Dragon

Once you've gathered Goods, you **may** place **1 Artisan Dragon** from your hand into any **empty Dragon slot** at the Shop.

In order to place a Dragon at a Shop, the Dragon's **icon** (in the top left corner) must **match** one of the icons on the **empty slot** where you want to place it. A Shop's slots may be filled in **any order** (they do **not** have to be filled from left to right).

After placing your Dragon, gain the printed **rewards** on the slot you filled (see "Earning Rewards" below).

*If a Dragon slot has **multiple** icons, you may place a Dragon matching any of those icons. If a slot has a icon, you may place a Dragon with **any** icon.*




**EXAMPLE**

*Violet places a Dragon from her hand onto the empty middle slot. As a reward, she gets to draw a new Fancy Dragon ( ).*

## Earning Rewards

Players can earn a variety of **rewards** throughout the game by placing Artisan Dragons, Enchanting Shops, and fulfilling the goals of Fancy Dragons.

**GAIN REPUTATION:** Score this much Reputation by advancing your marker on the Reputation track.

**DRAW A FANCY DRAGON:** Draw a new Fancy Dragon from the deck (see "Fancy Dragons," pg. 13).

**DRAW AN ARTISAN DRAGON:** Draw a faceup Artisan Dragon from the Park or the top of the deck.

**GAIN COINS:** Gain this many Coins. Coins can be spent or gifted as **any Good** when paying for an action (they are **wild**).

*Unspent Coins are worth 1 each at the end of the game.*

## Filling a Shop

If at any point during your turn you place an Artisan Dragon in the **last empty slot** at a Shop, you must draw a **new Shop** from the deck, **without looking at it,** and place it **facedown** on any empty spot in Town (it doesn't matter which empty spot). At the **end of your turn,** you will **reveal** each new Shop you drew to **expand the Town.**

Certain abilities may let you fill a different shop that the one you are currently at (or even multiple Shops in one turn).




**EXAMPLE**

*Since Violet filled the last slot at Drake of Cakes, she draws a new Shop and places it facedown.*

*There are a limited number of town spaces. 12 in a 1–2 player game, with shops up to 14 possible in 3–5 player games, using marked spaces near the park. If town is full, ignore 'Filling a Shop' above.*

## 3 Fire Up A Dragon

Each Artisan Dragon has a **fire up** ability. All Dragons with the same **icon** have the same ability. (These abilities are covered in detail under "Abilities," pg. 14.)

When you Gather from a Shop, you may use the ability of **any 1** Artisan Dragon at the Shop. This may be a Dragon you placed, or a Dragon that was already there when you visited.






**EXAMPLE**

*Violet decides to fire up Frostfire to gain 3 different Goods of her choice.*

## 4 Use Shop Ability

Some Shops have special **Shop abilities** printed on them. As the **last** step of Gathering from a Shop, you **may** use the Shop's special ability.

*You may only use a Shop's ability when you Gather from it, **not** when you Enchant it.*






**EXAMPLE**

*Violet uses Drake of Cakes' ability, spending 2 she gathered earlier this turn to take 2 new Artisan Dragons from the Park.*



## Giving Gifts

Some abilities allow you to **gift** Goods, Coins, or cards to **other players** to earn Reputation or other rewards.

Whenever you give gifts, take the indicated items from **your personal supply** and distribute them among other players however you like (unless noted otherwise). You may gift **Coins** in place of Goods.

If an ability grants a reward for gifting other than Reputation, this comes from the general supply, not from the player who received the gift.




**EXAMPLE** *James uses Hedges & Henges' Shop ability to gift 3 Goods of the same type for 2 or 1 each. He decides to gift 1 to Violet and 2 to Oliver, and chooses 4 and 1 as his reward.*

# Enchanting a Shop

If you decide to **Enchant** the Shop you visit, follow these steps **in order**:

1. **CAST ENCHANTMENT:** Choose an Enchantment card from the faceup row that matches the Shop's icon. Pay its Goods cost to tuck it behind the Shop and gain the rewards on it.
2. **(OPTIONAL) FIRE UP ALL DRAGONS:** You may use the 🔥 abilities of any number of Artisan Dragons at the Shop.

