# Setup

## Board

* Town: 6 “Goods” shops
* Shop Deck: 6 “Goods” shops + 7 special shops
* Artisan dragons
	+ 3 Players: Remove 6 Artisan Dragons
	+ 2 Players: Remove 12 Artisan Dragons
* 6 Shops in town 6 in Shop Deck
* 5 Dragons in park
* Purple enchantments for first or easier game

## Players

* 1 Companion (**ONE** time use)
* 3 Artisan Dragons
* 2 Fancy Dragons (discard 1 to bottom of deck)
* 4 & 5th players get 1 good of their choice

# End Game

* Trigger: Enchantment or Artisan Dragon deck is empty.
* All players, including triggering player, get 1 final turn.
* Coins must be converted to points (1 per coin) before scoring Fancy Dragons.
* Tiebreaker: Artisan Dragons in hand, then goods.