

Dragon Scales

2 Players;
20-30 mins

Dragon Scales is a game of gorgeous colours, beautiful patterns and shiny shiny scales.

Dragon Scales is one of our gorgeous games that require a bit more printing and crafting, but the result is very much worth it :) We have some fantastic tips on how to make the most of the game in the Crafting section of Dragon Scales, so have a look and see how crazy you would like to go with it (we have gone really quite crazy :) Please download the file from the Game Pieces section for Dragon Scales on our website and print it in colour, using a 'vivid' setting on your printer if possible. If you have access to thicker printing paper that would work well with your printer, use that. Depending on how crafty you are feeling, you will also need a pair of scissors, dry glue or spray mount and some medium thickness card, such as a few cereal boxes or any other form of card you have on hand. Have a look at the instructions in the Crafting section for Dragon Scales for all the info you need on how to make the pieces as well as the box we have specially designed for this game. We hope you like it :)

Enjoy!

Set Up

Start by setting up the game. Have a look at the Set Up infographic at the end of these rules for more details:

1. **Separate the colour scales from the currency scales** - there are six colours of scales (red, orange, yellow, green, blue and purple), 10 scales per colour. There are also 20 currency scales - 4 silver and 16 copper ones. Separate the two different types into two piles.
2. Mix well all the colour tiles and flip them face down on the table, accessible to both players.
3. Give each player one egg board and one colour wheel.
4. Give each player 3 copper tiles to start.
5. Each player draws one scale from the pile of coloured scales at random and places it in the special scale slot on the left side of the egg board.
Note: If the two tiles have the same colour, one player must draw again and place the repeated tile back on the pile)
6. Give each player the task disk corresponding to the colour of the tile they drew. They place the task disk on the colour wheel on the cheat sheet. Orientate the task disk as shown in the infographic at the end of the rules.



7. **Set up the shop** - Draw 15 tiles from the pile and arrange them in three rows of 5 as shown in the infographic. From here you will purchase the scales for your beautiful dragon egg.

You are ready to play! :)

Play the Game

The aim of the game is to score the highest number of points by filling up your beautiful dragon egg with the highest scoring scales, based on your task disk. Your task disk shows you how many points each scale you add to your design will add to your score. Tiles with the primary colour on your task disk do not score points. Instead, they give you shiny metal scales every round with which you can purchase more scales. Every round you will spend your hard earned metal scales to buy more beautiful coloured scales to fill your egg, so try to strike a good balance between filling up your egg and earning enough shiny metal scales. It's the circle of life ... or at least commerce :)

Play

1. Player 1 starts. They have 3 copper scales to spend in the store. Every level of the store offers scales for a different price - a scale from level one costs 1 copper scale, from level 2 - 3 copper scales and from level 3 - 5 copper scales. Player 1 buys as many scales as they like and either places them on their egg or takes them out of play by placing them on a discard pile..
2. When Player 1 has finished their turn, replenish the store by moving the scales down the shop layers to fill the gaps and adding new scales to the top layer. Have a look at the infographic at the end of the rules for more info.
3. Player 2 now takes their turn buying as many scales from the shop as they like and placing them on their egg or taking them out of play.
4. This is the end of round 1 and it's time to replenish your finances. For every primary colour scale you have placed on your egg, take one copper scale. You will always get at least one copper scale from the original scale you drew and placed on in the left hand slot on your egg.
Note: There are 4 silver scales in the set. They will help you when you have earned so much money, you just need bigger currency. One silver scale equals 5 copper scales.
A player can only ever hold 12 copper scales (or an equal value using silver scales) at a time.
5. Take turns until one player has completed their egg. The other player then takes their last turn and the game ends.



End the Game

Take turns until one player has completed their egg and the other player has taken their final turn. It is then time for the scores.

Score:

When the game has ended, tally up the scores:

1. Your task disk will tell you how many points you can add to your final score for every colour scale you have placed on your egg. Tally up all the points for your coloured scales and then add:
 - a. 1 point for every copper scale you have left (or 5 points for every silver scale)
 - b. Take away 3 points for every empty slot on your egg.

The player who scored highest, wins the game.

Have a look at the infographics below for more information. Hope you enjoy it :)



Set Up

1. Separate the tiles:



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Colour scales. Mix well and flip face down on the table. Each player draws one scale to be their primary colour for the game.