In order to Enchant the Shop you visit, you must be able to **cast an Enchantment** there (there must be a **faceup Enchantment** that matches the Shop's icon, and you must be able to pay its **cost**; see "Cast an Enchantment.)



## Enchantment Icon

When a ✨ symbol appears in an ability, it means an Enchantment card or casting an Enchantment. "Reserve an ✨" means reserve an Enchantment, and "After you ✨" means after you cast an Enchantment.

## 1 Cast an Enchantment

To **Enchant** a Shop, choose **1 Enchantment card** from the **faceup row** that **matches** the Shop's **icon** (the Enchantment has the same icon in its **top left corner** as the Shop does). Then **cast** the Enchantment by paying the **Goods** shown on it, returning them to the appropriate piles.

You may pay **Coins** in place of any Goods (unless the Enchantment has a 🪙 icon). If you spend multiple Coins, you may spend each of them as a **different Good,** if desired.

Once you've paid the cost, gain the **rewards** shown at the bottom of the card (see "Earning Rewards," pg. 8), then **tuck** the Enchantment behind the Shop (so players can easily see that the Shop now produces **1 additional Good**).

*Enchantments you take from the faceup row are not replaced until the end of your turn (see "Ending Your Turn," pg. 12).*




**EXAMPLE** *Oliver visits Hello Nursery and decides to Enchant it. He pays 1 💎, 1 🪙, and 3 🍞 to take a 🌿 Enchantment from the row and tuck it behind the Shop. This earns him 4 ❤ and a new Artisan Dragon, which he decides to take from the Park.*



## 2 Fire Up ALL Dragons

After you Enchant a Shop, you **may** use the 🔥 ability of **each** Artisan Dragon there, in any order.

If firing up an Artisan Dragon lets you place **a new Dragon** at the Shop, you may **also** fire up that Dragon.




**EXAMPLE** *After Enchanting Hello Nursery, Oliver fires up Twig to gift 1 to James for 2 , then fires up Loaf to draw a new Artisan Dragon, which he decides to take from the deck.*

# Enchantment Clarifications



### DRAGON & COIN SHOPS

Shops with a or icon **cannot** be Enchanted, since there are no Enchantments with those icons.

### ENCHANTMENT LIMIT

A Shop can have **no more than 3 Enchant–ments** on it. (There are only **3 Enchantments** with **each icon** in the deck, so most Shops can't exceed this limit anyway.)






### WILD SHOPS

If a Shop has a icon, **any** Enchantment can be cast there. Wild Shops can still only have **3 Enchantments,** regardless of icon.



### NO COINS

A symbol means you may **not** spend **any** Coins to pay the cost of this Enchantment.

### VARIABLE REWARDS

Some Enchantments show a **set of Goods** that can be paid **multiple times** to increase your reward. For example, if you pay 3 and 3 to cast the Enchantment to the right, you gain 4 .








*You can cast a variable Enchantment by paying **only 1 set** of the required Goods, but you will get **0** .*

## Reserving Enchantments

Some abilities allow you to **reserve** an Enchantment. When you do this, take an Enchantment of your choice from the row and put it faceup in front of you. (Remember not to refill the row until the end of your turn.)

When Enchanting a Shop, you may cast your reserved Enchantment instead of an Enchantment from the faceup row. Other players may **not** cast your reserved Enchantment. You are limited to **1 reserved Enchantment** at a time. If you currently have a reserved Enchantment, you **can't** reserve another one.

# Ending Your Turn



After Gathering or Enchanting, take the following steps to clean up for the next player's turn:

1. **EXPAND TOWN:** Flip any new Shops you drew during your turn faceup.
2. **DRAGONS & GOODS LIMIT:** Return Dragons and Goods until you have no more than 6 Artisan Dragons and 7 Goods of each type.
3. **REFRESH PARK & ENCHANTMENTS:** Draw new faceup Artisan Dragons and Enchantments until there are 5 of each.

## 1 Expand Town

If you filled any Shops on your turn and drew new ones, flip these new Shops **faceup.** They are now available for players to visit.




## 2 Dragons & Goods Limit

At the end of your turn, you may have no more than **6 Artisan Dragons** in your hand. If you do, you must return Dragons of your choice to the bottom of the Artisan deck until you have 6.

