

# DRAGONS' EGGS

ドラゴンズ・エッグ

Number of players: 3-5 Age:10+ Play time: 30 minutes

You are the leaders of Dragon tribes.

Dragons would charge one of those Dragon tribes with their eggs born in the breeding seasons and let them hatch the eggs. It is great honor to take after Dragons' eggs. You have to collect the most treasures in a year to take that position which everyone wants to claim.

In a *certain* year, however, more than one tribe collects the exactly same quantity of the treasures.

For that reason, Dragon Elder decides to hold a contest using the treasures and give the honorable position to the winner.

Could you outwit the other leaders and gain the most eggs?

## 55 Treasure Cards (5 colors/ 11 cards for each color/ from 1 to 10)



## 27 Ability Cards



## 13 Egg Cards



(See below for more details)

## Contents

### 55 Treasure Cards

5 set of 11 Treasure Cards (5 colors)

You play these cards in Bidding.

### 27 Ability Cards

2 of Dragon's Reverse Scale    5 of Dragon's Steel Scale    5 of Dragon's Sharp Eyes

5 of Dragon's Wings                      5 of Dragon's Orb                      5 of Dragon's Claw

You play these cards in Bidding to modify the numbers of Treasure Cards or interrupt the other players.

### 13 Egg Cards

4 of one egg    4 of two eggs    3 of three eggs    2 of four eggs

Each card shows 1~4 eggs. The aim of this game is to bid off the most eggs.

### 1 Start-player Marker

## Aim of game

Players try to bid off Egg Cards by betting Treasure Cards. The player who bets the highest total number of Treasure Cards on an Egg Card gains it.

When the deck of Egg cards runs out or no one has any card in his hand, the game ends. The player who collects the most Eggs in total wins the game.

## Preparation

Each player chooses one color and receives a set of 11 Treasure Cards of that color. He adds these 11 Treasure Cards into his hand.

Shuffle 13 Egg Cards and make a draw deck, place it face down on the table.

Then, open one Egg Card from the top of the Egg deck and place it face up next to the deck. This is the target Egg Card of the first Bidding.

Shuffle all the Ability Cards and make another deck, place it face down next to the Egg deck. Each player draws one card from Ability deck and adds it to his hand. Now, each player has [11 Treasure Cards + 1 Ability Card] in his hand.

The youngest player receives the Start-player Marker and begins a round. Thereafter, the game proceeds clockwise.

## Procedure of the game

One game consists of several rounds. One round is divided into 5 phases as below.

1. Select Treasure Cards
2. Select an Ability Card
3. Apply Effects of Ability Cards
4. Decide Winner of this Round
5. Prepare for the next Round

### 1. Select Treasure Cards

Each player chooses the Treasure Card(s) he is to play from his hand in this round to bid off the targeted Egg Card.

The start player chooses one or two Treasure Cards and places them in front of him. If he plays only one Treasure Card, he plays it face down; if he plays two cards, he plays any one of them face up, the other face down. Hereafter clockwise, everyone plays one or two cards in the same way.

This phase ends when all the players play the card(s).

At any time, you may check the cards you have played face down.

## **#Pass**

You have to play at least one Treasure Card as long as you have any Treasure Card in your hand.

However, if you have already gained one or more Egg Cards, you may “pass” by removing any one of them from the game. You have to return the removed Egg Card to the box.

The player who chooses to “pass” cannot play any Ability Cards nor draw any new cards in this round.

## **2. Select Ability Card**

Clockwise from the start player, each player draws 1 Ability Card from the deck then chooses to play or discard one of two Ability Cards in his hand.

If he chooses to play an Ability Card, he plays it face down in front of him.

If he chooses to discard an Ability Card, place it face up on the discard pile next to the Ability deck.

If the Ability deck runs out when you are to draw a card, reshuffle the discard pile and make a new draw deck.

## **3. Apply Effects of Ability Cards**

Every player simultaneously opens the Ability Card he has played in Phase 2.

Apply the effect of each Ability Card in order of priority (priority is shown on the bottom of each card). The higher number precedes the lower number. If the same cards are played, the start player’s card has priority, then that of the player on his left.

Please see [Details of Ability Card] below.

## **4. Decide Winner of this Round**

Open all the Treasure Cards played face down and compare the total number of the cards each player has played.

The player who records the highest total of the cards gains the targeted Egg Cards of this round. He places the card in front of him face up.

When the highest total is tied, “Offset” occurs. In this case, the player who records the second highest total gains the targeted Egg Card. If it is tied again, the third highest wins, and so on. As result of this, even a player who has played only one “0” cards may gain the targeted Egg Card.

If it is still undecided who gains the targeted Egg Card, the card is carried over to the next round.

## **5. Prepare for the next Round**

When Phase 4 is settled, one round ends. The players discard all the Treasure Cards he has played face up in front of him. Everyone can check these discarded piles at any time. If Treasure Cards placed face down are discarded by the effects of “Dragon’s Reverse Scale” or “Dragon’s Claw”, these cards go to the discard pile face down.

