



# Flamecraft

• DUALS •



## Rules of Play

# Time for Duals!

When dragons aren't using their Flamecraft to make helpful and tasty goods, they love to sit down and play games with one another. One of their favorite games is Duals; a delightful 2-player game that challenges even the cleverest of dragons.

In Duals, you take turns pulling dragon tokens from a bag, positioning them on the gameboard, firing up their special abilities, and trying to make patterns to complete shop cards. The winner is the player with the most valuable stack of cards!

## Components

**1 BOX/GAMEBOARD**

**1 RULEBOOK**



**1 FOUNTAIN  
MINIATURE**



**42 SHOP  
CARDS**



**6 FOUNTAIN  
CARDS**



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**1 DRAGON  
TOKEN BAG**

**36 ARTISAN DRAGON  
TOKENS (6 EACH)**



**6 DUAL DRAGON  
TOKENS**

**1 BUDDY  
TOKEN**



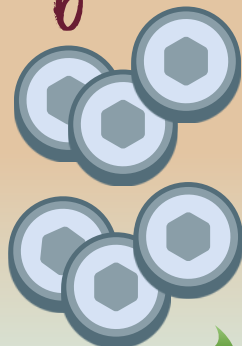
**2 PLAYER  
REFERENCE  
CARDS**

**8 FANCY DRAGON  
CARDS**

**2 WOODEN CARD  
HOLDERS**



**6 COINS**

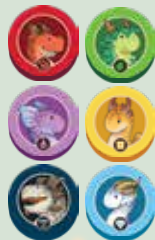


# Setup

## SET THE STAGE

- 1 Open the game box and remove the 2 player reference cards, 6 coins, the deck of shop cards, and the bag containing the dragon tokens.
- 2 Place the gameboard between the players.
- 3 Give each player a reference card and 3 coins.
- 4 Shuffle the deck of shop cards and put it face down beside the board.
- 5 Each player draws 2 cards from the deck to form their hand. These cards are kept secret.

2



8



3



5



7



9



5



3





## DRAGON TOKENS

6

Remove the Buddy token from the bag and leave it in the box, unless you are playing Fancy Mode and using Buddy.



7

Remove 6 artisan dragon tokens, 1 of each color, from the bag and place them randomly on the six starting spaces encircling the center of the board.

8

Remove another 6 artisan dragon tokens, 1 of each color, and set them beside the board. These extra dragon tokens are only used if needed at the end of the game.

9

All other tokens should be in the bag, including the remaining artisan dragon tokens and the 6 dual dragon tokens. Put the bag beside the board, and mix it up.

## DETERMINE FIRST PLAYER

Each player draws a dragon token from the bag. The first player is the player who draws the dragon that is higher on the Fire Up Chart on the reference card. If there is a tie, both players return their dragons to the bag and draw again. Duals count as the higher of their two icons, and break ties. After determining the first player, return the dragon tokens to the bag.




*Rozie draws a dual dragon token with crystal and iron.*



*Manny draws an iron dragon token.*



Since  is higher on the Fire Up Chart than , **Rozie** will be first player.

# Overview

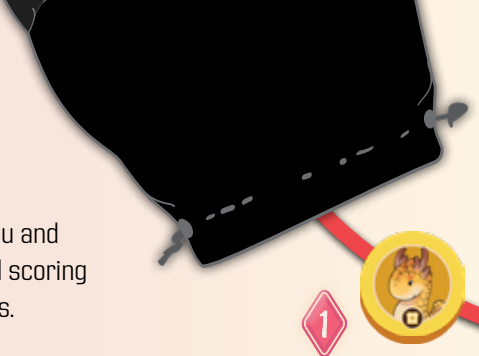
Your goal is to be the craftiest and most clever dragon at the table. You and your opponent will take turns playing dragon tokens from the bag and scoring shop cards, until either the bag is empty, or the deck runs out of cards.

## Taking a Turn

Each of your turns has **3 phases** that are carried out in order: PLAY, SCORE, and REFRESH. Any time before REFRESH, you may SPEND A COIN.

### PLAY PHASE

- 1** First, **PULL** a dragon token from the bag, without looking. See which dragon wants to come out and play!
- 2** Next, decide where to **PLACE** your token. You may choose any empty space or you can put the token on top of an existing stack. **However, a stack may never contain more than 3 tokens.**
- 3** Finally, you may **FIRE UP** the token you just placed, activating the special ability of that token. Firing up a token is optional.



## STACKS OF TOKENS:

Whenever you move tokens on the board, you may never do so in a manner that results in any space having more than 3 tokens in it. Abilities only affect the dragon token that is currently on top of a stack, although that can change during a turn (see IRON).



## ADJACENT TOKENS:

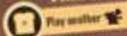
2 tokens are adjacent if they are in hexes on the board that share a side.



