

Introduction & Components

Discover the ancient art form of Tea Dragon caretaking within this enchanting world of friendship and fantasy. Create a bond between yourself and your Tea Dragon that grows as you progress through the seasons, creating memories to share forever.

Each Player's deck represents their own Tea Dragon. From turn to turn, players will choose to draw a card, triggering effects and strengthening their position, or buy a card, improving their deck or scoring points.

- 4 Player Aid cards
- 4 Tea Dragon decks (Dragon card and 12-card deck)
- 40 Market cards
- 24 Memory cards
- 1 Mentors token
- 19 Growth tokens
- 26 Victory Point tokens
- 8 Bonus cards for use with the original *Tea Dragon Society Card Game*
- 1 Rulebook
- 1 Comic Quick-Start



Setup

1. Take Dragon Cards and Starter Decks.

Each player takes a Tea Dragon card and places it in their hold. Then, each player takes the matching Starter deck and shuffles it. Return all unused Tea Dragons and Starter decks to the box.

In this game, players do not have hands of cards. Instead, each player keeps their cards faceup on the table in their **hold** next to their deck.



Starter Card

2. Prepare Market Tableau.

Place a single copy of the Time Passes card face down on the playing surface (this will be the bottom of the Market deck). Shuffle the remaining Market cards (placing them on top of that Time Passes card), draw four cards and place them in the center of the table to form the Market tableau.

(If a Time Passes card is drawn during setup, discard it with no effect and draw a new Market card.)

3. Shuffle Memory Decks.

Separate the Memory deck into its four seasons, shown by the different colors and season symbols, and shuffle each season.

Setup

- Remove Memory Cards.** Remove Memory cards from each season depending on the number of players, and return them to the box without looking at them.
 - **2 to 3 players:** Remove two Memory cards from each season.
 - **4 to 5 players:** Remove one Memory card from each season.
- Prepare Memory Tableau.** Flip all Memory cards in the Spring season face up to make the Memory tableau. Set aside the Memory cards of the other seasons, to be used later in the game.

Memory Cards: use in this order



Spring

Summer

Autumn

Winter

For a more strategic game, players may reveal the Winter Memory cards after this step. This will allow the players to plan more for the endgame scoring cards.

- Growth Tokens.** Give each player a single Growth token. Place the remaining Growth tokens in a supply next to the Market tableau.
- Victory Point Tokens.** Place the Victory Point tokens in a supply next to the Market tableau.
- Choose First Player.** The player teaching the game or the oldest player will take the first turn. Give the Mentors token to the player to their right.

Then, begin play, starting with the first player.

Playing With More Dragons

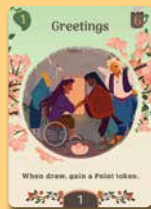
There are eight cards contained in this box that are for use with the original *The Tea Dragon Society Card Game*:

- **Four Starting Dragon cards:** Chamomile, Ginseng, Jasmine, and Rooibos. These are replacements for the cards of the same name.
- **Four Starting Growth cards:** Entertaining (Rooibos), Feeding (Ginseng), Grooming (Jasmine), and Sleeping (Chamomile). These are replacements for one of the cards of the same name with the same Growth value.

These eight cards allow players to combine both *Tea Dragon Society Card Games* with the Dragons being balanced for play among the full array of Market and Memory cards. This will also allow games with up to 5 players.

Example Three-Player Setup

3-5



Memory Tableau

Market Deck

8 Player 1
(First Player)



Player 2



2 Market Tableau



6 Growth tokens



7 Victory Point tokens



1 Player 3

Deck

Tea Dragon

Hold



The Cards

Most cards in the *Autumn Harvest: A Tea Dragon Society Card Game* share a few common parts.

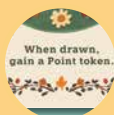


Growth

- The **Growth** you gain by discarding the card from your hold.
- The **cost** in Growth you must spend to buy the card. (Starter cards, marked with **st**, have no cost.)



