
Flamecraft
DRAGONS & DRAGONS
Rules of Play

Welcome Back Flamekeepers!

The town has been bustling lately with interesting new dragon friends, fascinating new places to visit, and powerful new ways to take your enchantments to the next level! The Hydragons have arrived and bring their own special skills to aid their newly found friends and improve the town. These adorable dual dragons are a blend of two different artisan types and have their own unique abilities that you must learn in order to find perfect homes for them.

Expand the town with new places to play and powerful new magics! Double Dragons is open for business and this crowded shop allows dragons to relax and fire up in pairs. The discovery of Elder Enchanted offers a powerful way to upscale any enchantments, while Parks and Crafts fires up the park in an exciting new way. As a Flamekeeper, it is your duty to make new friends and explore new places as your reputation, and the world of Flamecraft, continues to grow!



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18 Solo Mode

5 HYDRAGON REFERENCE CARDS



1 PARKS AND CRAFTS MAT



Components



15 HYDRAGON CARDS



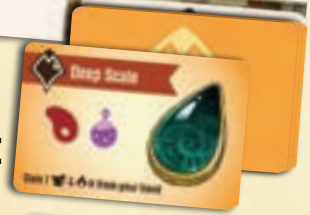
6 ADVENTURER ARTISAN DRAGON CARDS



1 ELDER ENCHANTED CARD



1 FANCY DRAGON CARD



18 UPSCALE CARDS



6 COMPANION CARDS



1 SOLO COMPANION CARD



1 DOUBLE DRAGONS SHOP CARD



1 SOLO PLAYER AID

Overview

Swap Rule: ***A new rule has been added****, even if none of these Modules are used. Artisan Dragons that swap (* Dragons and *some Hydragons)* ***may not swap*** *with dragons at the* ***same Shop****.*

SETUP

The Artisan Dragons Deck

More artisan friends are coming to town and they like to arrive in sets of 6! An artisan set is any 6 artisan cards, with 1 of each type (, , , , , and). As you add new card sets to your game, you need to decide which will be used in play, depending on your player count.

2P *4 sets*
24 dragons

3P *5 sets*
30 dragons

4-5P *6 sets*
36 dragons

Extending the Game

Players may lengthen the game by adding an additional set, without removing a set. We don't recommend adding more than 1 Artisan Dragon set to the deck, but you can add a team of Hydragons!

The Adventurers!

Dragons & Dragons includes a bonus set of Artisan Dragons (and a fancy friend)! These dragons are ready to explore the world, but are willing to quest with you in town first! You can add them into your deck, keeping the total number of Artisan Dragon sets in mind.



Modules

Dragons & Dragons is divided into Modules, each providing exciting new ways for Flamekeepers to experience their town. Decide which Modules to use during setup – you can add more than one Module to a game, but we suggest no more than two.

Some Modules in this expansion require the addition of a set of Artisan Dragons. This can be any set of Artisan Dragons, including the Adventurers in this expansion.

PARKS AND CRAFTS:

A new way to experience the park.



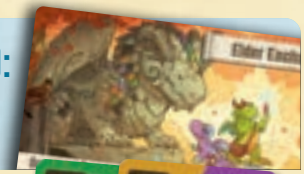
DOUBLE DRAGONS:

Double your fun with this new starter Shop!



ELDER ENCHANTED:

Upscale your Enchantments!



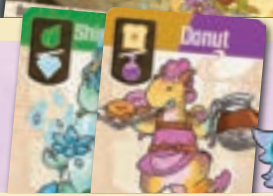
COMPANIONS:

New friends with one–time abilities.



HYDRAGONS:

New dual dragon types with all new abilities.





Fancy Scores

When played with these Modules, some Fancy Dragons can score higher than in the base game.

Parks and Crafts

Parks and Crafts introduces a new version of the park to play.

Note: *Combining Parks and Crafts with Hydragons can lead to chaotic games.*

Setup

1. Place the Parks and Crafts mat covering the park.
2. Reveal the top 5 Artisan cards and place them face up on Parks and Crafts.

Gameplay

Once per turn, when a player is directed to take a dragon from the park, they may fire up 1 of the face–up dragons instead of taking it. Any additional dragons must be taken, not fired up.

EXAMPLE:

Violet enchants a Shop that rewards 4 ♥ and a dragon, and instead of drawing, they use Parks and Crafts to fire up Thistle (A), who then swaps in Flint (B), gaining them 2 Goods from the Park (C). Later that turn, when firing up a ▣ dragon, they must draw because they have already fired up a dragon this turn. They pick their new friend Flint to come into their hand.



