

Rulebook

Dragonkeepers

For 2-4 players, ages 8 and up

START PLAYING
WITHOUT
READING RULES!



Do you want to watch a tutorial instead of reading the rules? Then download the free Kosmos Helper App.

- Before the first game, carefully remove all the pieces from the punchboards.
- Return the **6 magic chests** back to the box. You won't need them before you've played the game a few times.
- Also return the **companion booklet** back to the box. You don't need it for your first game.
- Now follow the numbered steps to set up the game together:



6 magic chests

1. Sort out the **11 shadow dragons** (with the number 6 on the back of the cards) and place them as a stack on the table.



2. Sort out the **8 starting cards** (with the red ribbon printed on the back of the cards) and place them as a separate stack on the table.



3. Decide **who will be the starting player**. The other players take **1-3 starting cards** in a clockwise order.



Any remaining **starting cards** are returned to the box.

4. Shuffle the **remaining 104 cards** and place them as 2 stacks in the middle of the table. They form the **magic book!** **Important:** The backs of the cards on the left only show **numbers**, whereas the backs of the cards on the right only show small **colourful dragons**. The stacks **must never be mixed up**.



magic book

display

Reveal one card from each page of the magic book and place them **in front of their respective stacks**. They form the **display**.

5. Shuffle all **45 amulet pieces face down**, then return a specified amount to the box depending on the number of players:

2 players remove **16** amulet pieces

3 players remove **12** amulet pieces

4 players remove **8** amulet pieces

Finally, turn the remaining amulet pieces face up. Sort them according to their values and arrange them in ascending order.



6. Place the rest of the game components as supply next to the amulets.



3 crests

(remove the 16 in a two-player game)



9 golden eggs

(showing number 4)



15 pearls

(numbers hidden)



10 crystals

Game objective

You are magical dragonkeepers and it is your job to look after the young dragons. On your turn, you take **up to 3 dragon cards into your hand**. You then try to **play cards from your hand in front of you**, for which you immediately receive **points**.

! **The highlight of the game:** How many dragons of which colour you can play is determined by the **pages of the magic book**; in other words, what is depicted on the back sides of the two stacks of cards. Naturally, that changes all the time as the game progresses!

Example:

*In this case you may play exactly **4 green** dragons in front of you.*



Whoever has the most points at the end, wins the game!

Is that all clear? Fantastic! Now let's learn what to do on your turn!

Turn overview

1. Taking dragon cards

When it is your turn, you may take 1, 2 or 3 dragon cards one at a time **from the display** into your hand. Whenever you take a card, you must immediately fill this empty space with a new card **from the corresponding page** of the magic book.

Note: You may hold any number of cards in your hand.



2. Changing the magic book

! **Important:** Before you play cards in front of you, you may **change the magic book** in your favour!

To do this, place a card from your hand, **face down**, on either the left or right page of the magic book.

Note: You may place **one** card from your hand on each page of the magic book.

Example: After taking 3 dragon cards, the magic book shows that you may play 4 green dragons.

Unfortunately, you only have 1 green dragon.

Therefore, you place one of the cards from your hand onto the left page of the magic book. Now the magic book shows that you may play exactly 1(!) green dragon. That works much better for you!



Red dragon with a 1 on the back

Tip:

Each dragon card shows the respective **colour** of this dragon in the upper corners. Below that you can see a **reminder** of which **number or colour** is shown on the **back** of this card.



White dragon with the colour green on the back

3. Playing dragon cards in front of you

In accordance with the magic book, you **may** now play this **exact (!)** number of dragon cards of **this** colour in front of you. In another turn, if you play more cards of the same dragon colour, you place them **on top of the stack of that colour** that is already in front of you. If you play a **new dragon colour**, you must start a **new stack**.

! Placement rule: No card may be placed on top of a stack that is **between 2 other dragon colours!**



Example A: During the course of the game, you have already played white and green dragons in front of you. Now you want to play red ones, too. You have to decide whether to play them to the right or left of these two stacks.

Example B: You played the red dragons on the left. From now on, you can no longer play white dragons.

Important: You **must not** alter the position of the dragon card stacks in front of you.

4. Receiving a reward

When you play dragon cards, you immediately receive the **reward** displayed on the left page of the magic book. You can find a detailed description of the individual rewards on the next page.

You **always** get at least **1 amulet piece**, which you then place **face down** in front of you. If you already have an amulet piece, place the new one against it to create part of a ring. If you receive a **third amulet piece**, you close the ring. Without looking at its value, you then take a **face-down pearl** and place it in the middle of the ring. **This completes the amulet.**

Note: The red pearls are more valuable. They have a value of 8 or 9. When all the red pearls have been taken, you can only take blue ones. These have a value of 3 or 4.



Example: If you play 2 blue dragons, you receive a reward of 1 amulet piece + 1 shadow dragon.



The third amulet piece closes the ring.



Then a pearl is placed in the centre and completes the amulet.

5. Completing the turn

Regardless of whether you have played dragon cards or not, at the end of your turn **everyone else !** (always in a clockwise direction) may decide whether they want to, or can, **play** dragon cards on their stacks to complete the turn and receive the associated rewards. Of course, their cards must be played according to the magic book as you left it. They are not allowed to change it!

Then it is the **next player's turn in a clockwise direction.**

Rewards for playing dragon cards



You receive the **amulet piece** of the **lowest value currently available**.



You receive the **amulet piece** of the **highest (!) value currently available**.



You receive a **shadow dragon**:
You may add one or more shadow dragons as **wild cards** (but never on their own) in order to reach the number specified by the magic book.
Note: As with other dragon cards in your hand, you may use the back of the shadow dragon card to change the magic book.



You receive a **crystal**:
When taking dragon cards, you **may** return 1 **crystal** to the supply to take a **fourth (!)** card from the display.
Note: You cannot discard multiple crystals to take more than 4 dragon cards in a turn.



You receive a **golden egg**:
Each golden egg is worth **4 points**.
Whoever has the **most** golden eggs at the end of the game flips **one (!)** of their golden eggs and receives 16 points instead of 4 points for this egg. In the **event of a tie**, all players involved flip 1 egg each.



Crest bonus:

As soon as you have **at least 1 dragon of each of the 4 dragon colours** laid out in front of you, you take the **most valuable "crest" currently available** from the middle of the table.

Important: In a two-player game, the crest with the value of 16 is not available.

*Note: Shadow dragons, crystals, golden eggs, and crests are **limited in quantity**. If they run out, these additional rewards are no longer available.*

The end of the game

The game ends after the turn when you have completed a **certain number of amulets in total**.

How many amulets depends on the number of players:

2 players: 7 amulets

3 players: 8 amulets

4 players: 9 amulets

*Note: It may be possible that a player who is **playing dragon cards** to complete the turn, completes the last amulet needed.*

Afterwards you reveal all your **amulet pieces** and **pearls** and add up the points. If you also have **crests** and/or **golden eggs**, add the respective values to your score. **Whoever has the most points wins.**

In the event of a **tie**, the tied player who has laid out the most dragon cards in front of them wins. If that number is also tied, then everyone involved in the tie wins.



Understood everything? Then you may begin. The starting player begins the first turn and takes up to 3 cards. **Let's go!**

*Note: If you still have questions **after** the first game, just take a look at the companion booklet. It includes further examples, special cases and tactical advice!*