## DUAL DRAGON TOKENS:

You may choose to **perform 1** of the special abilities of the dragon types depicted on the token. **Do not perform both of the abilities.**

### FIRE UP CHART



Play another



Put 2, Place 1 do not



Move 1 Adjacent to any space



Move 2 Adjacent 1 space each



Swap any 2



1 Adjacent



Draw 2 Discard 2

3

7

## SPECIAL ABILITIES



### BREAD: PLAY ANOTHER DRAGON

Pull a new dragon token from the bag, then place this token in any permissible space on the board. Then you may **FIRE UP** the token, activating its special ability.



### CRYSTAL: PULL 3 DRAGONS & PLACE 1

Pull 3 dragon tokens from the bag. Choose 1 of the tokens to place on a permissible space of the board, and return the others to the bag. **Do not fire up a special ability of the newly placed token.**



### MEAT: MOVE 1 ADJACENT TO ANY SPACE

Choose 1 dragon token adjacent to the meat dragon token and move it to any other permissible space. You may even choose to move the chosen token on top of the meat dragon token you just placed.







### IRON: MOVE 2 ADJACENT 1 SPACE EACH

Choose 1 or 2 different dragon tokens adjacent to the iron dragon token and move each of them 1 space in any direction. These tokens may be moved on top of the iron dragon token you just placed. You may also choose two tokens in the same stack, first moving the topmost token, and then moving the token revealed.

*Example 1:  
Moving 2 tokens  
1 space each*



*Example 2:  
You can move  
the second token  
in a stack this way.*



### POTION: SWAP ANY 2 DRAGONS

Choose 2 dragon tokens on the board and swap their positions. You may choose the potion dragon token you just placed as 1 of the swapping tokens.



### PLANT: FIRE UP 1 ADJACENT DRAGON

Choose 1 dragon token adjacent to the plant dragon token and use that chosen token's special ability. A plant dragon token may fire up another plant dragon token, and another, and so on until you fire up a different ability.



## SCORE PHASE

Check to see if you can score any of the shop cards in your hand. This phase is the only time you may score cards.

Compare the arrangement of tokens on the board to the patterns of icons on the shop cards in your hand. You may rotate your card to any orientation to see if it matches. If you can match a pattern on the board with a pattern depicted on a shop card, you may score that card, placing it face up into your scored cards pile.

For each card, you may count dual dragon tokens as either of their 2 types. You may complete more than 1 shop card on your turn.

Dragons love to have the biggest reputation in town! Scored cards will be tallied at the end of the game according to their reputation icons (♥).



### SCORING 2 SHOP CARDS:

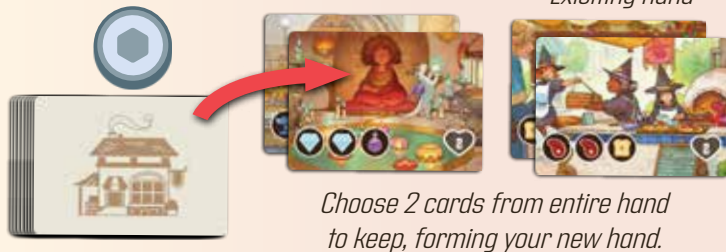
*Violet ends their turn by scoring both cards they have in their hand. The first (A) matches the 2 🐉 and 1 🐉 in a **straight line pattern** by using the dual dragon as a 🐉. They score the second card (B) by matching the 3 🐉 in a **triangular pattern** using the dual dragon again for the third 🐉.*

## REFRESH PHASE

Draw shop cards from the deck until you have a full hand of 2 cards. If you already have a full hand, you do not draw any cards. Play then passes to your opponent.

## SPEND A COIN

Sometimes, luck isn't on your side – that's what your coins are for! At any time **before you refresh**, but only once per turn, you may spend a coin. If you do, discard the coin, and draw 2 shop cards. Then choose any 2 shop cards from your hand, and put them on the bottom of the deck. Dragons that have kept a hoard should note – unspent coins are worth 1 reputation each at the end of the game!



*Choose 2 cards from entire hand to keep, forming your new hand.*

## EXAMPLE: SPEND A COIN MID-TURN



*Sandara has just Fired Up a Crystal Dragon to pull 3 tokens from the bag.*



**!** *She decides to interrupt her turn and **spend a coin to draw 2 cards.** She chooses 2 to keep, and puts the other 2 on the bottom of the deck.*



*She then returns to selecting which token to play, and returns the other 2 tokens to the bag.*



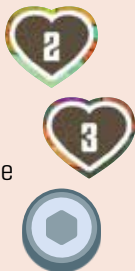
# End of Game

**END GAME TRIGGER:** You can trigger the end of the game in two possible ways: either by pulling the last token from the bag, or by drawing the last card from the deck. If you trigger the end of the game, finish your entire turn. If the bag is empty and you need to draw additional tokens, add the 6 extra tokens to the bag.

