



Fist of Dragonstones

A game by Bruno Faidutti & Michael Schacht

For 3-6 players, ages 8 and above – 45 to 60 minutes

The Legend of Dragonstones

Many, many years ago, an enchanted forest lay hidden between two great mountain ranges. The forest valley was home to several kingdoms whose rival princes battled with each other to unite the entire realm under one flag. To gain advantage, princes vied with each other to collect powerful magic amulets called Dragonstones.

Like many royals, over time the princes began to prefer the comfort and safety of their fortified castles. Rather than risk their own lives by venturing out to search for these amulets, they paid handsome rewards to those who could bring them stones. The allure of the princes' wealth soon filled the enchanted forest with all manner of wizards, witches, dwarves, goblins, and many other enchanted creatures – all in pursuit of the magic Dragonstones.

This enchanted land is now almost entirely lost to legend. Yet, at a cozy inn, in a small forgotten village, the memory of Dragonstones is kept alive by the inn's ancient proprietor. Even today, a nod from a knowing traveler may persuade him to recount some of the ancient tales. And if he takes a particular liking to you, he may bring out his own collection of magic stones, and challenge you to a simple game of luck and skill... and a chance to grab your own Dragonstones!

Object of the Game

Players bid coins on various character cards in a closed-fist (blind-bid) auction. The winner of each auction then uses the card's powers to gain additional coins or Dragonstones; place spells on other players; or win scoring points. The first player to earn three points on the special white scoring dice wins the game.





Components:

- 60 Fairy Gold coins (yellow wooden disks)
- 40 Silver coins (silver-gray)
- 15 Common Gold coins (beige)
- 2 Black Magic coins (black)
- 2 Red Magic Amulet coins (red)
- 36 Magic Dragonstones (12 each – red, blue, and yellow glass stones)
- 6 Special scoring dice
- 6 Player screens
- 8 Standard Character cards (white character titles)
- 25 Special Character cards (gold character titles)
- 3 Blank cards (for you to create your own special characters)
- 1 Dragonstone storage bag

Setting up the game:

At the beginning of the game each player receives:

- 8 Fairy Gold coins (yellow)
- 2 Common Gold coins (beige)
- 5 Silver coins
- 4 Stones, randomly drawn from the bag.
- 1 Scoring die. The die is placed in front of the player, with the blank side facing up.
- 1 Player screen.

LEARNING THE GAME NEW PLAYERS

When you are first learning the game, or when introducing *Fist of Dragonstones* to new players we suggest you read through and familiarize all players with the powers of the Standard Character Cards. You should also review the Game Turn Rules, which are printed on the back of each Player Screen.

We also suggest you visit our web site at www.dragonstones.com to play an on-line tutorial and browse through our tips and strategy section to improve your game. You can even play against other players (using the enclosed Days of Wonder Web Card) in an online version of the game.

All coins are placed behind the screens hidden from other players. Stones are placed in front.

The remaining coins and stones are placed in the center of the table and make up the “bank” that players can draw from.

The Witch card is set aside, face up, and the 7 other Standard Character cards are placed in a pile, face down, in the center of the table.

The Special Character cards are shuffled and placed in another pile.

During the game, the scores and stones of all players are public knowledge. Scoring dice and stones are placed in front of the screens, while Common Gold, Fairy Gold and Silver coins are kept hidden behind the screens. All coins that a



player receives as part of a character action during a game turn are also placed behind his screen.

If the bank runs out of stock of any type of stone or coin, that item is not available to the players.

Playing the Game

The game is made up of turns. Each turn consists of a series of bidding auctions for each of the eight Standard Character cards, plus two Special Character cards. After each auction, the player who wins the card then uses the powers of that card. At the end of each turn the two Special Character cards used that turn are set aside and two more cards from the top of the pile are included in the next turn. Turns continue to be played until a player scores three points and is declared the winner.

A game turn

1- Drawing special characters

Draw the two first cards from the Special Character pile. Read the cards aloud, so that each player is familiar with the cards' powers. Shuffle the two Special cards together with the Standard cards (leaving the Witch aside) before the first auction.

If there are no Special Characters left, all Special cards are shuffled together to make a new draw pile.