Cost



Effect

- The **effect** of drawing this card or drawing another card while this card is in your hold.
- The **points** you score by having this card at the end of the game.



Points

(You'll find a detailed description of the cards in the Card Glossary in the back.)

The Tokens

There are three types of tokens.



Growth token

- **Growth** tokens (*all value 1*). These are spent like the Growth on cards but are discarded back to the general supply when used to buy a card.

A player may not hold more than 3 Growth tokens, unless specifically stated otherwise by a card effect.



Mentors token

- **Victory Point** tokens (*values 1 & 5*). These tokens may be gained and lost and will count as victory points equal to their value during final scoring.
- The **Mentors** token. This token provides one Growth for the player with this in their hold. This token will move counterclockwise to the adjacent player after the player with it in their hold buys a card.



Victory Point tokens



How to Play

On your turn, you can choose to do one of two actions:

1. **Draw** a card.
2. **Buy** a Market OR Memory card.

Once you finish your action, your turn ends and the player to your left begins their turn.

Drawing a Card

Draw a card from your deck and add the card to your hold. If your deck is empty and you need to draw a card, shuffle your discard pile to make a new deck.

A card may have an effect that triggers when it is drawn or when another card is drawn. **The effect of a card can only be triggered once per turn.**

Buying a Market Card

To buy a Market card, you must spend Growth that equals or exceeds the Growth cost of the card you want to take. The Growth may come from discarding Growth tokens and/or from discarding Growth cards from your hold.

You don't get change for discarding more Growth than you spend, and you don't keep excess Growth from turn to turn.

When you take a card from the Market tableau, add it to your hold. Then, draw a new Market card to replace the empty space in the Market tableau.

(If the Market deck is empty, reshuffle the Market discard pile to make a new Market deck.)



Two Market cards, Celebration and Time Passes, have effects that trigger when the card is revealed on the Market tableau.

Buying a Memory Card

To buy a Memory card, you must discard cards and/or tokens the same as when buying a Market card.

When you buy a Memory card, place it in your discard pile and then shuffle your discard pile and deck together to make a new deck.

Then, if only one card remains in the Memory tableau, the **seasons change**:

1. Discard the remaining Memory card.
2. Flip up all of the Memory cards in the next season to make a new Memory tableau.
3. Discard all cards in the Market tableau and draw four new cards for the Market tableau.



Game End

The game ends when only one Memory card remains in the Winter season.

Players collect all cards in their deck, discard pile, and hold, and tally up the points on all these cards along with any Victory Point tokens. The player with the most points wins.

In the case of a tie, the player with the most Memory cards wins. If there is still a tie, the player with Mentors, or the next player among tied players that would have received the Mentors, wins.

Based on the Oni Press graphic novels by Katie O'Neill
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Card Glossary



Bonus Effect: Many item cards and some other cards may have a Bonus Effect. Each of these cards will have text that informs the players of the immediate or ongoing effect.



Bonus Effect



Growth Cards: Feeding, Entertaining, Sleeping, and Grooming are the Growth cards.



Growth



Item Cards: Many Market cards are Items. An Item will have another identifier, such as Bonus Effect, Protection, or Vulnerable.



Item



Mischief Cards: Bite, Bored, Picky, Grumpy, Lesser Mischief, and General Mischief are all Mischief cards.



Mischief



Protection Cards: Herbs is the only Protection card in this *Tea Dragon Society* game.



Protection



Tea Dragon Cards: Earl Grey, Ginger, Hibiscus, and Peppermint are the Tea Dragon cards. Your Tea Dragon card is always in your hold, and on the back of this card there is a reference of the cards in the starting deck for this Tea Dragon—this starting deck represents the personality of your Tea Dragon. Your Tea Dragon has an effect that triggers when you draw its most common Growth card but have none of that card in your hold.



Vulnerable



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Autumn Harvest

A Tea Dragon Society Card Game