**SPECIAL SCORING PHASE:** When you are done with your final turn, your opponent gets a final chance to SCORE and spend a coin if they wish.

## DETERMINING FINAL SCORE AND THE WINNER

Each player totals up the reputation on all of the shop cards in their scored cards pile. Each unspent coin counts as 1 additional reputation. The player with the most reputation wins the game. If there is a tie, the player with the most cards in their scoring pile wins. If there is still a tie, players share a **DUAL** victory!



### EXAMPLE:

#### USING EXTRA DRAGON TOKENS

*There are 3 tokens in the bag, when Drake takes his turn and pulls a crystal dragon token. Firing up the token requires 3 tokens from the bag, which only contains 2.*

*(A) Drake pulls the 2 remaining tokens first.*



*(B) He adds the 6 extra tokens to the bag.*

*(C) Then he pulls 1 more dragon token to complete the crystal special ability.*

*Since the bag emptied on his turn, this will trigger the end of the game, even though the bag has dragon tokens in it.*



# Fancy Mode

Fancy dragons love to play games too! When the Fancies are around, you can play with advanced rules and new actions!

## SETUP

Before setting up the board, remove the 8 Fancy cards from the box. Each player chooses 1 Fancy card that will be used in this game. The 2 chosen cards are placed beside the board for both players to use. Any combination of active and passive fancies may be used.



If Buddy is 1 of the cards chosen, put the Buddy token into the bag.

## GAMEPLAY

There are 2 kinds of Fancies: **Active and Passive.**

Active Fancies give you additional ways to use your coins, and passive Fancies change the rules of the game.

## ACTIVE FANCIES

*To use an Active Fancy, spend a coin at any time on your turn before refresh, and then perform the special action. You may only spend 1 coin per turn and can always choose to use the standard coin ability instead.*



## PASSIVE FANCIES

*These Fancies have their own style, and change the rules of the game!*





## ACTIVE FANCIES CLARIFICATIONS

**FLAIR** This effect is not repeated when you draw a second card.

If you end your turn with more than 2 cards, you do not draw.

**RAINBOW** You must be holding an unplayed token to use Rainbow.

**STARBURST** Can be moved between scoring shop cards.

**TAYLOR** Return the other token to the bag.



## PASSIVE FANCIES CLARIFICATIONS

**BUDDY** The Buddy token has no Fire Up ability.

When scoring cards, Buddy can count as one type of Dragon for 1 card, and a different type for another.

**GOLDRUSH** Any player who still has 1 or more coins remaining at the end of the game scores zero reputation for their coins.

**STEVEN** A player drawing 2 cards may choose 1 of the face-up cards, refresh it, and then choose again.

Using the coin ability allows you to choose from both the face up cards and drawing from the deck.

**TODD** You may score all 3 of your cards on a single turn!

# The Fountain

The Fountain provides a challenging mode of play that is recommended only for experienced players. The Fountain can be used in both the standard game of Duals and when using Fancy Mode!

## SETUP

After setting up dragon tokens, put the fountain miniature and all 6 fountain cards face up beside the board. Remove an additional 6 artisan dragon tokens, 1 of each color, from the bag and set them aside. They are not needed in a game that uses the Fountain.



*Turn all fountain cards face up*

## GAMEPLAY

On each of your turns, during the Score phase, if there are 4 adjacent dragon tokens matching the pattern on an available fountain card, you may claim that fountain card. Take the fountain card and put it in your scored cards pile. You may not complete more than 1 fountain card per turn.

Next, take the fountain miniature and move it to any space on the board. If you move it to a space that contains a stack of dragon tokens, return all but 1 of the tokens to the bag. You will not pull a token on your next turn. You will play the token you kept instead.

The Fountain acts as a blocker while on the board. It may not be moved by any actions. It may only be moved when a fountain card is scored.

# Solo Mode

Duals for one? Even dragons by themselves need a game to play to pass the time, and Flamecraft Duals has a challenging mode of play for such crafty dragons. Solo mode uses the Fountain but cannot be combined with Fancy Mode.

## SETUP

After setting up dragon tokens, put the fountain miniature in the center of the board. Shuffle all 6 fountain cards, and reveal 1 face up beside the board. Remove an additional 6 artisan dragon tokens, 1 of each color, from the bag and set them aside. They are not needed in Solo Mode.



Solo Mode



## GAMEPLAY

You perform your turn in the same manner as a standard game, but you have no opponent. After each turn, you take another turn.

**The challenge is this:** each turn you **MUST** complete at least 1 card (shop or fountain) **OR** spend a coin to take a new turn. If you cannot, you have lost!

When you complete a fountain card, follow the standard rules for moving the fountain and returning tokens to the bag. Then, reveal a new fountain card.

To win the game, you must complete all fountain cards before the deck or the tokens run out. Good luck!



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