Additionally, you may have no more than **7 tokens** of each **Goods type**. If you have more than 7 of any type, you must return tokens to the appropriate piles until you have 7.




*There is no limit to the number of Coins and Fancy Dragons you can have. These do not need to be counted at the end of your turn.*

## 3 Refresh Park & Enchantments

If there are **fewer than 5** faceup Artisan Dragons or Enchantments, reveal new cards from the appropriate decks until there are 5 each.

If the Artisan deck or Enchantment deck runs out, this triggers the **end of the game** (see "End of the Game," next page).

*Artisan Dragons and Enchantments you take during your turn are not replaced until the **end** of your turn.*

# End of the Game

When the **last card** in either the **Artisan deck** or **Enchantment deck** is drawn or revealed, this triggers the end of the game. Each player gets **1 final turn,** including the player who triggered the game end.

Once all players have had a final turn, players gain **end–game Reputation** as follows:

1. **LEFTOVER COINS:** Each player returns all Coins in their supply to the Fountain and gains 1 ♥ per returned Coin.
2. **FANCY DRAGONS:** Each player reveals each Fancy Dragon with a ☾ icon whose goals they've fulfilled and scores the indicated amount of ♥.

Whoever has the highest Reputation score wins!

*You must turn in all your Coins **before** scoring your Fancy Dragons. This means you **can't** use Coins to fulfill your Fancy Dragons' goals.*

# Tiebreakers

In the case of a tie, the tied player with the most **Artisan Dragons** left in their **hand** wins. If still tied, the tied player with the most leftover **Goods** in their supply wins . If still tied, they share a well–deserved victory!



# Fancy Dragons

*These unique Dragons are attracted to the activities of Flamekeepers and use their abilities to add flair and flamboyance to the lives of those they follow. Some of them can be seen celebrating during daylight hours, while others wait until night for their festivities.*

Each player starts the game with 1 Fancy Dragon, and can draw more as **rewards** or by using **abilities**. There is **no limit** to the number of Fancy Dragons you can have.

Each Fancy Dragon has a specific **goal.** If you fulfill a Fancy Dragon's **goal**, it will shower you with **Reputation** and other rewards.




## SUN DRAGONS

These Fancy Dragons can only be scored **during the game**. If you have fulfilled a ☀ Dragon's goal, you may reveal it **at any time on your turn** to gain its rewards. If its goal requires you to spend **Goods,** return these to the appropriate piles.

*You can only score each of your ☀ Dragons once per game. Leave scored ☀ Dragons faceup in front of you.*

## MOON DRAGONS

These Fancy Dragons are only scored at the **end of the game.** When the game ends, reveal all your ☾ Dragons and gain rewards from each of them whose goal you have fulfilled.

*If an ability lets you score a ☾ Dragon during the game, you can't score it again at the end of the game.*

# Abilities

The following sections provide clarifications on Artisan Dragons, Shops, and Fancy Dragons.

## RESOLVING ABILITIES

If you choose to use an ability, you must resolve as much of it as you're able to (unless part of the ability says "you may").

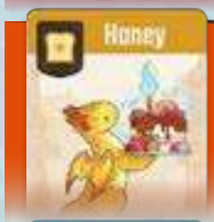
## PLACING DRAGONS

Whenever you use an ability to **place** an Artisan Dragon at a Shop, you must follow all rules for placing a Dragon on pg. 8 (unless otherwise noted in the ability text). This means the Dragon you place must **match** the icon on the selected slot, and after placing it you gain the printed **reward** (just as if you'd placed it during step 2 of Gathering).



# Artisan Dragons

*Flamekeepers share a special bond with the 6 Artisan Dragons, inspiring their unique abilities.*