2- Witch Auction

Because the Witch character can be used to cancel the powers of the remaining cards, she is always auctioned first (see Auctions below).

The player who wins the Witch auction receives a Black Magic coin and places it with his unspent coins behind the screen.

3- Auctioning other characters

The other characters are auctioned, one by one, in drawing order. Simply turn over the top card of the draw pile so every player can see which character is being auctioned. After every auction, the winner, if any, uses the character power before the new character is auctioned.

When all ten characters have been auctioned and played the turn is over.

4- End of the turn – Returning of Fairy Gold

At the end of each turn, players take all of their Fairy Gold coins back behind their screens – but their Common Gold and Silver coins are lost to the bank for the remainder of the game. Fairy Gold is magic and always returns to its original owner!

The two Special Character cards are discarded at the end of the turn, and replaced with two new ones to begin the next turn. The Witch card is set aside and the remaining Standard cards, along with two new Special cards, are shuffled and the next turn begins.



Auctions

When a character is auctioned, a player can bid any combination of Fairy or Common Gold coins that remain behind their screen to win the right to use the character's powers. Fairy and Common Gold are of equal value in a bid. Players can also choose to bid nothing, but should still participate in the auction by bluffing a bid.

To bid, players take the number of coins they wish to bid and secretly place them in their closed fist. All coins bid will be spent for the rest of that turn, no matter whether they win or lose the auction.

All players reveal their bid simultaneously by opening their fists. All Fairy Gold coins bid are spent and placed in front of their screens and will not be used again this turn. (They are returned to the players at the end of the turn.) All Common Gold coins bid by the players are permanently spent and because they are not returned go directly to the bank.

The player who wins the auction now uses the character action.

Tied Auctions:

When two or more players bid the same number of coins, the players who tie bid again, but this time using only their Silver coins. All Silver coins that are bid are permanently spent by the players and go to the bank. The winner of this tie-break auction can then use the character action. If players tie again no one gets

the character action, but the coins bid are still lost to the bank,

Note: If there is a tie-break auction for the Thief, the second bidder referred to in the character action is the second bidder of the tie break auction.

No bids:

If no bids are made for a character, this character is passed on and not played this turn.

Scoring and Victory

When a player scores a point, he turns his die, adding the point scored to the face up side. The first player who turns his die to three is the winner.

Character Actions

Standard Characters:

Witch

The Witch is always auctioned first in the turn.

The player who wins the Witch auction receives a special Black Magic coin. He may bid this token in any of the following bids during the turn. When players reveal their bids, if a player has bid his Black coin, the character being auctioned is cursed and its special powers are canceled. The money spent on the bid is still spent.



Note: If the owner of the Black Magic coin doesn't use it during the turn, he must give it back at the end of the turn.

Note: The second Black Magic coin is used only if the Ghost or Doppelganger character replicates the Witch. You'll need a third black coin if both do, but this is very unlikely to happen.

Magician

The player who wins the Magician auction can pay any four stones to the bank and score one point; or take three Silver coins from the bank.



Sorcerer

The player who wins the Sorcerer auction can pay four identical stones (same color) to the bank and score two points; or take one Common Gold coin from the bank.



Thief

The player who wins the Thief auction takes one stone of his choice from the second highest bidder. In case of a tie for second bidder, he may steal a stone from the tied player of his choice.



If only one player bids for the Thief, all other players are considered second, and he may steal from any one of them.

Note: If the second bidder has no stones, the Thief can steal a Common Gold coin from him. If he has no Common Gold, the Thief can steal a Fairy Gold coin. If there is a tie for second highest bidder, the Thief must choose, if possible, to steal from a player who owns at least one stone.

Wizard

The player who wins the Wizard auction can pay three stones, one of each color, to the bank and score one point; or take three Silver coins from the bank.



Red, Blue and Yellow Dragon

The player who wins any of these Dragon auctions takes one stone of the dragon's color from the bank.



Special characters: Alchemist

The player who wins the Alchemist auction takes three Common gold coins from the bank and places them behind his screen.



Ancient Dragon (2 cards)

The player who wins the Ancient Dragon auction takes one stone of his choice from the bank.



Brigand

The player who wins the Brigand auction chooses one of the other players. That player must give him all of his Common Gold and Silver coins. Players do not have to reveal how many coins they have to the Brigand.



