



Let's learn to play...

The Tea Dragon Society

Card Game



In this game, we take care of adorable Tea Dragons, represented by our deck of cards.

Our decks will grow as fast as our bond with our Dragons as we make memories to score points.

After four seasons, the player with the most points will win!



To play this game, each of us will use a Tea Dragon deck.

I'll use *Jasmine*.

You two can use *Rooibos* and *Ginseng*!

Each Tea Dragon has a special ability that you'll discover as you play the game.

We'll each place our Dragon card on the table.

Then each of us will shuffle our deck and put it face down on the table next to the Dragon card.

Here's how we'll get started...

DECK **TEA DRAGON** **HOLD**



This area is called the "hold."

It's where you'll play all your cards.

Next, we'll draw four cards from the shuffled Market deck and place them in the middle of the table like this.

MARKET CARDS



We'll also place the Memory cards for spring on the table like this, since three of us are playing.

MARKET CARDS



MEMORY CARDS



Now we're ready to start playing!

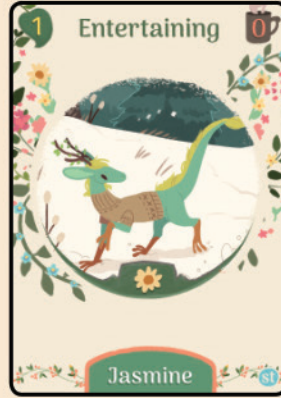


If I choose to draw a card, I'll add it face up to my hold like this.



For my first turn, I'll choose to draw a card and place it in my hold.

It's an Entertaining card.



The number 1 on the card means it's worth one growth.

I'll be able to spend this growth later to buy other cards!

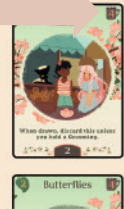


Each Market and Memory card has a growth cost.

MARKET CARDS



MEMORY CARDS



If I have enough cards in my hold to pay the growth cost, I can discard them to buy a Market or Memory card.

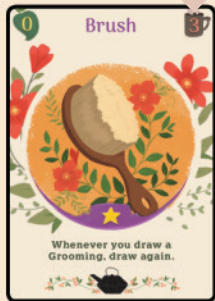
I think I get it!



Here's an example.

Let's say I want to buy this Brush card from the market.

It costs three growth.



I'll need to discard cards worth three growth from my hold to buy it. I'll discard these three cards that are each worth one growth...



HOLD

...and put them in my discard pile.



DISCARD



DECK

Then I'll place the new card I bought from the market face up in my hold.



HOLD

If I buy a Memory card, I'll place it right into my discard pile, then shuffle my discard pile into my deck!



Now it's your turn!

So, I can draw or buy a card?

Which is better?

They're both important.

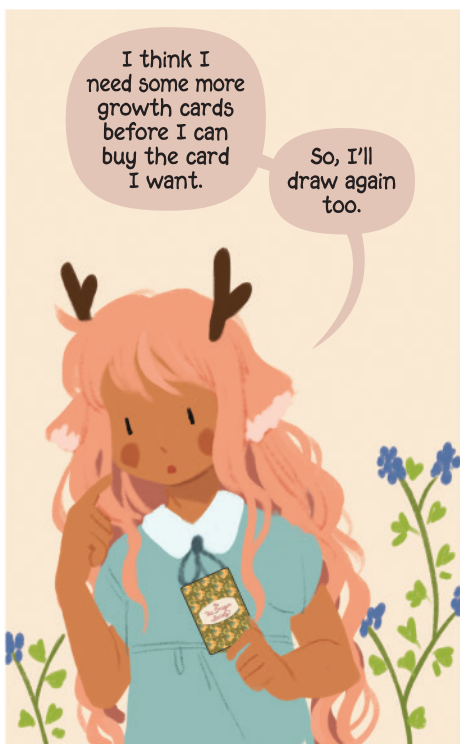
Buying cards lets you add more powerful cards to your deck.

But to buy cards, you'll need plenty of growth cards in your hold, so drawing cards is important too!



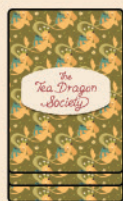
HOLD



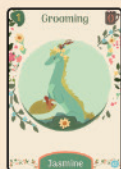




You put those cards in your hold when you buy them...



DECK



HOLD



... then spend them later to buy even better cards!



And even though you have to discard them when you spend them, eventually you'll shuffle those cards back into your deck so you can draw them again!



That makes sense!



Okay,
I'll buy this
card from the
market and
put it in my
hold.

Your
turn!

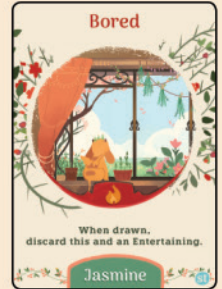


I'll draw
another
card.

Wait...



...what
is this
card?



Sometimes, a
card will tell you
to do something
as soon as you
draw it.



Tea Dragons are mischievous
creatures, so sometimes you'll
draw a Mischief card!



Don't worry,
it's just a minor
setback!

The instructions
on this card say
to discard it
right away.

You also have
to discard one
Entertaining
card from your
hold, if you
have one.



Buying
Memory cards
also changes the
season.

The
game starts in
spring with four
spring Memory
cards...

...but
when there's
just one spring
Memory left, we'll
discard it and
put four new
summer Memory
cards on the
table.



LAST SPRING MEMORY



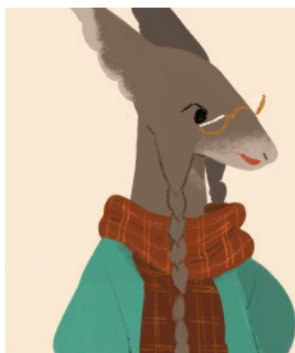
Summer Memory cards
are even more valuable,
and when there's just
one of those left on the
table, we'll discard it
and put fall Memory
cards out.

**WORTH
5 POINTS!**

The game will end once there's just one
winter Memory card left on the table.



LAST WINTER MEMORY



Okay!

I get it
now!

Yeah, I'm
getting the hang
of it too!

Let's keep
playing!

*The
End!*