| | Ability | Clarifications |
|---|---|---|
|   | Gain 2 of 1 Good from this Shop or an Artisan Dragon here. | • The 2 Goods you take must be the same. You may use this to gain 2 from this Dragon. If the Shop has a , you may take 2 of any 1 Good. You may not use this to gain Coins or draw Dragons.<br>• If an ability allows you to fire this up in a location other than a Shop (e.g. the Park or your hand), you may gain Goods from any Dragon in that location. |
|   | Place an Artisan Dragon in Town. | • You may place your Dragon on any empty slot in Town with the matching icon (including at the Shop you are visiting).<br>• You gain the printed reward on the slot (see pg. 8.) |
|   | Draw 1 Artisan Dragon. | • You may take any faceup Dragon from the Park, or draw the top card on the Artisan deck. |
|   | Gain any 3 different Goods. | • You may choose any 3 different Goods. |
|   | Swap this with another Artisan Dragon in Town and fire up the new Dragon. | • Ignore the icons on the Shop slots involved.<br>• This does not count as placing a Dragon and does not earn the reward on either slot. |
|   | Gift a Good to another player to gain 2 . | • Gift any 1 Good from your personal supply to another player of your choice, then gain 2 (see "Giving Gifts," pg. 9). |

# Shops

*The Shops are the heart of the Town, and Shops that make use of Flamecraft are prized highly.*

| SHOP | CLARIFICATIONS |
|---|---|
| **Bizarre Bazaar** | • You must fulfill the goal of the Dragon you reveal to score it.<br>• You may reveal a ☀ or ☾ Dragon with this ability. If you reveal a ☀ Dragon, score it normally. If you reveal a ☾ Dragon, score it as if the game had just ended. (You do not score it again when the game ends.) |
| **Draconic Tonic** | • Do not cast the Enchantment on a Shop. If you have a reserved Enchantment already, you may not use this ability. |
| **Draggin' Tail Roost** | • If you fire up a 🧪 Dragon, swap any Dragon in Town into the Park, fire it up, and then take it into your hand.<br>• All Dragons at this Shop must be placed facedown (shhh... they're sleeping). Players may peek at facedown Dragons at any time, but they do not produce Goods or provide 🔥 abilities when you visit, and do not count towards Fancy Dragon scoring at the end of the game.<br>• If you move or swap a Dragon to this Shop, flip it facedown. If you move or swap a Dragon at this Shop to a different one, flip it faceup; its 🔥 ability becomes available immediately. |
| **Dragon Alley** | • Artisan Dragons cannot be placed at this Shop.<br>• If you decide to leave Coins here, place 2 Coins from your personal supply on an empty double-coin space and claim both rewards shown there. Then take another full turn (starting with moving to a new Shop).<br>• If you take all Coins, take the Coins from all filled spaces. Players may then fill them again on later turns. |
| **Dragon Hoard Bank** | • You must have at least 3 ❤ to use the first half of this ability. |
| **Drake of Cakes** | • If there are fewer than 2 Dragons left in the park, you can pay 2 🍞 to take all that remain (even none). |

| SHOP | CLARIFICATIONS |
|---|---|
| **Eternal Flame** | • When this Shop is revealed, draw 2 Artisan Dragons from the deck and place them in the 1st and 3rd slots here. Leave the 2nd slot empty.<br>• If placing Dragons here empties the deck, the player who drew this Shop will take the last turn. |
| **Flagons & Dragons** | • Other players do not have to give any Goods to join you here. |
| **Fogo de Char** | • You may place your Dragon on any empty slot in Town. It does not need to match the icons there.<br>• You gain the listed reward as usual, in addition to the 2 Coins. |
| **Full Plate Buffet** | • Paying a Coin for a second set of Goods is optional. |
| **Funky Brewsters** | • You may ignore icons on the slot when choosing a replacement Dragon.<br>• This does not count as placing a new Dragon, and you don't gain the slot's rewards. |
| **Gnome Depot** | • Since you do not have to discard down to 7 Goods until the end of your turn, you can spend Goods you gain during your turn to use this ability (or Coins). |
| **Guilty Treasures** | • Gifting a Coin for 4 ❤ is optional. |
| **Hedges & Henges** | • For each Good you gift, you may choose individually whether to gain 2 ❤ or 1 ◆. |
| **La Petite Dragonne** | • The Dragon you place must match an icon on the slot you choose. Gain 1 Coin per ❤ printed on the slot instead of gaining ❤. If there are other rewards on the slot, gain them as normal.<br>• When you place a Dragon on this Shop by any means other than this ability, gain the printed ❤ as normal. |
| **Maw & Paw's** | • You may flip again whether you get heads or tails the first time. You may flip no more than twice.<br>• You get to keep all Dragons you draw (flipping again does not replace the previous Dragon). |
| **Nunya's Beeswax** | • If you pay a Coin, you may choose to fire up only some Dragons here (as when Enchanting). |

