

INCUBATION™

RULEBOOK



The world has become a very different place in the last 12 months since the discovery of the century! High atop the Earth's tallest mountains, brave explorers found a cave containing nests with gigantic, colourful Dragon Eggs! Over the past year, hatching those Eggs has become big business with a fortune to be made for a talented Breeder.



INCUBATION™

*Enrich yourself by hatching and raising Dragons,
and selling them at the market in exchange for Treasure.
Will you become the wealthiest Dragon Breeder of them all?*

COMPONENTS



36 Dragon
Egg cards



10 Objective
cards



5 Incubator
boards



1 Game
Board

THE MARKET



1 Spinner



1 Plastic
Fastener



30 Silver Coins
(1 Victory Point)



15 Gold Coins
(5 Victory Points)



30 Fire
tokens



30 Water
tokens



2 Dice



1 First Player
token

CONCEPTS

DIE FACES:

- = Chest
- = Water token
- = Fire token
- = 1 Gold piece
- = 1 Victory Point
- = 5 Victory Points

Before your first game, assemble the Market by attaching the spinner to the game board with the plastic fastener. Together, this board is the Market.



MARKET:



This is where you can exchange your hatched Dragon Eggs for Treasure.

INCUBATOR:



This is where you will place your Dragon Egg cards, as well as your Water tokens and Fire tokens .

DRAGON EGG CARDS:









These cards each show a particular Dragon to hatch, as well as its value in Victory Points .

OBJECTIVE CARDS:




These cards provide additional Victory Points at the end of the game, if you have fulfilled their requirements.

SETUP

- 1 Give each player 1 Incubator board. 1A Each board shows 2 Incubators.
- 2 Place the Market in the centre of the table.
- 3 Place 1 , 1 , and 1  in the Treasure slots, indicated by the spinner.
- 4 Place the remaining , , and  to the side of the Market within easy reach of all players. This is the Reserve.
- 5 Shuffle the Dragon Egg cards, and place three faceup decks of equal size on the spaces indicated on the Market.



- 6 Randomly select a number of Objective cards corresponding to the number of players. Then, place them on the spaces indicated on the Market. Return the remaining Objective cards to the game box, as they will not be used this game.
 - 2 or 3 players = 5 Objective cards
 - 4 players = 4 Objective cards
 - 5 players = 3 Objective cards
- 7 The player who most recently ate an egg starts the game. Give them the First Player token .
- 8 Starting with the last player (the player to the right of the First Player) and proceeding counter-clockwise, choose 1 Dragon Egg card and place it in one of your Incubators.

GAMEPLAY

Rounds play clockwise, starting with the First Player.
On your turn, perform the following actions in the order indicated:

1. Roll the dice;
2. Perform the actions on the dice;
3. Hatch and sell Dragon Egg cards (if possible);
4. Resolve an Objective card (if possible).



1. ROLL THE DICE



Roll the two dice. After your first roll, you may reroll one or both of the dice. You may not reroll either die again.

- A** If 1 die shows , turn the Market spinner 1 section clockwise.
- B** Then, add a , a and a in the Treasures corresponding to the spinner.

A



B



If both dice show ,
don't turn
the Market spinner.








Instead, collect all the Treasures from one Section of your choice from the Market.




2. PERFORM THE ACTIONS ON THE DICE



- If 1 die shows , take 1  from the Reserve.
- If both dice show  , take 3  from the Reserve.





 represent Victory Points. They can also help complete certain Objective cards.






 can be used to complete Dragon Egg cards.



- If 1 die shows , take 1  from the Reserve and place it on 1 of your Incubators that requires this resource.




- If both dice show  , take 3  from the Reserve. You may decide to allocate these resources to 1 or more Incubators, as long as there are Dragon Egg cards that require them and space left to place them.



NOTE:



functions like , but with Fire tokens in place of Water tokens.







TOO MANY RESOURCES?