Metal scales. These are the currency you will use to purchase your pretty pretty colour scales. **Give each player 3 copper scales.**

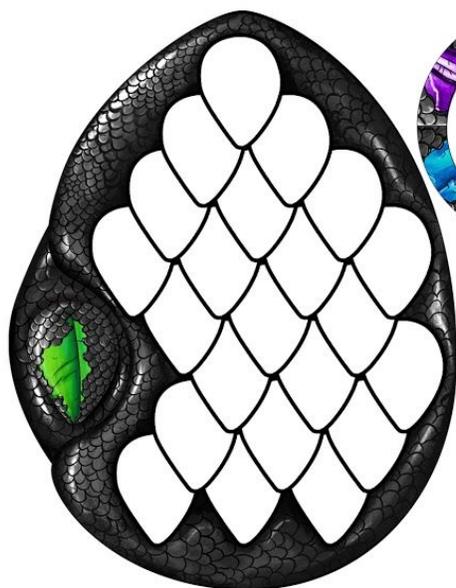
Set Up Example

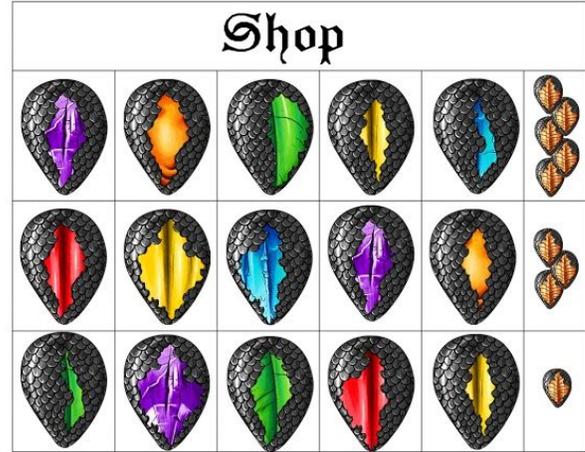
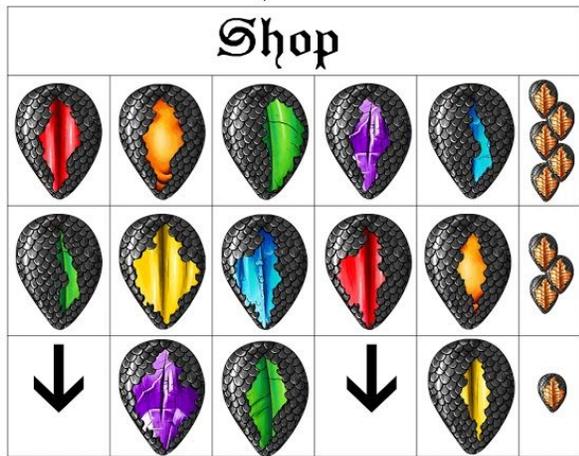
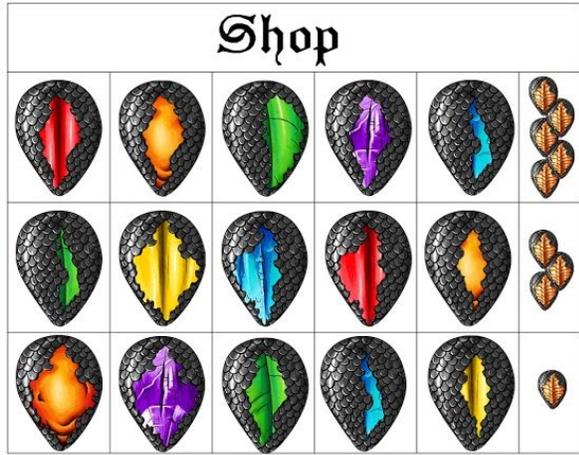


Player 1
Primary Colour

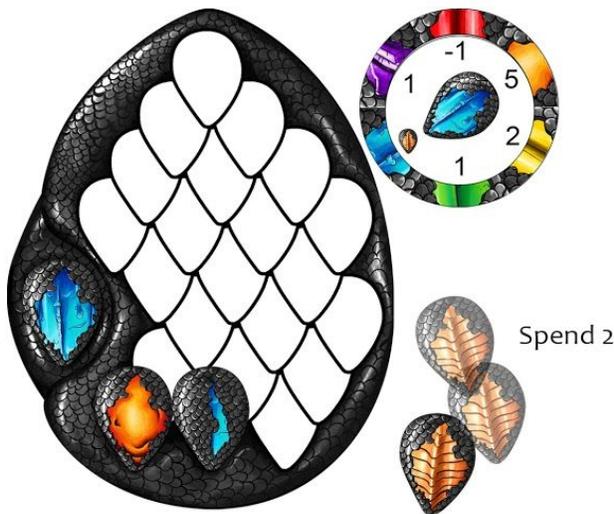


Player 2
Primary Colour





Replenish shop by moving the scales from the top two layers of the shop a space down and adding a new scale in the freed up spaces on the top layer of the shop. A player can choose which layer to shop from depending on how much they are willing to spend on a scale.



Player 1

Primary Colour

Player 1, move 1:

Player 1 spends 2 copper scales to buy one blue and one orange scale from the shop. The blue scale will give them one additional copper scale every round and the orange scale will add 5 points to their final score.





Player 1

Primary Colour

Player 1, end of move 1:

At the end of move 1, player 1 replenishes their currency scales. They have purchased one primary colour scale (blue), which gives them one copper scale per turn. There is also the original primary colour scale, which also adds one copper scale per turn. This means that player 1 will take two new copper scales at the end of the turn.

Take turns buying scales until one player finishes their egg then tally up the points, based on your task wheel. Enjoy! :)