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## SHOP CLARIFICATIONS

| | |
|---|---|
| **Oh My Gourd!** | • When using the second half of this ability, you gain +2 Goods from each Dragon, in addition to Goods you gathered earlier in your turn. |
| **Pizza Coven** | • Artisan Dragons can have any number of Goods on them. When a player takes a Dragon, they gain the Goods on it.<br>• If you took an Artisan Dragon during your turn, it is not possible to match all 5 and gain the Coin. |
| **Sage of Sage** | • All Goods you gain must be included in the cost of 1 Enchantment in the row or that you have reserved.<br>• You may only reserve the Enchantment that you take Goods from.<br>• If you already have a reserved Enchantment, you may not reserve a new one, but you may still gain 3 Goods from an Enchantment in the row or that you have reserved. |
| **Saving Throw** | • Only gain this bonus if you fill a Shop by using this ability (not if you fill a Shop at any other time during your turn). |
| **Scale Mail Post** | • You must gift one of the Fancy Dragons you draw. |
| **Sew Cute** | • The Artisan Dragon you drew when you gathered from this Shop is the type of Dragon you score. |
| **Spellfire Springs** | • If you have not fired up a Dragon this turn, this ability has no effect. |
| **The Savage Beat** | • Goods you collect come from the general supply (not from the Dragon card, if it has Goods on it). |
| **Tip the Scales** | • You may trade up to 6 unique Goods (1 of each type).<br>• You may spend Coins on this ability, but it will not increase your score (since they are worth 1 ❤ at end of game). |
| **Touch o' Glass** | • If you fire up a Dragon, swap any Dragon in Town into your hand and fire it up. You may then gift the new Dragon. |
| **Wishing Well** | • When you Gather here, gain 3 Coins.<br>• You may choose to flip no coins, or stop after any flip. Each time you get heads, score 2 ❤. Each time you get tails, lose the coin you flipped. |

# Fancy Dragons

## CLARIFICATIONS

| | |
|---|---|
| **Frazzle** | • These Shops do not need to be adjacent. |
| **Goldrush** | • Do not count the slots on Dragon Alley as Coin reward slots.<br>• Only count each Coin reward slot once, even if it has multiple Coins on it. |
| **Pocus** | • You may reveal this when Gathering or Enchanting. For each Dragon that you could fire up, you may choose to either gain 2 ❤ or use its ability normally.<br>• If a Shop has no Dragons, this scores 0 ❤. |
| **Sparkle** | • You must Enchant to score this, so you may not score it with Bizarre Bazaar. |
| **Starburst** | • The Enchantment stays in the row after you pay for it. |
| **Taylor** | • Include the Dragon you placed in your score. |
| **Twinkle** | • Count Enchantments on this Shop and other Shops.<br>• You must Enchant to score this, so you may not score it with Bizarre Bazaar. |

## CLARIFICATIONS

| | |
|---|---|
| **Sweetie, Umami, Savannah, Jitters, Shadow, Gemma** | • If the indicated type of Dragon is tied for most, you still gain the bonus. |
| **Toasty, Carnie, Forrest, Elix, Ajax, Zircon** | • If you are tied for the most of this Good, you still gain the bonus.<br>• You must have at least 3 of this Good to score +3 ❤ from having the most. |
| **Steven** | • Count Goods types you have 0 of as even. |
| **Talisman** | • You may not score any Fancy Dragons you return.<br>• You may not return Fancy Dragons you have previously scored.<br>• Since you must reveal Talisman to resolve it, you may not return Talisman itself.<br>• Returned Fancy Dragons do not count towards scoring Buddy. |

OPTIONAL RULES

# Companions

*Companion Dragons are an optional addition to the game that provide a one-time special ability to each player. Some of the companions even have a start of game bonus.*




## Setup

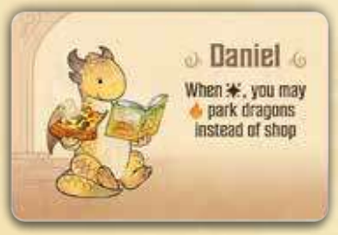
To play with Companions, randomly deal 1 Companion to each player during setup. Each player places their Companion in front of them with the **ability** side facing up. If a player's Companion has additional text marked "START", the player starts the game with that bonus.

