

## SETUP

1. Shadow (black) dragons to their own supply deck
2. Deal out (Position-1) Starter cards (red ribbon) to players
3. Shuffle LEFT and RIGHT Book decks SEPARATELY and then reveal top cards for each half.
4. Remove scoring pieces (below) then sort amulet pieces by value and arrange in ascending stacks.

Players	Amulet pieces to remove	Remove Crest	Amulets to end game
2	16	Gold (16pts)	7
3	12		8
4	8		9

## TURN STRUCTURE

1. **TAKE** 1 face up dragon: **immediately** refill after *each* card is taken. Refill from corresponding side of the Book.
  - a. Optionally repeat “Take” for a 2<sup>nd</sup> or 3<sup>rd</sup> dragon.
  - b. Optionally pay a blue crystal to Take a 4<sup>th</sup> dragon.
2. Optionally **CHANGE** the Book (left and/or right piles) by placing card(s) from your hand.
3. Optionally **PLAY** cards from your hand: must exactly match the number and color specified by the Book. Shadow dragons must be played with at least one color.
  - a. Collect reward (below number of Left Page of Book).
    - i. Cannot use crystal or dragon rewards in turn earned.
    - ii. Take lowest value amulet piece (Crown=highest).
    - iii. Take red (higher) before blue amulet centers
    - iv. Take highest crest for 4 different herd colors
  - b. You **cannot** grow a Herd if its between 2 other colors.
4. Clockwise: the other players may also PLAY cards and collect rewards.

## END GAME

- Trigger: # of Amulets completed at end of a turn, or only one Left or Right page remains in the Book.
- Most eggs gets 16pt. bonus (share ties)
- Tiebreaker: most dragon cards played