EXPERT RULES

Once you are familiar with the Basic Rules, add the 30 cards with the Expert Rules icon back into the deck and play with the full 110 card set. Two new effects and new rules are added to the expert rules.

Hunt

The Hunt effect only applies to the other cards revealed at the same time. Hunt does not affect cards that were already played.

Cards targeted by Hunt are flipped face down. Any effects on the targeted cards (other than Hunt) are not applied.

Example 4:  
Have a 2/10 card and a Dragon's Tale.  
It reveals the Fairy Queen. The Fairy Queen's Hunt effect targets the Dragon, which is now my face down. The Demon's Flip effect is not applied.

Draw

The Draw effect allows you to draw cards from the deck and add them to your hand. With Hunt and Draw added to the effect list the new order of applying these effects are: HUNT → UNFLIP → FLIP → DECK

Conditional Play

Cards with the Star icon behind the Score are worth many points but the points are conditional. When calculating points check to see if the conditions on the card are met. If they are, you score full points for the card. If not, the card is worth 0 points.

This means you must have the most cards in the Category stated. If you tied for most, it will still be 0 points.

A faction icon with colored numbers on it shows how many cards in that faction you need to have in play to score the cards.

If there is a card indicated in the Conditional area then you must have that card in your set to satisfy the conditions and receive the points.

Examples 5:

Here, you Score the card only if you have the Hunt cards.

Here, you Score the card only if you have 2 or more Hunt cards.

Here, you Score the card if you have a 2/110 or 2 more Holy Empire cards in play.

Here, you Score the card only if you have a Sky Dragon and a Dragon's Tale in play.

The Trigger

The Tricker has the Almighty ability. When scoring points, this card may be treated as having any single other card name. You may only choose one other card name for the Tricker per game. Even if the Tricker changes its name, it will count as 1 point when scoring.

Example 6:

At the end of the game, you have the Tricker and Dragon's Tale - Chapter 4 in play. 
If you win the Tricker as the The Egg of Chaos, you receive 4 points for the conditions on Dragon's Tale - Chapter 4 and score a total of 6 (7 + 1) points.

The Egg of Chaos

The Egg of Chaos has the Almighty ability (see The Tricker on the previous page) but it also contains as three other cards: Housemates, Mischievous Fairy, and Children of the Dragon. The Egg of Chaos also counts as all factions and all card types.

Example 7:

At the end of the game there are 3 cards you have. Your score would be 2 points (2x1) for the Children of the Dragon, 6 points (1x6) for the Mischievous Fairy and 4 points for The Egg of Chaos for a total of 10 points.

Rules Variants

Team Play Rules

This is a 4-player game variant. First, the players form two teams of two. Next, sit in the table so you are facing from your partner's cards. When playing a pair touch, you should always consider what cards your partner is shifting.

The game is played as normal except for calculating scores (page 3). Your team's score for the turn is higher than that of your opponent's turn.

Richard Garfield's Team Play Rules

Play just as the Team Rules above except all Shadow cards have this additional effect: You may exchange one of your cards in play for one of your partner's cards in play.

This can be any card you have in play, including the Shadow card just played. Exchange effects are applied last in other effects, the order of effects is:

HUNT → UNFLIP → FLIP → EXCHANGE.

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Before you begin
Read the Basic Rules when playing for the first time. After the first few games, add in the rest of the cards and play with the Expert Rules. This will help you to learn the game by doing it incrementally.

Basic Rules

The Goal of the Game:
Collect cards to score as many points as you can.

Getting Ready
From the set of 100 cards remove the 30 cards with the Expert Rules icon ( ) in the bottom right corner of the card. Shuffle the remaining 70 cards and place the deck in the middle of the table where every player can reach it.

Order of Play
The game proceeds in the following order:
Stage 1: 1st draft
Stage 2: Play cards in hand
Stage 3: 2nd draft
Stage 4: Play cards in hand
Stage 5: 3rd draft
Stage 6: Play cards in hand
Stage 7: 4th draft
Stage 8: Play cards in hand
Stage 9: Calculate points

Drafting
Drafting follows these five steps:
1) Deal five cards to each player face down from the draw pile.
2) When the dealer gives the signal, each player picks up his or her cards and chooses one of them.
3) Each player places the card they have chosen face down in front of them.
4) Each player then passes the remaining cards to their hand to the player next to them. For Stages 1 and 3 passes to your left, and for Stages 5 and 7 passes to your right.
5) Repeat steps 2) through 5) until no one has any more cards in hand at any time.

Playing Your Cards
After the first draft is complete you will have 5 cards in front of you. You may play one of these, one at a time.

Play Your Cards in the Following Manner:
1) Choose one card from your hand and place it on the table face down.
2) Once all players have placed their chosen cards face down, everyone turns their chosen card face up.
3) Look at the face up cards and apply any effects they might have.

Effects are explained in Applying Effects below.

Repeat steps 1) through 3) three times. Each player should have three used cards in front of them and two unused cards still in their hand. Each player then plays both two unused cards face down in the discard pile. Players are not allowed to look at the cards in the discard pile.

Every time you finish using the cards in your hand, you should have three more cards in front of you. So after Stage 2 you have 3 cards, after Stage 4 you have 6 cards, after Stage 6 you have 9 cards, and after Stage 8 you have 12 cards on the table in front of you.

Applying Effects
Some cards have effects that are generated when they are turned face up for the first time. In the Basic Rules these effects, and the order of applying them, are as follows:

1) Who gets affected? = the person who played the card. All = every player
2) Which effect = UNFLIP = turn a face down card face up. FLIP = turn a face up card face down.
3) How many = UNFLIP = FLIP this many cards
4) Which cards = This shows you which faction is affected. Cards targeting specific factions are applied before cards targeting non-specific factions.

So in the example on the previous page, the person who played the card would have to flip one of their own face up Dragonvale cards face down. UNFLIP and FLIP affect the card that generates the effect as well.

Example 1:
Player A plays a Dragon’s Lair, which has the effect 0/3 FLIP ONE DRAGONVALE CARDS. Player A also has a Sky-Dance Dragon face up in front of her. Because Dragon’s Lair and Sky-Dance Dragon are both Dragonvale cards, Player A may choose which one to FLIP face down.

If multiple UNFLIP and FLIP effects are revealed at the same time, apply as many of them as possible doing all UNFLIP effects first then all FLIP effects. In each application of effects, apply effects that target specific factions prior to those targeting non-specific factions.

If a player has no cards of the faction that is affected, they can ignore the effect. You may look at any of the face down cards in front of you at any time, but not the face down cards of other players.

Scoring
When the 4th draft (Stage 7) is finished and all cards have been played (Stage 8), it is time to calculate points (Stage 9).

Each player adds up the points from their face up cards. Cards with variable values equal the number of designated cards in front of you.

Example 2:
At the end of the game you have 4 Homesteaders cards in play. Since = the number of your Homesteaders cards, each is worth 4 points.

Example 3:
At the end of the game you have 1 Bronze Dragon card and 2 Knights of the Round Table cards in play. Since = the number of your Knights of the Round Table cards, the Bronze Dragon is worth 6 ([2]x3) points.

Some cards have the Friends icon shown at left. Cards that have the Friend icon will also have the name of the card it works in conjunction with. In Example 3 you can see that Knight of the Round Table is Friends with Bronze Dragon.