



Flamecraft

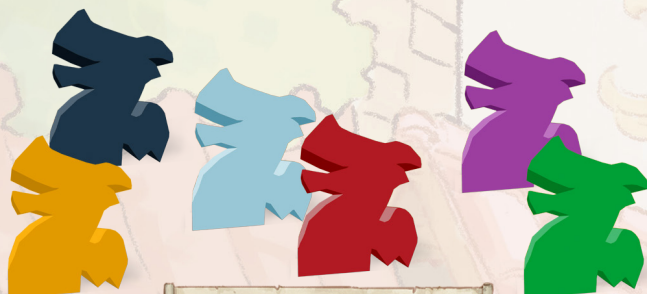
Rules of Play



Artisan dragons are creative little crafters that spout specialized flames which help them create a variety of tasty or helpful items. They are highly sought out by shopkeepers seeking to draw in and delight customers with their flamecraft.

You are a Flamekeeper, skilled in the art of conversing with dragons, placing them in their ideal home and using enchantments to entice them to produce wondrous things. Your reputation will grow as you aid the dragons and shopkeepers, and the Flamekeeper with the most reputation will be known as the **Master of Flamecraft**.

COMPONENTS



6 Dragon Tokens



6 Player Aids



24 Coin Tokens



210 Item Tokens



6 Heart Score Markers



18 Jumbo Shop Cards



18 Fancy Dragon Cards



18 Enchantment Cards



42 Artisan Dragon Cards



1 Fabric Town Mat

SETUP

A Players choose a dragon token (A1), and place a score marker of a matching color on the reputation score track at the location marked, "START" (A2).

B Take the 6 Starter Shops out and shuffle them. Flip them over one at a time and place them randomly in town locations as shown. (B).

C Shuffle the remaining Shop cards and place the deck to a side of the Town Mat.

D Set aside the 6 Starter Artisan Dragons (D1). Prepare the rest of the Artisan Dragon deck (D2) according to the number of players (unused cards are returned to the box):

- 2 players: 4 of each dragon type (2 sets removed)
- 3 players: 5 of each dragon type (1 set removed)
- 4/5 players: 6 of each dragon type (use all)

Shuffle both Artisan Dragon decks, and place the white starter cards on top. Then, deal 4 dragons facedown to each player. Whomever receives "Toast" the Bread Dragon starter card will go first this game.

E Reveal 5 dragons in the park and place the deck as shown.

F Shuffle the Fancy Dragon deck and deal two facedown to each player. Players chose one to keep in their play area and return the other to the bottom of the deck. Place the deck at the fountain on the Town Mat.

G Shuffle the Enchantments cards, place the deck as shown and reveal the first five cards.

D2 SETS OF 6 DRAGONS



CARD TYPES

There are four types of cards in the game.

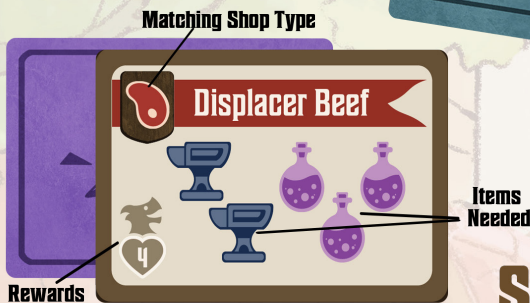
Fancy Dragons, Enchantments, Shops and Artisan Dragons.

Here is a look at each card and the sections on each.

Fancy Dragon



Enchantment



Shop



Dragon Type



🔥 = Fire/Activate

GAMEPLAY

Welcome to town! Players take turns visiting a shop in a growing village until an end game event occurs. Play begins with the Start Player and continues clockwise. Each player's turn is taken as follows:

Visit a New Shop

The player moves their dragon token to a shop. This shop must be different than the one they started their turn on, but may otherwise be *any shop they choose*.

If there are any other players already present in the new shop, the visiting player must select an item from their supply to give to each of the other players present.

Decide whether to **GATHER** or **ENCHANT** (but not both):

GATHER

- 1) Gain all items listed on the shop, enchantments and dragons present.
- 2) **OPTIONAL** Place an Artisan Dragon from your hand onto one of the empty slots of the shop, matching the dragon type shown. If multiple types are shown then a dragon of either type may be placed, and a ✱ allows any dragon type to be placed. Gain the reward listed for the slot:
 - ♥ Move the reputation marker forward by the number of icons shown
 - 🔵 Draw a dragon from the Fancy Dragon deck and keep facedown in your play area.
 - 🪙 Gain a coin, which can be used as a wild item during the game or redeemed at the end of the game for one reputation.

