Fairytale (Sequel to Fische Fluppen, Frikadellen)

In the original German, the words in brackets all begin with the letter "F". The alliteration is lost in translation.
Fabulous: Fearlessly you found the 3 fetishes in the Finnish fjord. With light-footed and (clever) feints you (carry them off) to (prince) Fieso in France to free the fascinating faerie and (baroness) Fabula. But Fieso is (hostile to) foreigners, what a fiasco! Under (deprivation of liberty) you land (bleak) and freezing in a frightful fortress with (sinister corridors). Now you must flee out of Fiesos (trap). Furunkulus, the monster - a frightening freak - awaits you. So you want to fool Furunkulus and flee into freedom.
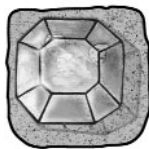
Components

1 folded plan

17 floor tiles (function: see back of the rules sheet)
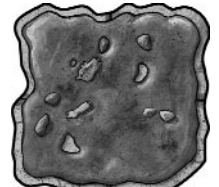
3 stones	2 crystal	4 turning stones right	2 turning stones 180°	2 teleporters		2 blood pools
back: **s**tone	stone	stone	stone	both sides	both sides	both sides

8 monster movement tiles: 1 starting player tile

5, 7, 7, 8, 8, 10	1 hit	2 hits

25 playing tokens in 7 colors (before playing please attach stickers on these player tokens, the sum of both sides on each player token must always be 7).

1 monster building kit (you can built different monsters with these pieces)

Goal of the game

The players try to move their playing tokens through prince Fieso´s fortress, without being eaten by the monster Furukulus. Whoever gets a certain number of his playing tokens out of the exit wins the game. During the game, the players move one playing token after the other in turn order. After all playing tokens are moved, the monster will make its movement automatically (triggered by the monster movement tiles), to eat the playing tokens in sight. So already during movement you must place your playing tokens behind stones to try and hide or to attract the monster to move it to nearer opponents.

## The basic game

Preparations:

