

Companion Booklet

DRAGONKEEPERS



White Pasture Dragon



Red Fur Dragon



Blue Slate Dragon



Green Swamp Dragon

Important:
You only need to read the rulebook
before your first game!

Game Material

123 Cards (with different backs), comprising of

104 Dragon cards

8 Starting cards

11 Shadow dragons

45 Amulet pieces (8x 1 point, 8x 4 points, 5x 6 points, 4x 8 points, 8x 10 points, 4x 12 points,
5x 16 points, 3x 20 points)

15 Pearls (3x red with 8 or 9 points, 12x blue with 3 or 4 points)

3 Crests (with 16, 10, and 6 points)

10 Crystals

9 Golden eggs (with 4 points on one side and 16 points on the other side)

6 Magic chests with various items (game variant for experienced dragonkeepers; see page 4)

Explanations, Tips and Recommendations

Starting cards

The starting player does not receive a starting card. The person to the left of the starting player takes 1 face-down starting card (red ribbon) from the stack and adds it to their hand. If you play with more than 2 players, the next person in clockwise order takes 2 starting cards and in a four-player game the last person takes 3 starting cards.

Note: *There are no dragons which show the same colour on the back of a card as on the front. This means, for example, that the back of a card with a small green dragon on it can only show a blue, white, or red dragon on the front.*



Taking dragon cards

When taking dragon cards, you may only choose from the **2 face-up cards on display**. You may **never** take a face-down card directly from the two stacks of the magic book. It is perfectly valid to take **fewer than 3 cards** if you like the magic book the way it is. However, you **have to take at least 1 card** when it is your turn.

On the **rare occasion** a page of the **magic book consists of only 1 card**, the **end of the game is triggered early**. The player whose turn it is may not take any more dragon cards or change the magic book, but they and the other players may still play dragon cards on their stacks to complete the turn.



Changing the magic book

The **magic book** can only be changed by the player **whose turn it is**.

Tip: Pay attention not only to the colour on the front, but also to the **back of the cards**. You can use the back of a card to change the magic book so that you can play the **exact number and colour** of dragon cards you want and thus **score points!**

Note: *When you use the back of a shadow dragon card to change the magic book, the shadow dragon will later be moved to the display. It can then be taken like any other dragon card.*



Playing dragon cards

Even if you can fulfil the requirements of the magic book, **you do not have to play dragon cards**, you may keep the cards in your hand.

Tip: As explained in the instructions, the **placement rule** states that you must not place a card on top of a stack that is between **2 other dragon colours**. Therefore, consider carefully **if and when** to start a stack with a new dragon colour, as this will **limit your options** in future turns.

Recommendation: If you play *Dragonkeepers* with **children under the age of 8**, we recommend playing **without the crests and the placement rule** so you can always play **dragon cards of any colour**.



Receiving rewards

You **cannot** use the **crystal** or **shadow dragon** rewards in the same turn on which you receive them.

Example: *You play 1 dragon card and receive an amulet piece + 1 crystal. You **cannot immediately** use the crystal to draw a 4th card. The earliest you can do this is on your next turn.*



Completing the turn

Because you can play dragon cards to complete the turn, pay attention to how the other players **leave the magic book on their turn**. This way you can get rewards even when it is not your turn.

Tip 1: You can **speed up the end of the game** by playing dragon cards to complete the turn. You should weigh up whether and when this is useful to you.

Tip 2: Pay attention to which colours the others have already played in front of them. As soon as there is a dragon colour between two other stacks, this player cannot play dragon cards of that colour anymore.



End of the game

The game ends after the turn in which all players have **completed a certain number of amulets in total**.

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

Due to the “completing the turn” action it is possible that you will end up with more than the specified number of completed amulets after the end of the game has been triggered.

Example: You are playing with **3 players** and it is your turn. You play dragon cards, receive your reward and thus complete your third amulet. As a group, you have now **completed 8 amulets**. This triggers the **end of the game**. However, the **others can still play dragon cards** to complete the current turn. If one of the other players also completes an amulet, there would now be **9 completed amulets** at the end of the game.

At the end, **partially completed amulets** (1 or 2 individual amulet pieces) are scored as well.



For more information: www.dragonkeepers-the-game.com



The designer and illustrator:

Michael Menzel was born in 1975 and lives with his family in the Lower Rhine region. He has had a passion for drawing since early childhood. In addition to his work as a game illustrator, he successfully started designing his own games a few years ago. *Legends of Andor*, his debut work as a designer, was awarded “Kennerspiel des Jahres” in 2013 and won numerous other awards at home and abroad. In 2021, *The Adventures of Robin Hood*, another innovative cooperative game, followed and was nominated for “Spiel des Jahres”. *Dragonkeepers* is his first non-cooperative game.

The designer and publisher would like to thank everyone who was involved in playtesting, reading the rules and creating the game. The designer particularly thanks the earliest of the dragonkeepers: Steffi, Johannes and Joel.

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The Magic Chests

Game variant for experienced dragonkeepers

When setting up the game, shuffle the 6 magic chests face down and then reveal 1 of them. The other 5 magic chests go back into the box. In this game you have **1 powerful item from the magic chest** at your disposal, which can have a **big influence** on the game and your play style. This item is available to **everyone**. **Each time** you want to use it, you must return 1 crystal to the supply. However, you are not allowed to use an item more than once per turn.

Note: Except for the dragon mint, you can also use each of these items when playing dragon cards to complete the turn.



6 Magic chests



Twilight flute

After playing dragon cards and receiving the rewards, you may take **all but one back into your hand**.



Dragon mint

At the start of your turn, take the top card of **both pages** of the magic book into your hand.



Troll horn

When laying out dragon cards, you can **ignore the placement rule** and also lay out cards of a colour that is already between two other colour stacks.



Green ore hammer

If your reward includes an amulet piece with the currently lowest value, you may **upgrade** it and take an **amulet piece with the next highest value** instead.

Note: If you play 3 cards, you can only upgrade one of the two amulet pieces. You cannot use a second crystal to upgrade both.



Prism ink

When playing dragon cards, you may play a different colour than the magic book currently specifies.

Tip: This can be an advantage, especially when playing dragon cards to complete the turn!



Swindle feather

When playing (at least 2) dragon cards, you may play one fewer card than the magic book currently specifies.

Note: You will still get the reward shown on the left side of the magic book.

Recommendation: If you already know the items well, you can decide together before the game which item you will choose and whether you want to place more than one. **Important:** If you have collected several crystals, you can use several of them to use different items at the same time.

Example: You have collected 3 crystals. The person whose turn it is leaves the magic book in such a way that you cannot actually play dragon cards to complete the turn, because you have one card too few in your hand. Luckily, the **swindle feather** is available in this game. You return a crystal to the supply and play one less card than required by the magic book. With a second crystal, you **cannot** reduce the number of cards by one more. Instead, you give up **another crystal** in order to use the **green ore hammer** that is also on display and thus upgrade your reward in the form of amulet pieces. You save your third crystal for later.