NOTE: Only "placed" dragons, not swapped dragons gain the reward from the shop slot.

- 3) **OPTIONAL** 🔥 (fire/activate) one dragon power in the shop. It doesn't need to be a dragon the player placed. In fact, the player can 🔥 a dragon even if they haven't placed one, provided one is already present.
- 4) **OPTIONAL** Use the Shop ability, if present.

ENCHANT

- 1) Select an Enchantment Card with an item type that matches the shop visited. Pay the indicated items (or coins) to the general supply.
- 2) Gain the reward listed on the enchantment and tuck the Enchantment Card under the shop (max 3) so the enchantment's item is visible.
- 3) 🔥 all dragons in the shop (if any), in whichever order desired. Note: if a meat dragon is 🔥 and the player places another dragon in the visited shop, they may also 🔥 that dragon.

Expand Town

For each shop that was filled on the player's turn, draw a new shop and place it in an empty spot (max 14 in town).

Cleanup

Seven of each Item: At the end of a player's turn they may have a maximum of seven of each item type (i.e. seven bread and seven potions, etc). Any items in excess of seven of a type must be returned to the supply. There is no limit to the number of coins a player may have. If items or coins run out, use a suitable replacement.

Six Artisan Dragons: A player may have a maximum of six Artisan Dragons in their hand at the end of their turn. Any excess must be returned, facedown, to the bottom of the Artisan Dragon deck. Note: There is no limit to the number of Fancy Dragons a player may have.

New Cards: Replace any taken Artisan Dragon or Enchantment Cards from their respective decks. Play continues with the next player in clockwise order.

1) Gain item(s)



2) OPTIONAL
Place dragon
matching item slot



Gain reward

3) 🔥 1 dragon

4) Use Shop ability (if any)

2) Gain reward
Tuck card at Shop



1) Pay
items



3) 🔥
ALL
dragons



GAME END

If the last card of the Artisan Dragon Deck or the Enchantment Deck is drawn, the final round begins. Each player gets one more turn, including the player who triggered the end.

Once the player who triggered the end of the game has taken their final turn, players should total their final scores as follows:

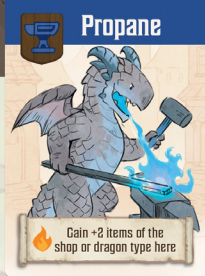
- Add one ❤️ for each coin and return them to the supply
- Add ❤️ for unscored Fancy Dragons

The player with the highest total reputation ❤️ is the winner. In case of a tie, the tied player with the most Artisan Dragons in hand is the winner. If still tied, the tied player with the most items in their supply is the winner. If players are still tied, they enjoy a well-deserved shared victory!



PLAY EXAMPLE 1

I ♥ Iron
A GATHER TURN



Items in Supply

3 1



Cards in Hand

It's Violet's turn! She has two dragons in her hand: a meat dragon named Hambone and Honey the bread dragon. She has a bunch of iron, and 1 coin. She sees a big play at Gnome Depot with a GATHER turn.

1) Since Violet is gathering, she gets items when she arrives! She gains 2 iron – one for the shop, and one for the charming Iron Dragon there– thanks Propane!

2) She can play a dragon (optional), and she decides to play Hambone on the slot with a matching meat icon to draw a Fancy Dragon. She could have placed either Hambone or Honey on the third slot, as it shows an symbol – and gained 2 ♥.

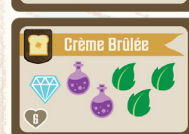
3) She can one dragon. She could Hambone and play Honey after all, gaining the 2 ♥ – AND this would fill the shop, a new one would open! However, she doesn't have to the dragon she played, so instead she asks Propane for another favor and that iron Dragon. She can gain 2 meat or 2 iron (the shop type and dragon types determine these choices). She chooses 2 iron because that puts her at 7 – which when added to her coin gives her enough for the last step of her turn!

4) Violet activates the shop ability to pay 8 iron (the coin counts as wild) for 6 ♥!

PLAY EXAMPLE 2

Potions are wild!
AN ENCHANT TURN

It's Oliver's turn. Oliver is ready to enchant a shop! He looks over and sees that he can accomplish a couple of the available enchantments. He heads over to Potable Potions to give them a Hobbichino recipe!



4 3
4 3
Items in Supply



a dragon in the park

1) Oliver first pays the 4 plant and 4 bread needed – this enchantment takes pairs of items. Oliver tucks the card under the shop and adds it to the enchantment already there.