## Companion Abilities

A player may use their Companion's ability **once per game,** at any time on their turn unless specifically indicated. After using a Companion's ability, **flip it over** to show it can't be used again.




- When you reserve an Enchantment at the start of the game, immediately reveal a new one to replace it.




- You may choose to fire up only some Dragons at the Park (as when Enchanting).




- If the Shop ability has a cost, you must pay it each time you use the ability.




- You may choose to fire up only some Dragons at the Shop where you place the new Dragon (as when Enchanting).
- If you place the new Dragon at the Shop your initial Dragon occupies, you may fire up your initial Dragon again to place a 2nd new Dragon.
- If this ability allows you to place a 2nd new Dragon, you do not get to repeat this ability at the Shop where you place it.




- This ability can only be activated when a new Shop is flipped over at the end of your turn (not when it is first drawn).




- The 2 Goods you gain for each Coin can be different from each other.




- When choosing a Fancy Dragon at the start of the game, draw 5 to choose from instead of 2. Return all Dragons you do not choose to the bottom of the deck.
- You may use this ability to re-score a Fancy Dragon you've already scored.
- You may only use this ability to score a Fancy Dragon during the game, not during end-game scoring.

# Solo Mode



## Setup

Follow the setup instructions for a standard **3–player game,** with the following exceptions:

1. **SHOP DECK:** After placing the starter Shops, create the Shop Deck with the following 10 Shops. (This list may be modified by unlocking achievements; see "Unlocking Achievements," next page.)

   - Drake of Cakes
   - Fogo de Char
   - Funky Brewsters
   - Saving Throw
   - Oh My Gourd!
   - Tip the Scales
   - Maw & Paw's
   - Wishing Well
   - Nunya's Beeswax
   - Draggin' Tail Roost

2. **FANCY DECK:** Create the Fancy deck with the following 12 Dragons. (This list may be modified by unlocking achievements; see "Unlocking Achievements," next page.)

   - Taylor
   - Bubu
   - Chonkers
   - Dazzle
   - Frazzle
   - Matches
   - Pocus
   - Shimmer
   - Sparkle
   - Talisman
   - Todd
   - Twinkle

3. **PLAYER SETUP:** Choose 1 player token to represent yourself, but keep the other tokens nearby. Use the Solo Mode player aid.

*Companions can't be used in Solo Mode. Since you're playing on your own, they've decided to stay home and rest.*



## Gameplay

Take your turns one after another. Follow the same rules as a multiplayer game, with the following exceptions.

### END OF TURN

Instead of following the standard end of turn steps, do the following:

1. **REFRESH PARK:** Reveal new faceup Artisan Dragons until there are **5** in the Park.
2. **PLACE A DRAGON:** Reveal the top Artisan Dragon from the deck. Going clockwise from the Park, find the **first empty Shop slot** that matches the Dragon's **icon** (or is wild), and place the Dragon in that slot. If there isn't a matching slot, return the Dragon to the bottom of the deck and draw a new one (and repeat until you can place one or run out of Dragons). If you **fill** a Shop during this step, draw a new Shop and place it in town as you normally would.
3. **MOVE A NON-PLAYER:** If the icon of the placed Dragon matches a **player token** other than yours, move that token to the Shop where the Dragon was placed. (If you are currently there, you do not receive a Good.) If the Dragon's icon matches **your** color, don't move any tokens.
4. **CAST AN ENCHANTMENT:** If any of the Enchantments in the faceup row has an **icon** in the top left corner that matches the icon on the **Dragon** just placed, choose one of those Enchantments and add it to a matching Shop (same icon or wild). If it could be added to more than one Shop, you choose which one.
5. **REFRESH ENCHANTMENTS:** Reveal new faceup Enchantments until there are **5** in the row.
6. **EXPAND TOWN:** Reveal all facedown Shops.

### GIVING GOODS

When you **visit a Shop** with one or more non–player tokens, you must give **1 Good** of your choice (or 1 Coin) to each of them, as if they were players.

Whenever you would **give a Good** to another player (e.g. when visiting an occupied Shop or giving a gift), return the tokens you give directly to the appropriate piles.

