

FIST OF DRAGONSTONES - QUICK NOTES

OBJECT: 3 TO 6 PLAYERS

First player to have 3 points wins.

SET-UP:

1. Player start:

- a. A player screen.
- b. 8 Fairy Gold (yellow chips)
- c. 2 Common Gold (beige chips)
- d. 5 Silver Coins
- e. 4 Stones (randomly drawn)
- f. 1 Scoring dice (zero side up)
- 2. Two Special Characters are introduced at the beginning of every round.
- 3. Shuffle 8 Standard Characters (Witch Character Card set aside) with the 2 Special Characters.

TURN:

- 1. Witch Character Card is auction first.
- 2. Highest bidder gets to do the action of the Character.
 - a. Fairy Gold are placed in front of the player screen.
 - b. Common Gold are discarded.
- 3. Auction off the next Character until there are no more Characters.
- 4. End of round:
 - a. Return all Fairy Gold behind the player screen.
 - b. Two Special Characters are discarded.
 - c. Two new Characters are introduced.

Shuffle 8 Standard Characters (Witch Character Card set aside) with the 2 Special Characters.