2) Oliver scores the reward for the Hobbichino enchantment, which in this case is determined by the # of pairs turned in. He turned in a full 4 pairs – so gets 8 ♥!

3) Oliver now gets to all the dragons in the Shop – they are excited for him and the upgraded Potion Shop. There are 2 dragons at the Shop – Thistle, a potion dragon and Mulch, a plant dragon. Oliver can these in either order. He starts with Thistle – and sends Thistle out to recruit any dragon in town! Thistle finds Opalwing in the park and sends the crystal dragon to Thistle's old spot in the shop. Oliver Opalwing, who allows him to gather 3 unique items – so he grabs 1 iron, 1 meat and 1 iron to prepare for more enchantments. Then, Oliver gifts the iron to Alina to take 2 ♥!

DRAGONS

Flamekeepers share a special bond with the 6 **Artisan Dragons**, inspiring their unique flamecraft 🔥 abilities!



Bread Dragons

Draw one dragon from the park into your hand. You may choose either a face-up dragon or take one from the top of the deck.



Meat Dragons

Place a dragon in an open slot in any shop in town (obeying slot requirements).



Iron Dragons

Gain two same items offered by the shop or the dragons here. Only items may be collected (e.g. not coins or dragons) but If the shop produces an ANY 🌈 item then you may choose what two same items to collect.



Crystal Dragons

Gain three different items. (may include crystal). The three items must be unique but may match items already in a player's supply.



Potion Dragons

Swap the potion dragon with a dragon in another shop, *or in the park*, and 🔥 the new dragon. **Ignore any restrictions on shop slots** (both the incoming dragon and potion dragon moving to their slot). This is not placement – players do not gain the slot rewards for swapping dragons.



Plant Dragons

Give an item (from the player's supply) to another player and then gain two ❤️.



Fancy Dragons

These unique dragons are attracted to the activities of Flamekeepers and use their abilities to add flair and flamboyance to the lives of those they follow.

Fancy Dragons are obtained by placing Artisan Dragons in specific shop slots, marked with a 💠 icon. The cards are kept secret from other players until scored for ❤️ at the end of the game unless otherwise stated.

💠 One Use

If a Fancy Dragon is marked this way, a player may turn the Dragon face-up on any of their turns and score once during the game. This must be done before final scoring.

At the end of the game, after scoring coins, players may turn face-up all their hidden Fancy Dragons. Players can score simultaneously, or take turns showing their fancy new ❤️ !

ENCHANTMENTS

These magical recipes provide wondrous new wares for a shop of the matching type!

When a player visits a shop they may choose to take the Enchant action (instead of Gather) and invoke an enchantment that matches the shop's type (e.g. Bread). The player pays the item cost (or uses gold coins as wild items) and collects the reward listed on the enchantment. The enchantment card is then tucked under the shop and any previous enchantment so that it's item type is visible. For future gathering, the shop now produces this item in addition to any others shown on the shop or other enchantments.

Note: A shop may have a maximum of three enchantments – no further enchantments can be added once the shop has three.

SHOPS

The shops are the heart of the town, and shops that make use of flamecraft are prized highly. Most shops have an item that they produce, although some produce ANY item (player's choice) or nothing at all.

Additionally, shops contain Artisan Dragon slots where players can place a dragon of the appropriate type and collect a reward.

If a player has placed a dragon in the last slot of one or more shops during their turn they add a new shop to town for each one they filled. Some shops are special and have a unique ability which can be used when a player visits and takes the Gather action – at the end of that turn.

Shop Reference



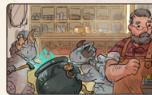
Bizarre Bazaar: The shop item is ANY. An iron dragon may 🔥 to take any 2 items but these must be the same type. The Shop ability does not affect one use ! Fancy Dragons.



Drake of Cakes: The player may decide deck or park per draw. Dragons do not fill to park after first draw.



Funky Brewsters: The dragon taken is into the player's hand. Then the park dragon is added (ignoring type restrictions) and 🔥



Gnome Depot: The player is not required to discard down to 7 items until the end of the turn, allowing the shop ability to be used first.



Natural Selection: The secondary part (gain 2 items) is possible even if the first part cannot be done. The items gained can be different and a listed type can be taken even if a player has enough of that item to meet the enchantment requirements.



Fogo de Char: The dragon placed by the shop ability can be anywhere in town and ignores placement restrictions. This placement can gain a be at a 🔥, but with no double effect.



Tip the Scales: A player does not need to convert an entire set of items. Any number of unique items can be converted 1:1.

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