### MAX 12 SHOPS

There can be a **maximum of 12 Shops** in Town. Once there are 12 Shops in town, do **not** draw any more when existing Shops are filled (by either you or a non–player).

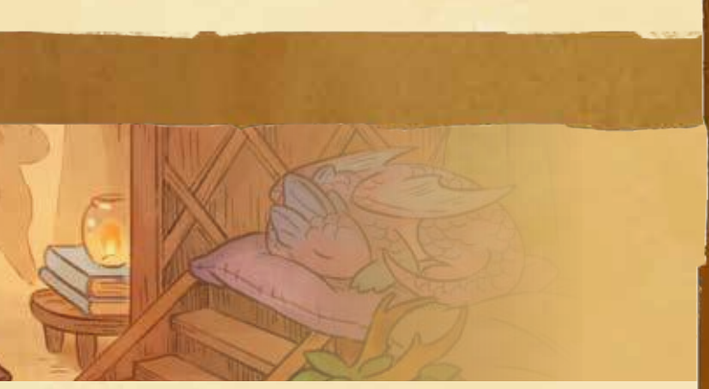
## Game End

If you draw or reveal the last Artisan Dragon or Enchantment at any time during your turn, finish the current turn, then play **1 more full turn** before proceeding to end–game scoring. At the end of your final turn, do **not** place a non–player Artisan Dragon or cast a non–player Enchantment.

### END-GAME SCORING

Count up your final **Reputation score** as you would in a multiplayer game. Check your score against the table below and see what **award** you earned:

| | |
|---|---|
| 0-74 ♥ | **Shopkeeper** |
| 75-89 ♥ | **Flamekeeper** |
| 90+ ♥ | **Master of Flame** |



# Unlocking Achievements

Solo Mode includes a number of **Achievements** that can be completed to add **new content** to your future solo games.

In order to **unlock** Achievement content, you must have a Reputation score of **75** ♥ or more at the end of the game:

- A **Flamekeeper** (75–89 ♥) is eligible to unlock **1** Achievement.
- A **Master of Flame** (90+ ♥) is eligible to unlock up to **2** Achievements.

You may only unlock an Achievement if you meet its **requirement** at the end of the game. If you complete more Achievements than you are eligible for based on your score, you must **choose** which of them you unlock.

Each Achievement you unlock may **add** (+) or **replace** (🔁) Shops in the Shop deck you start with each game, or **add** (+) new Fancy Dragons to the Fancy deck. When setting up a solo game, check which Acheivements you've completed and **modify** the starting decks accordingly.



# Achievements

**12 Shops in Town**

**Master of Markets**

🔁 Wishing Well with Dragon Alley
\+ Hocus
\+ Rainbow

**8 Fulfilled (☀ or ☾)**

**Mistress of Festiviities**

🔁 Nunya's Beeswax with Bizarre Bazaar
\+ Buddy

**4 Shops with 3 ✨ each**

**Thoroughly Enchanting**

🔁 Draggin' Tail Roost with Sew Cute
\+ Starburst
\+ Steven

**2 ✨ of each type in Town**

**A Different Kind of Magic**

🔁 Maw & Paw's with Eternal Flame
\+ Draconic Tonic

**Turn in 9 🔥 at end of game**

**Lord of the Hoard**

\+ Goldrush
\+ Greenhorn

**6 🍰 Dragons in Town**

**Half a Dozen**

🔁 Drake of Cakes with La Petite Dragonne
\+ Buttercup
\+ Sweetie

**6 🌿 Dragons in Town**

**Green Thumb**

\+ Sage of Sage
\+ Pizza Coven
\+ Savannah

**6 💎 Dragons in Town**

**Glitter Bomb**

🔁 Tip the Scales with Dragon Hoard Bank
\+ Gemma
\+ Sunlight

**6 🏆 Dragons in Town**

**Heavy Metal**

🔁 Saving Throw with The Savage Beat
\+ Wesley
\+ Shadow

**6 🧪 Dragons in Town**

**Brewmeister**

🔁 Funky Brewsters with Spellfire Springs
\+ Jitters
\+ Nighbrite

**6 🍖 Dragons in Town**

**Flavor Town**

🔁 Fogo de Char with Full Plate Buffet
\+ Pinkytoe
\+ Umami



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