Open a new Egg Card for the next round and place it next to the draw deck, even though there remain Egg Cards of the previous rounds (consequently, the number of the Egg Cards to bid off sometimes become more than one).

Pass the Start player marker to the player on the left and begin the next round.



Deck of Ability Cards

Deck of Egg Cards

Treasure Card you have played

Ability Card you have played

your discard pile of Treasure Cards

your hand

Egg Card you gained

## Details of Ability Cards

The Ability Cards are dealt with in order of the priority of them (0 -> 5).

You may choose if you apply the effects of an Ability Card or not. If you choose not to apply them, you just discard the Ability Card.



### (0) Dragon's Reverse Scale

Discard all the Treasure Cards and the Ability Cards placed on the table. The Ability Cards which are going to be used are also discarded without taking effects. The Egg Cards are removed from the game. At the end of the round in which this card is used, open two Egg Cards for the next turn. If only one Egg card remains in the deck, the game immediately ends.



### (1) Dragon's Steel Scale

“Dragon's Steel Scale” guards a Treasure Card you have played in this round. Choose one if you have played two Treasure Cards.

The Treasure Card guarded by Dragon's Steel Scale is unaffected by other Ability Cards at all.



### (2) Dragon's Sharp Eyes

You may secretly check any one of the Treasure Card played on the table face down.

After checking it, you may return one of the Treasure Cards you have played in this round to your hand.



### (3) Dragon's Wings

You may replace one Treasure Card with another on the table, regardless of which sides of them are shown. If the chosen card is placed face down, it remains as it is after being replaced.

You may replace anyone's card, including one of your own.



### (4) Dragon's Orb

Treat "Dragon's Orb" as the same card as the Treasure Card you have played in this round. However, if you have already played two Treasure Cards, you may not play "Dragon's Orb".



### (5) Dragon's Claw

You may choose any one of Treasure Cards and destroy it.

The destroyed card goes to the discard pile of the original owner. If "Dragon's Orb" has been played on the Treasure Card you choose, "Dragon's Orb" is destroyed first. If you destroy a Treasure Card face down, that card is discarded as it is (=face down).

## End of the game

Once your hand becomes empty, you do not join Bidding anymore. As long as one or more players have at least a card in his hand, the game continues.

When there do not remain enough Egg Cards for the next Bidding or all the players have no Treasure Cards in his hand, the game ends after finishing the current round.

## Winner of the game

The player who gains the most eggs printed on the Egg Cards in total wins the game.

If the total number of the eggs is tied, the player who has the Egg Card with four eggs wins the game. If two players have those cards or no one has those cards, every player that gains the most eggs wins. Consider they would take care of Dragons' eggs together.

## Example of a Round

Player A is the start player. Player B and C are sitting clockwise from Player A. The round proceeds clockwise.

The Egg Card "4" is opened next to the Egg deck. This is the card to bid off in this round.

Player A plays a Treasure Card face down ("10"). Next, Player B plays two Treasure Cards. He placed one of them face up, which shows "4", another face down ("8"). Player C plays a Treasure Card face down ("6").

Clockwise from Player A, everyone draws one Ability card. Player A chooses "Dragon's Orb" among two cards in his hand and plays it face down. Each of Player B and C also plays an Ability Card face down.

They open the cards simultaneously and it turns out that Player B has played "Dragon's Steel Scale" and Player C "Dragon's Wings".

Because the priority number of "Dragon's Wings" is 1, Player B uses his Ability Card first. He chooses one of two Egg Cards he has played and announces to guard the card "8" placed face down.

Next, Player C uses "Dragon's Wings" whose priority number is 3. Because one of Player B's cards ("8") is guarded, Player C has to choose another card to exchange. He chooses the Treasure Card ("6") of his own with the Treasure Card ("10") of Player A.

At last, player A plays "Dragon's Orb" whose priority number is 4. In this case, "Dragon's Orb" is considered as the same Treasure Card as the one ("6") placed face down in front of Player A.

After resolving all the effects of the Ability Cards, the players open their Treasure Cards and check their numbers.

Player A records "12" in total--the Treasure Card "6" (whose original owner is Player C) plus "6" by the effect of "Dragon's Orb".

Player B records "12" in total--the Treasure Card "8" and "4".

Player C records "10" in total--the Treasure Card "10" (Whose original owner is Player A).

Because both Player A and B record the biggest number "12", the "Offset" occurs. As a result, Player C who records the next biggest number "10" gains the targeted Egg Card.

The Treasure Cards played in this round are discarded to the discard pile of their owner. The Treasure Card "10" is now placed in front of Player C by the effect of "Dragon's Wings", but it is discarded to the discard pile of its original owner, Player A.

All the Ability Cards used make a discard pile together next to the Ability deck.

Thus, one round ends.

## **“Dragons’ Eggs”**

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