







REINER KNIZIA



How To Play

CONTENT

- 49 Tiles
 - 8 Gold Chests
 - 6 Legendary Swords
 - 4 Enchanted Scrolls
 - 4 Magic Potions
 - 4 Golden Dragon Eggs
 - 8 Diamonds
 - 12 Dragons
- 3 Spiders



OBJECT OF THE GAME

Win the most tiles by exploring the dragon's cave, but watch out for dragons and spooky spiders!

SET UP

Shuffle the tiles and make a facedown grid of 7x7. The oldest player begins and the game continues clockwise.

HOW TO PLAY

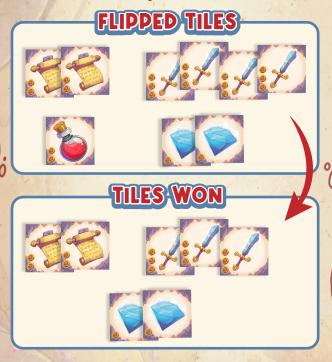
On your turn, pick any tile and turn it over leaving it face up. You can keep turning over tiles to find more treasures, or stop and keep the completed sets of tiles you found. If you turn over a Spider or Dragon tile, your turn ends and you lose all your tiles! Flip the tiles face down.



EARNING SETS OF TILES

The coin symbol on each tile shows you how many tiles you need to flip to complete a set of that kind. For instance, a Diamond tile can be won individually. whereas Gold Chests require 4 tiles to complete a set. You can only keep the tiles if you have the exact number to match a set. Any extra tiles that don't match a set must be turned back over when your turn ends.

EXAMPLE: On your turn, you flip over the following tiles: 2 Enchanted Scrolls, 4 Legendary Swords, 1 Magic Potion, and 2 Diamonds. If you stop and end your turn, you can keep the 2 Enchanted Scrolls, 3 of the 4 Legendary Swords, and 2 Diamonds. If you keep going and flip a Dragon or Spider tile, your turn ends and you lose everything you found.





If you flip over a Spider tile, your turn ends automatically, and you lose all the tiles you flipped. Flip the tiles face down. You can move the Spider tile face down to a new empty spot on the 7x7 grid.

DRAGON



If you flip over a Dragon tile after revealing other tiles, your turn ends and you lose all the treasures you flipped. Flip all the tiles face down. However, if the Dragon tile is the FIRST tile you turn over, you can keep looking for more Dragon tiles! If you flip over ONLY Dragon tiles and stop, you get to keep them all.

Whoever collects the most Dragon tiles at the end of the game gets the 3 Spider tiles. If there's a tie, no one gets the Spider tiles.

GAME END

When only 3 Spider tiles are left on the grid, the game ends. The player with the most Dragon tiles gets the 3 bonus Spider tiles. The player with the most tiles is the winner. If there's a tie, the player with the most Dragon tiles wins.

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