Doppelganger

The player who wins the Doppelganger auction keeps this card and places it face up in front of him. He can play this card later in the game after winning the auction for another character. This allows him to use the power of the character he has won twice in a row instead of just once.



Note: The Doppelganger cannot be played on the Necromancer.

Dwarf (2 cards)

The player who wins the Dwarf auction takes four or five (depending on the text on the card) Silver coins from the bank.



Enchantress

The player who wins the Enchantress auction can pay any five stones to the bank and score two points; or take one Fairy Gold from the bank.



Fairy (2 cards)

The player who wins the Fairy auction takes one Fairy Gold coin from the bank and can now play with this extra Fairy gold until the end of the game.



Ghost

The player who wins the Ghost auction chooses one of the characters already auctioned this turn (even if it was not played or was cursed by the Witch) and plays it as if he won this character.



Gnome

The player who wins the Gnome auction takes two Common Gold and Two Silver coins from the bank.



Goblin

The player who wins the Goblin auction draws a character at random from the pile of cards that have not been auctioned yet this turn. He then plays that card as if he had won this



character. The drawn character card is then placed with the characters already played this turn.

Note: The Goblin is passed on if he is the last card drawn in the turn.

Goldsmith

The player who wins the Goldsmith auction takes one Magic Amulet (Red coin) from the bank. Later in the game, he can spend this amulet in an auction to double the value of the Gold or Silver coins he bids. For example: Four Common Gold coins, plus the Red coin is worth eight Gold coins. The amulet is returned to the bank after it is bid.



Imp

The player who wins the Imp auction chooses a character from the pile of cards that have not been auctioned yet this turn. He then plays that card as if he had won the auction for this character. The drawn character card is then placed with the characters already played this turn.



Note: After the player has selected his character, the remaining un-auctioned cards must be shuffled so that he doesn't know the order in which the remaining characters will appear.

Note: The Imp is passed on if he is the last card drawn in the turn.

Merchant

The player who wins the Merchant auction can buy as many stones as they wish of any color by paying to the bank one Common or Fairy Gold, or three Silver coins for each stone.



Necromancer

The player who wins the Necromancer auction may score one point by paying all of the coins bid in the auction, including Fairy Gold, to the bank.



Note: The player who wins the Necromancer auction is not bound to use this power. This allows him to retain the Fairy Gold coins that he bid.

Quack Wizard (2 cards)

The player who wins the Quack Wizard auction pays all of his stones to the bank and scores one point. If the player has no stones, he scores the point for free.



Rainbow Dragon

The player who wins the Rainbow Dragon auction takes all the stones from the bank and places them in the Dragonstone storage bag. He then names a color (Red, Blue or Yellow) and draws stones one at a time from the bag until he either: decides to stop and keep the stones he



has drawn; or he draws a stone of the chosen color and must give back all the stones he has drawn.

Note: If there are no more stones of a color in the bank, the player cannot name that color.

Sorcerer Apprentice (2 cards)

The player who wins the Sorcerer Apprentice auction pays two identical stones (if he has them) to the bank and scores one point.



Troll

The player who wins the Troll auction chooses one of the three colors of stones. All players – including himself – lose all of their stones of that color.



Two-headed Dragon (2 cards)

The player who wins the Two-headed Dragon auction takes two stones of each color from the bank and places them in the Dragonstone storage bag. He then ran-



domly draws two stones from the bag to keep. The remaining stones are placed back in the bank.

Blank Cards

Use the blank cards to create your own Special Dragonstones characters.

Fist of Dragonstones Online

If you love to play Fist of Dragonstones, but sometimes find yourself without playing partners, you can join other players in Dragonstones Online. Enclosed in your game box is a Days of Wonder Web Card that includes your personal access code to sign up for online play. To use it, simply visit: www.dragonstones.com and click on the New Player Signup button on the home page. Then just follow the instructions to learn how to play online.

The dragonstones.com website is filled with information: online tutorials; tips and strategy hints; and a forum where you can keep up with the latest game information, special characters developed by other players, rules variations, and more.

You can also learn about other Days of Wonder games or visit us at:

www.daysof wonder.com

If you have questions or comments about Fist of Dragonstones, please email us at info@dragonstones.com

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