

Continuing a round

Once everyone has had a chance to **ACTIVATE** the faceup adventurer value card they were dealt at the beginning of the round, they now take turns clockwise choosing one of their facedown adventurer value cards and choosing to **ACTIVATE** it, or sliding it into play facedown. If they choose to **ACTIVATE** it, they reveal the card when sliding it into play and proceed with the ability. If they choose to move it into play facedown, that card will still retain it's value, but the player can't use it's ability. The benefit of playing a card facedown is to prevent it from being manipulated by card effects.



Ending a round

After every player has played all of their cards (faceup or facedown), the round ends and the topmost card of the dragon deck is revealed. Each dragon attacks a different players' group of adventurers depending on the type of dragon. The bottom left corner of the dragon card indicates which player it will attack. This ranges from most red cards (Dwarves and Halflings), highest value (adding the numbers on the top right of the adventurer value cards), most gems, etc. In case of a tie, the dragon attacks all viable parties. When attacked, the player loses a gem from their personal supply.

Scoring

After the dragon attacks, the unaffected players determine the payout according to the bottom right of the dragon card. Gem selection is random. Once scoring is completed, place the used dragon card in the box with any unused dragon cards from the beginning of the game.

A new round

Collect and shuffle all adventurer value cards. Deal them to each player in the same way as explained in the "set up" section of the rules. The player with the fewest gems starts every round from this point on. If there is a tie, the shortest player goes first. Continue playing rounds until the dragon deck is completely depleted.

Ending the game

Once all rounds have concluded, tally up the number of gems each player has. The players reveal their role card and check to see if they have any gems matching the color on their role card. Those matching gems are worth two gems. The winner is the player with the most gems. If there is a tie, the shortest player wins.

Feel free to email

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Credits

Game Design: Joseph and Solomon McNeil
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Special Thanks: The original White Flag Games game group, All the regulars at White Flag Games, The VMCC game club, Curt Covert, Scott Andrews, Nathan Brown, Dakota McMurray, Tomesia McNeil, Alex McNeil, Ivy McNeil, and all the Kickstarter backers!
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