

DRAGON EYES RULES OF PLAY

DESIGN Tim Bosje. **ART** Orlan Novak.

YOU NEED 3 - 6 players, a table and 15 minutes.

GOAL Steal as much treasure as possible from the hoard before its guardian dragon awakens.

TERMS **Thieves** 3 to 6 players. **Being in the hoard**

Participating in the round. **Dragon eyes** The red stones. **Treasure** All stones except dragon eyes.

There are different kinds of treasure. **The loot**

area The area on the table where newly drawn stones are placed. **Scoreboard** The round board on which you track your score.

SETUP Everyone chooses a treasure stone to keep track of score and places it on the scoreboard.

Put the rest of the stones in the bag. The starting player takes the bag and begins her turn.

LEAVING THE HOARD VOLUNTARILY At the start of your turn you may leave the hoard without losing treasure stones. Any dragons eyes in front of you are returned to the bag. For the rest of the round you skip your turn.

DRAW STONES As long as you haven't left the hoard, you may blindly draw 1 or more stones from the bag and add those to the loot area. Any dragon eyes you draw are placed in front of you. When you have 3 dragon eyes, or you placed the last dragon eye from the bag in front of you, the dragon roars and you have to flee the hoard. ➡

➔ **THE DRAGON ROARS** When you flee the dragon, you return your accumulated dragon eyes and your treasure stones to the bag. The rest of the round you skip your turn.

TAKE TREASURE As long as you are in the hoard, and there are stones in the loot area, you take 1 kind of treasure from the loot. Then give the bag to your left thief, who starts her turn.

END OF THE ROUND When all thieves left the hoard, the round ends. Thieves that have no treasure stones gain no points this round. Rank the rest of the thieves according to their collected treasure stones. When thieves are tied, the thief with the most diverse treasure wins. If still tied, the thief that left the hoard earliest wins. The highest ranking thief scores 3 points, the second scores 2 points and the rest receive 1 point.

Adjust the stones on the scoreboard accordingly. When 1 thief has at least 10 and more points than other thieves, the game ends. If not, return the treasure stones and dragon eyes to the bag, give it to the next thief, and begin a new round.

VARIANT RULES When the dragon roars, every thief in the hoard returns one stone of each treasure to the bag. - Once per round, when you are the last thief (not tied) on the scoreboard, you may take 1 kind of treasure from another thief still in the hoard instead of the loot area.