

PLAY SUMMARY

✧ SETUP

Each player takes 50 gold and draws six cards.

✧ STARTING THE GAMBIT

Each player chooses a card from hand to ante.

The strongest ante card (ignore ties) determines the leader for the first round.

Pay the strongest ante card's strength (include ties) to the stakes.

✧ PLAYING A ROUND

The leader takes the first turn. He or she plays a card and the card's power triggers. Play proceeds clockwise.

The next player takes a turn. If his or her card is no stronger than the last card played this round, its power triggers.

After each player takes one turn, the round ends.

The strongest card played in the round (ignore ties) determines the next round's leader.

✧ SPECIAL FLIGHTS

Color flight: Three dragons of the same color earn a player the second-strongest dragon's strength in gold from each player.

Strength flight: Three dragons of the same strength earn a player one of those dragons' strength in gold from the stakes and all remaining ante cards (up to a ten-card hand).

✧ ENDING THE GAMBIT

After three rounds, if any flights tie for the strongest, play another round. Otherwise the gambit ends. When it does, the player with the strongest flight wins the stakes. Then discard all flights and ante cards and each player draws two cards (up to a ten-card hand). Emptying the stakes ends the gambit immediately.

✧ ENDING THE GAME

Keep playing gambits until someone has no gold at the end of a gambit. The game ends and the player with the most gold wins.