Elder Enchanted

The Elder Enchanted statue is just outside of town and you can use its ancient secrets to upscale your magical enchantments! Upscales may be used with either Purple or Golden Enchantments.

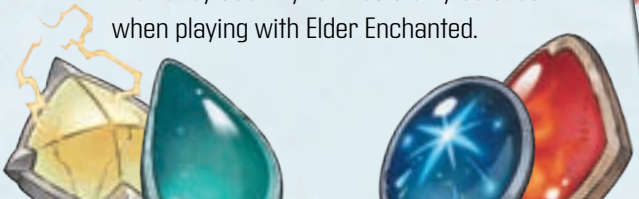
Note: *Elder Enchanted is not a Shop, and can't be visited.*

Setup

1. Place the Elder Enchanted card face up on the opposite side of the mat from the park.
2. Shuffle the Upscale cards, placing the deck face down next to Elder Enchanted.
3. Reveal and place 2 Upscale cards on Elder Enchanted.
4. Shuffle Lyric, the new Fancy Dragon, into the Fancy deck. Lyric should only be used when playing with Elder Enchanted.







Gameplay

Elder Enchanted holds 2 available Upscale cards for players to use. After a player has **finished Enchanting a Shop**, including firing all the dragons there, they may pay the cost of a single Upscale card to gain its reward. This means the Goods and Coins gained from firing up those dragons may be used to pay for the Upscale card.

> ***Note:*** *Remember, Coins may be used to pay for Goods required.*

Players keep the Upscale card after using it.
This might be needed if Lyric, The Fancy Dragon, comes into play.

At the end of the turn, reveal a new Upscale card if one was taken.





Upscale art is in elemental types (by color). This only matters for a solo achievement.

EXAMPLE:

Oliver has just finished enchanting the Shop, Critical Rolls, and firing up the 3 dragons there. Next, he pays 1 and 1 to score the Deep Scale card. As his reward, he is able to take 1 dragon from the park (or off the top of the deck) and immediately fire it up. He keeps the Deep Scale card and the dragon card then ends his turn.

Upscale Clarifications

Bark & Cold Scale: You may split the gifts of Goods to different players.

Deep & Earth Scale: Dragons choose a Good from the dragons in your hand.

Shock & Astral Scale: When playing with Parks and Crafts, the 3 Artisan Dragons being fired up do not count against the 1 you are allowed to fire up in the park. The Artisan Dragons being fired up can be of the same type, but not the same card.

Star & Thunder Scale: You may split the gifts of Goods or Coins to different players.

Molten & Frost Scale: All Goods you gain must be included in the cost of 1 Enchantment in the row or that you have reserved. When you choose an Enchantment to gain Goods from, you are limited by the type of Goods, but not the quantity. You may only reserve the Enchantment that you take Goods from. If you already have a reserved Enchantment, you may not reserve a new one, but you may still gain 3 goods – either from an Enchantment in the row or one that you have reserved.

Sea & Night Scale: Place the Fancy Dragon from your hand to the bottom of the Fancy deck before drawing 2 new Fancy Dragons.



Hydragons

New types of Artisan Dragons have arrived in town; each of them a unique combination of 2 different types of dragons!

Setup

Only 6 Hydragons are used per game.
They come in ready–made teams.

1. Give each player a Hydragon reference card.
2. Choose a team to play with and put the rest back in the box.
3. Add the Hydragons to the Artisan Dragon deck (added to the sets used in setup), and shuffle.

Note: *If you're playing with the Chris Companion, this setup changes. (See Companions).*

Note: *Combining Parks and Crafts with Hydragons can lead to chaotic games.*

Gameplay

Hydragons are a **combination of 2 types of Artisan Dragons and have their own unique abilities**. For each action involving a Hydragon, you may choose a single type. For example, for ☀ Fancy Dragons such as Dazzle, Frazzle, Rainbow and Taylor, each Hydragon is only one type of Artisan Dragon for purposes of scoring. **When gathering from a Hydragon, you gain 1 of the 2 Goods depicted.**

When scoring ☾ Fancy Dragons at the end of the game, Hydragons count as both types for any cards that check for Artisan Dragons in town.

Hydragons are considered to be Artisan Dragons for all other rules and exceptions.

