Eggs from the Dragons of Ridback Mountain are valuable. Not quite as valuable as gold after the last market fluctuation, but still, TOTALLY, worth the hassle. Especially since it is not like YOU are climbing the mountain and searching through Dragon Caves, that is what peasants are for...

All the Empires of the land send their own intrepid adventurers out each season to collect the Eggs, but not all will succeed! It gets crowded on Ridback Mountain and there are only so many Eggs to go around, not to mention the fact that the Dragons have started mixing Exploding Eggs into their nests... and those hurt.

Collect Dragon Eggs—avoid the Exploding ones—and gain glory for the Empire!

In this fast-playing card game, players will use matching decks of Empire Cards that contain Adventurers numbered 1-10. Starting with a hand of 3 Adventurers, on each turn all players will select 1 card from their hand and play it simultaneously in an attempt to collect Eggs (VP) from the middle.

Typically, the player who played the highest Adventurer chooses an Egg first, then the player with the second highest Adventurer picks an Egg, and so on until all revealed Eggs are collected. Ah, but it’s not that simple! Each Adventurer has a unique power that can affect the order in which Eggs are selected. The powers interact in strategic and awesome ways so that every hand is exciting and different.

Outwit your opponents to collect as many good Eggs as possible while avoiding those nasty Exploding Eggs! The player who collects the most total VP over three rounds wins!

**Components**
- 60 Empire Cards:
  - 6 matching decks of 10 Adventurers
  - 42 Egg Cards
  - Tie-Breaker Marker
- 13 Egg Tokens

**OverView**

Eggs and Empires is played over three rounds, with nine turns each round. A turn is:

1. Each player selects one Empire Card from their hand of three and places it face down in front of them.
2. Reveal all chosen Empire Cards simultaneously.
3. Collect Eggs!
4. Discard played Empire Cards face up and discard any unclaimed Egg Cards, then reveal new Egg Cards: 2/3/4p = 2 Egg Cards, 5p = 3 Egg Cards, 6p = 4 Egg Cards
5. Resolve any “Turn End” Empire Card abilities and draw back up to three Empire Cards in hand.

**Set-Up**

Sort the Egg Deck
Sort the Egg Deck and return to the box all Egg Cards not used based on number of players:
- 2/3/4p: Remove all the Egg Cards marked with 5/6p and 6p.
- 5p: Remove all the Egg Cards marked with 6p.
- 6p: Use all the Egg Cards.

Player Set-up
- Each player takes one Empire Deck. All players shuffle their Empire Cards, place them face down in a pile, and draw the top THREE into their hand.
- Players may choose to discard their starting hand and draw three new Empire Cards ONCE at the beginning of the game. They then shuffle their remaining Empire Cards together.

Play Area
- Shuffle and place the Egg Deck face down in the middle of the Play Area.
- From the Egg Deck, reveal the starting Egg Cards per the number of players:
  - 2/3/4p: 2 Egg Cards, 5p = 3 Egg Cards, 6p = 4 Egg Cards
- Randomly select a player and give them the Tie-Breaker Marker.

**Gameplay**

Eggs and Empires is played over three rounds, with nine turns each round. A turn is:

1. Each player selects one Empire Card from their hand of three and places it face down in front of them.
2. Reveal all chosen Empire Cards simultaneously.
3. Collect Eggs!
4. Discard played Empire Cards face up and discard any unclaimed Egg Cards, then reveal new Egg Cards: 2/3/4p = 2 Egg Cards, 5p = 3 Egg Cards, 6p = 4 Egg Cards
5. Resolve any “Turn End” Empire Card abilities and draw back up to three Empire Cards in hand.

Exception: Before the 9th turn of a round no Empire Cards are left to draw from.
COLLECTING EGGS

The HIGHEST revealed Empire Card chooses an Egg first. The next highest revealed Empire Card chooses second. This continues until ALL revealed Eggs have been taken, if able. Players always place collected Egg Cards face down in front of them, creating a scoring pile. A player will never take more than one Egg in a single turn. Resolve Collect Egg Empire Card abilities as needed. Empire Card abilities may affect the order that Egg Cards are selected, overriding numerical order.

