

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.