Team COZY*	Team GAMER	Team GIFTY	Team HOARD	Team SWEET*
Bonesaw	Calzone	Calzone	Bonesaw	Chowder
Donut	Matcha	Chowder	Donut	Dutch
Dutch	Pearl	Pipette	Pipette	Matcha
Rosemary	Razorclaw	Trellis	Trellis	Pearl
Shimmerleaf	Tank	Shimmerleaf	Venus	Razorclaw
Tank	Venus	Waffle	Waffle	Rosemary

✱ *If using the COZY or SWEET team, add an additional set of Artisan Dragons to the deck.*

VENUS EXAMPLE:

Oliver fires up Venus, which allows him to place an Artisan Dragon from his hand in any location, even if the symbols in the slots do not match. If he does match though, Venus rewards 2 ♥. Oliver places Loaf here, a perfect fit – gaining a Fancy Dragon reward and bonus ♥.



Hydragon Clarifications



Bonesaw: The Goods reward on the Shop and 1 of the Goods on Bonesaw count towards what is available at the Shop. A wild counts as any Good the player wishes it to be, including one already at the Shop.



Calzone: Place the card like any Meat Dragon. If there is no Artisan Dragon deck left to draw from, Calzone cannot be activated.



Chowder: Place the card like any Meat Dragon. If placed face down (as in the Dragon Tail Roost Shop), you will not be able to fire it.



Donut: When a player fires up from their hand, Iron Dragons may choose among the Goods available in the hand. If there is no Artisan Dragon deck left to draw from, Donut cannot be activated.



Dutch: Place the card like any Meat Dragon. If a Hydragon is placed, the 3 Goods gained must still be the same.



Matcha: Swapping Goods is not required. Goods may be swapped for the same type.



Pearl: If there is no Artisan Dragon deck left to draw from, Pearl cannot be activated.



Pipette: The 1 type of Good gained can be of the same type that was spent.



Razorclaw: The Goods gained may be unique, the same, or a mix.



Rosemary: The player may look at both Artisan Dragons drawn and choose which to give the other player in secret. If there are not at least 2 Artisan Dragons left in the deck, Rosemary cannot be activated.



Shimmerleaf: Coins may be gifted as wild Goods.



Tank: If a Potion Dragon was fired up by Tank, the last Artisan Dragon it swapped with and fired up is the one that is fired up again when a Coin is paid. Paying a Coin to fire up a second time is optional.



Trellis: Coins may be gifted as wild Goods.



Venus: Place the card like any Meat Dragon. Placing in “ANY” means that the Artisan Dragon does not need to match the icons. Wild counts as a matching icon.



Waffle: Keep the Artisan Dragon that is drawn. If there is no Artisan Dragon deck left to draw from, Waffle cannot be activated.

TANK EXAMPLE:

James fires up Tank, swapping Tank with a Dragon, who then swaps with a Dragon. After taking a dragon from the park, James pays a to activate the Dragon again (the last dragon fired up).



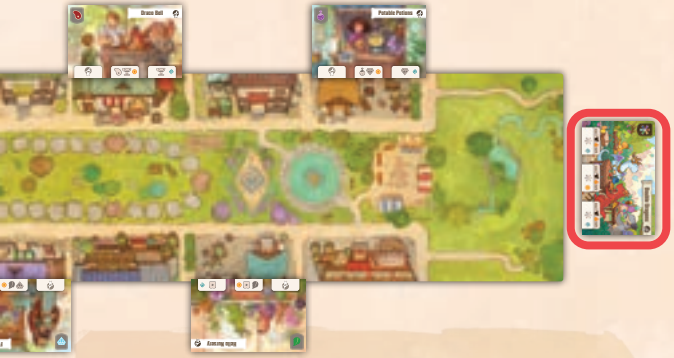
Double Dragons

Double Dragons is a new Shop that allows up to 6 Artisan Dragons to be placed.



Setup

When setting up the Starter Shops, place all 6 Starter Shops and then add Double Dragons as the 7th Starter next to the park, at the end of the mat.



Double Dragons is considered "in Town" for all game effects. Double Dragons allows for one more Shop above the Town Limits in each player count.

Gameplay

Players gather at Double Dragons like any other Shop. Gain all of the Goods shown from all dragons present.

Artisan Dragons placed in Double Dragons may be placed in either an empty slot or stacked on top of a single previously placed Artisan Dragon. Placing on an existing dragon doesn't earn the slot reward.

When gathering and firing up an Artisan Dragon, you may fire up both dragons in a single slot, in either order. When enchanting, all Artisan Dragons (up to 6) may be fired up. These Artisans can be fired up individually via other abilities.

Double Dragons is not considered filled until it has 6 Artisan Dragons placed. Once full, open a new Shop as normal.