Players MUST take an Egg Card if able. If, due to an Empire Card ability, a player does not collect an Egg, the player with the next highest Empire Card collects an Egg, if able.

 Turns are broken by player order, beginning with the player that holds the Tie-Breaker Marker and moving clockwise. After any turn in which a tie occurred, the Tie-Breaker Marker passes to the left. NOTE: Multiple Dark Priestesses (9) canceling out is NOT considered a tie!
Players may choose to pass the Tie-Breaker Marker clockwise after every round instead.

ROUND END

† A round ends after NINE turns. Players will have ONE unused Empire Card.
† Each player sums their Egg Cards and Bonuses from Empire Cards using the positive and negative VP marked on them. Track scores with pen and paper, or try Con/Pub Scoring below!
† Each player draws FOUR Empire Cards into his hand.
† Each player takes TWO Empire Decks and shuffles them together.
† Two-player (2p) Eggs and Empires plays like 3-6 players with the following exceptions:
  † In 2-4 player games, the first player to collect 3 Egg Tokens is the winner. With 5-6 players played this way are part of the NEXT turn.
  † Collect all Egg Cards, shuffle, then place the Egg Deck face down in center of the play area. Revealing the strategy Round 2 Egg Cards: 2/6p – 2 Egg Cards, 5p + 3 Egg Cards, 6p + 4 Egg Cards

GAME END

The game ends after Round 3 is completed. Sum each player's total from Three Rounds of play. Highest total VP is the winner! If there is a tie, enjoy your delicious victory. Players exchange Empire Cards, and move clockwise. After any turn in which a tie occurred, the Tie-Breaker Marker passes to the left. NOTE: Multiple Dark Priestesses (9) canceling out is NOT considered a tie!

TWO-PLAYER RULES

Two-player (2p) Eggs and Empires plays like 3-6 players with the following exceptions:
† Each player takes TWO Empire Decks and shuffles them together.
† Each player draws FOUR Empire Cards into his hand.
† Each player plays TWO Empire Cards and may collect TWO Egg Cards, if able.
† A player may NOT choose to play the same two Empire Cards on a turn!

EMPIRE CARD ABILITIES

(1) Bard: No Ability.

(2) Scout: (Turn End): After Egg Cards have been collected, Scout takes the top card of the Egg Deck, looks at it, then places it FACE DOWN in the center of the play area. Egg Cards played this way are part of the NEXT turn.

(3) Shepherd (Collect Eggs): Shepherds ALWAYS collects Egg Cards before Blacksmith. Any face down Egg Cards are in addition to the normal revealed Egg Cards. If multiple Scouts (2) have been played in a turn, then those players each get to execute the Scout action (in player order), but those players only look at their own face down Egg Card.

(4) Courier (Turn End): If a player did not collect an Egg Card, they may draw three cards into their hands. Players may choose to discard their starting hand and draw three new Empire Cards as in previous rounds.

(5) Merchant (Turn End): If Merchant DID collect an Egg Card, you may discard ANY collected Egg Card, even the Egg Card just collected during the turn Priest was played.

(6) Priest (Turn End): If Priest DID collect an Egg Card, you may discard ANY collected Egg Card, even if it is an Exploding Egg. Mage may choose whether or not to take an available face down Egg Card, but must keep it until AFTER they are collected. All face down Egg Cards must be collected if able, only a Mage may choose not to collect a face down card.

(7) Mage (Collect Eggs): Mage NEVER collects face-up Exploding (negative) Egg Cards. Mage may decide whether or not to take an available face down Egg Card, but must keep it even if it is an Exploding Egg.

(8) Blacksmith (Turn End): If Blacksmith did NOT collect an Egg Card, you receive -4VP at round end. Track this by placing Blacksmith in scoring pile.

(9) Dark Priestess (Collect Eggs): If more than one Dark Priestess was played this turn, at round end. Track this by placing Blacksmith in scoring pile.

(10) Hero: No Ability.