FABULANTICA

6+

2–5

20–30 min



Pegasus Spiele

Marco Teubner



Hi!

My name is Marco Teubner. I am a cultural scientist and for over 15 years I have been a professional game designer. I live with my wife and our three children in Upper Bavaria. Most of the games I design are for children. In games we can live out fantasies, try things out and learn while at the same time having fun and enjoyment. “Fabulantica” is one of my favourite games ever. It enables you to embark on adventures with likable heroes and heroines from the world of fairy tales. Let’s go to Fabulantica, let’s get playing!

Have fun, Marco Teubner

Components

- 1 game board
- 5 figures
- 12 inhabitants with base
- 12 towers
- 1 “magic carpet” tile
- 54 travel cards
- 24 task cards

Structure of the task cards:



Story

"Hocus-pocus, toe of mouse, rush me over to the witch's house!" cries Amir the apprentice sorcerer. A blue thunderbolt lightens up the sky and a loud "Kaboom!" is heard. Amir rubs his eyes in surprise.

He is not, as he expected, in the witch's house – instead, he finds himself in front of the old mill. It looks like something has gone seriously wrong with his spell! It is not only the apprentice sorcerer who finds himself in a totally different place – the rest of the inhabitants of Fabulantica have also been dispersed throughout the whole of the land thanks to this spell. Confused as to what has just happened, the inhabitants take cover in the towers where they wait for help, since nobody knows where the others have got to. Can you help them?





Game setup



1. Place the **game board** in the middle of the table where it is easily accessible for all players.
2. Choose a **figure** each, and place them on the castle in the middle of the game board.
   If you are fewer than five players, take the rest of the figures out of the game.
3. Also place the **magic carpet** on the castle.
4. Put the **12 inhabitants** on their bases, put them on the game board and then cover each inhabitant with 1 tower.
5. Carefully shuffle the **towers** and push each tower on 1 yellow field on the various locations. No more than 1 tower is allowed to stand on each location at a time. The castle in the middle and 5 further locations stay uncovered. Now none of you should know where which inhabitant is hiding!
6. Shuffle all **task cards** and place them face-down as a pile next to the game board. Then turn over 3 task cards, placing them face-up next to the pile. These 3 cards form the **common display**. Make sure that 3 different inhabitants in need of help (the inhabitants on the bottom left-hand edge of the card) are always included in the common display. In the case of a duplicate, simply place 1 of the two cards at the bottom of the pile and turn over 1 new task card.

7. Then shuffle all **travel cards** well. Each player is now dealt 5 travel cards. Any player that has problems holding cards can place them face-up in front of them. The rest of the travel cards now form the draw pile. Place them next to the game board.

The objective of the game is to find the dispersed inhabitants of Fabulantica. You are awarded 1 gold coin for each fulfilled search task. The first player to own 3 gold coins is the winner!





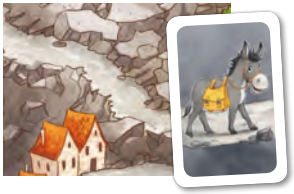
How to play

The 3 inhabitants in need of help in the common display are waiting for you. Hurry up – there is no time to be lost! The game is played in a clockwise direction. The youngest player amongst you starts.

When it is your turn, perform the following actions in the specified sequence:

1. Travel to a different location

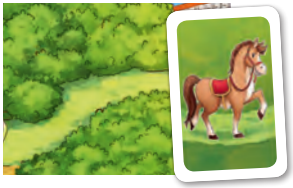
Use your travel cards for this. You have to discard 1 appropriate travel card for each path section. You may travel on several path sections during your turn as long as you can discard 1 appropriate travel card for each section.



For the **grey paths of the mountains**, you need a **donkey**.



For the **yellow paths of the desert**, you need a **camel**.



For the **green paths of the forest**, you need a **horse**.



For the **blue waterways**, you need a **ship.**

Place the used cards on a discard pile next to the game board and move your figure to the location at the end of your path.



The magic carpet offers a further opportunity for getting from place to place. If you are at or arrive at the current location of the magic carpet and you are holding a travel card with a magic carpet, you may discard it and **travel to any place you like on the game board**. Place your figure on the magic carpet tile and "fly" to any location you like. The magic carpet now stays on the new location and waits for its next trip.

If you don't have any appropriate card or you don't want to travel, then simply stay where you are. In this case, you don't perform the second action and instead go straight to the third action "Picking up new travel cards".

2. Which inhabitant is hiding beneath the tower?

If, at the end of your turn, your figure ends up in a location with a tower, you are allowed to see which inhabitant is hiding beneath it. If you don't want to have a look, since you already know which inhabitant is hiding beneath it, then simply leave the tower as it is. If you decide to look, then make sure that the inhabitant you uncover is easily visible for all players.

Is there 1 of the 3 inhabitants in need of help from the common display underneath the tower?

If so, then take the appropriate task card from the common display and place it face-up in front of you. **Important**: you can look for a maximum of 2 missing friends at the same time, i.e. you may have no more than 2 task cards face-up in front of you. Your 2 task cards may not feature the same inhabitants in need of help.



Take a look at the task card. The inhabitant in need of help is relieved that you have found him, and immediately informs you who has been missing since the spell went wrong. It is now your task to find the missing friend illustrated in the speech bubble (located on the upper, right-hand side of the card).

Then move the tower you have just uncovered – including its inhabitant – to any other free location of your choice. Then reveal a new task card to the common display so that it contains 3 face-up task cards. Make sure that there are always 3 different inhabitants in need of help.

Is there one of the missing friend featured in your tasks underneath the tower?



Congratulations! You have successfully completed your task. You receive 1 gold coin as a reward. To receive your gold coin, turn over the completed task card so that you can see the gold coin and leave it face-up in front of you until the game is over.

The inhabitant that has been hiding in the tower now takes flight and changes location. Move the tower you have just uncovered – including its inhabitant – to any other free location of your choice.

Is there no inhabitant in need of help or missing friend underneath the tower?

If so, then simply put the tower back on the inhabitant, hiding them once again. The inhabitant and the tower **stay at this location and aren't moved**.

Tip: if an inhabitant is standing on a location or is moved to a new location, think up a short story about the location and the inhabitant! This will make it much easier to find the inhabitant next time round. (Example: the tower with the knight is moved to the cave. Story: the knight courageously enters the gloomy cave!) You will find it even more fun if you put your heads together and think up the stories together.

3. Picking up new travel cards

At the end of your turn, pick up 2 new travel cards or swop 2 of your travel cards for new ones. However, you are not allowed to have more than 10 travel cards at any one time. Then it is the next player's turn.



The game ends as soon as one of you has **3 gold coins** in front of them.

This player is the winner.



Game end

„For every age the right game!" – that is our motto!

Our joyful games are available in the four colors: green, blue, yellow and red. Each color refers to a specific age of your child. This is an overview of our color coding:



3+

3+ Games for the Little Ones



4+

4+ Rules Can Be Fun



5+

5+ I Can Play This on My Own



6+

6+ Even Mom and Dad Can Have Fun with This

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