EXAMPLE:

Maddie visits Double Dragons, which already has a , and Dragon at the Shop. She gathers these Goods and chooses a for the wild Shop icon (A). Next, she places a Dragon on top of the Dragon (B). Maddie doesn't get the slot reward, since it's the second Artisan Dragon placed in that slot. She may then fire up Loaf & Flambé in the 3rd slot, OR Blossom & Jasmine in the 1st slot, in any order.



Double Dragons Clarifications

Calzone: This Hydragon could allow a player to place an Artisan Dragon on top of Calzone and then fire it.





Chowder: This Hydragon could allow a player to place an Artisan Dragon on top of Chowder and then fire it twice.

Venus: This Hydragon could allow a player to place an Artisan Dragon on top of another card here, as the rules allow, and gain the matching bonus.



New Companions

Companions have always been excited to accompany Flamekeepers and now there are several more to play.

Setup

The new Companions are added to the original Companions before setup. Some companions have specific requirements, so remove them if not playing with those Modules.

Chris: Play when using any team of Hydragons. Before shuffling the Hydragons into the deck of Artisan Dragons, randomly give 3 of them to the player with Chris. These replace the 3 Artisan Dragons that player would normally start with. Shuffle the remaining 3 Hydragons from that team into the deck.

Lauren: Set up the game normally, choosing the Adventurer Artisan Dragons as an additional set. Do not mix into the deck. Instead of dealing the player with Lauren 3 Artisan Dragon cards, they put all 6 Adventurers into their hand at the start of the game.

Han: Solo Mode only.

Gameplay

During their turn and once per game, a player may activate their Companion.



Companion Clarifications

Chris: Fires up all Hydragons in town. Dragons in a player's hand, the Park, or Parks and Crafts do not count as "in Town."

Judy: The Fancy Dragons given may be distributed between opponents as the player wishes. These may remain hidden information.

Lauren: In order to use this ability, the player must have no Artisan Dragons in their hand on their turn, but using the ability when out of Artisan Dragons is not required. They may have Fancy Dragons in hand.

Luke: The Artisan Dragons this player fires up do not need to be the 2 gained from the park. When firing up from their hand, Dragons choose among the Goods available in their hand. Activating Luke may end with Dragons bringing Starter or other town dragons into the player's hand.

Nicole: The neighboring Shops must be physically next to the chosen Shop. Note that Double Dragons, if in play, is not neighboring any Shops. Gather Goods from each neighboring Shop as you would in a gather action, but do not fire up Artisan Dragons or perform Shop abilities.

Rozie: Activating Rozie doesn't cost Goods, but requires that the player has them in their supply. cannot count for missing Goods in a set of unique Goods.



Solo Mode

Solo Dragons & Dragons players may optionally use Han, the Solo Companion, plus 1 Module. **The Double Dragons Shop cannot be used in Solo Mode**, but Elder Enchanted, Hydragons or Parks and Crafts are all available.

Setup

Follow the same setup rules for a standard game with the following exceptions:

Upscales Deck: If playing with Elder Enchanted, build an Upscales deck using the following 10 Upscales:

Earth Scale

Stone Scale

Water Scale

Chill Scale

Frost Scale

Flame Scale

Inferno Scale

Molten Scale

Lightning Scale

Deep Scale

Artisan Deck Sets: Be sure to keep the deck to 5 Artisan Dragons sets, same as 3 player setup. **Do not add any sets to the deck for Solo Mode.**

Hydragons: Play only with the **GAMER team** of Hydragons at first. Other teams can be unlocked. If playing with the **COZY** or **SWEET team**, do not add a bonus set of Artisan Dragons.



GAMER Set of Hydragons

Gameplay

Hydragons: When Placing a Dragon during the End of Turn, Hydragons are considered to be whichever type is first available to place. If there is a spot that takes either or is wild, the player chooses which Good is represented. This allows them to choose the Dragon that moves to the Shop and takes the Enchantment, if available.

New Achievements

These are only able to be unlocked if you are using one of the Modules and the new chart to score.

Game End

When using a Module from Dragons & Dragons, use the new table below to check your score and see what award you earned:

0-89	90-109	110+
Shopkeeper	Flamekeeper	Master of the Flame

Give 'til it Hurts

< 3 Goods and no

You may now play with the **Team GIFTY** Set

Let Them Eat Cake!

Play with Parks and Crafts

You may now play with the **Team SWEET** Set

Show Me the Money!

More than Goods

You may now play with the **Team HOARD** Set

Shrieking Eels

3 of the same type

+ Shock Scale
+ Sea Scale

Snuggle Up

Play with Elder Enchanted

You may now play with the **Team COZY** Set

Starry Knights

6 completed

+ Night Scale
+ Astral Scale





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