If you do not have enough space in your Incubators to place all of the resources acquired on your turn, the player adds the excess to a Treasure of his choice.




TAKE A DRAGON EGG CARD

- You may use a die featuring a , , or  symbol to draw a new Dragon Egg card from the Marketplace, rather than complete its regular die action.
- You may not use a  die to draw a new Dragon Egg.
- You may use both dice to draw 2 new Dragon Egg cards on your turn.
- You must have an empty Incubator available in order to take a new Dragon Egg card.



REMEMBER!

Dragon Egg cards help complete Objective cards and provide  at the end of the game.



3. HATCH AND SELL A DRAGON EGG CARD

HATCHING

As soon as you have a Dragon Egg with all of its required resources in one of your Incubators, the Egg hatches!

- First, return all of the spent resources to the Reserve;
- Then, remove the Dragon Egg from its Incubator and flip it to its Dragon side placing it in front of you;
- Then, collect one of the Market's Treasures, corresponding to the colour of the newly-hatched Dragon Egg.
- **The player has to leave any excess resources that don't fit in an Incubator in the chest and takes only 1.**
- Any resources obtained from the Treasure are placed in 1 or 2 Incubators containing a Dragon Egg.

It is possible to hatch multiple Dragon Eggs on your turn.



HYBRID EGGS



Hybrid Eggs are a cross of 2 different colours.

- As soon as you hatch a Hybrid Egg, remove it from its Incubator, flip the Egg card and place it in front of you.
- Then, collect a Treasure corresponding to each of the colours of the newly-hatched Dragon Eggs.

Hybrid Eggs **cannot** help to complete Objective cards.

MYSTERY EGGS

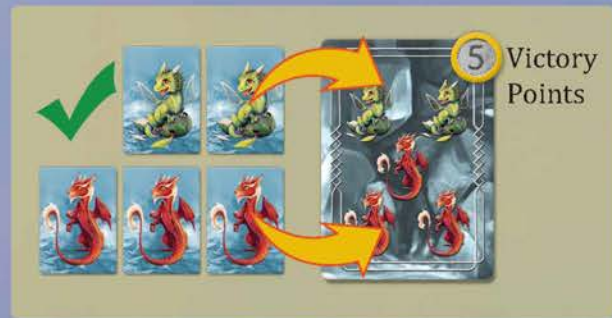


- Mystery Eggs do not have a colour.
- As soon as you hatch a Mystery Eggs, remove it from its Incubator, flip the Eggs card and place it in front of you. You **may not** collect a Treasure.
- Mystery Eggs help complete Objective cards. This type of Dragon Egg is wild and can be used as any colour of Dragon for completing an Objective card.



4. RESOLVE AN OBJECTIVE CARD

- As soon as you fulfill the conditions of an Objective card, you may claim it from the Market and place it in front of you. It is worth 1 at the end of the game.
- You may only claim **1 Objective card per turn**. Even if you fulfill the conditions of multiple Objective cards on the same turn, you must wait until your next turn to claim another.



END OF THE GAME

The game ends as soon as one of two conditions are met:

- A** 2 Dragon Egg Decks have run out;
- B** There are no more available Objective cards.

The players finish the current round, with the player to the right of the First Player taking the final turn. (This way, each player will have an equal amount of turns.)



VICTORY:

Each player totals the 1 from their Objective cards and hatched Dragon Eggs, as well as any tokens they've collected during the game.

The player with the most 1 wins the game!

TIE BREAKER

- In case of a tie, the player with the most completed Objective cards wins.
- If the tie persists, the player with the most hatched Dragon Eggs wins.
- If players have equal Victory Points, completed Objective cards, and hatched Dragon Eggs, those players share the victory.



EXAMPLE:

Players count all their points:



- Egg cards hatched= **38 Victory Points**



- Objective cards completed= **5 Victory Points**



- Gold coins= **13 Victory Points**

Total: 38 + 5 + 13 = 56 Victory Points

SPECIAL THANKS:

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