Place the plan in the middle of the table. Shuffle the monster movement tiles and place them face down next to the plan.
Every player gets all the playing tokens of one color (6/1, 4/3, 3/4, 2/5). In games with 5 to 7 players everybody gets only 3 playing tokens (6/1, 3/4, 2/5). All playing tokens are placed next to the entrance with the white numbers (colored sides) face up. Every player now has a 1, 4 and 5 (with 2 to 4 players additionally a 3).
Create a monster by joining the appropriate pieces and place it on the corner space next to the exit. Remaining monster pieces are placed back into the box. The monster looks straight to the letter M at the border of the board.
Remove the teleporters from the game. You only need the two blood pools and all the stones (the backs of the different stones) in the basic game.
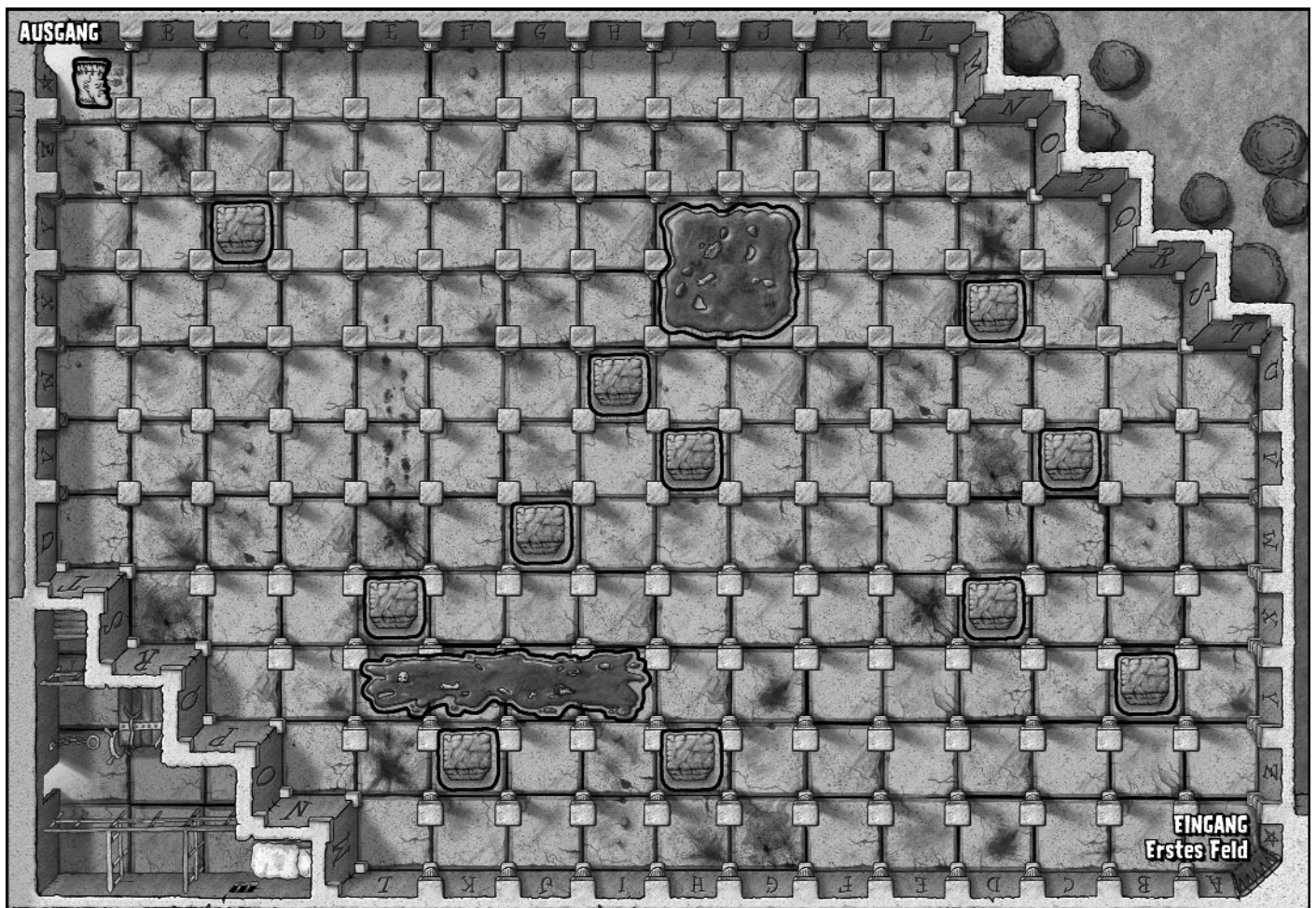
Place all the stones and the blood pools on the board corresponding to the picture.

The game

The player who looks the most like the monster starts the game. This player takes the starting player tile.

The game is played in two stages. In the first stage all the playing tokens that are eaten by the monster are placed at the entrance and can come back into the game. In the second stage all playing tokens that are eaten by the monster are permanently removed from the game.

A single game turn is divided into two phases:
1: Movement of the playing tokens
2: Movement of the monster

1. Movement of the tokens

The playing tokens all have one side with white numbers (colored side) and one with black numbers (black side). At the beginning of the first game turn all white numbers (colored sides) are lying face up. At the end of this game turn all the black numbers (black sides) are lying face up, because after movement each playing token is turned to the other side. The players in turn order move one of their playing tokens up to the maximum of spaces equal to the visible number.

For a playing token entering the plan the first space counted is the corner space at the entrance. To leave the fortress the playing tokens need an additional movement point after the corner space at the exit.
The playing tokens can move on any space vertically or horizontally, they can move any number of movement points up to the maximum of the visible number – even just staying at the same space (they can move forwards and backwards and can change the direction at any time). The playing tokens can move through spaces occupied by other playing tokens (occupied spaces still count toward the total number of spaces moved), but they must end their movement on an empty space.
After movement the playing token is turned to the other side, so you can see easily that it has already moved (the new number is the maximum movement distance for the next turn). After finishing that movement the next player in turn order moves one of his playing tokens.
After all playing tokens have been moved (when all are turned over to the appropriate side) the movement of the playing tokens stops.

Important: During the first turn all players only move (any) two playing tokens onto the plan. The remaining playing tokens outside the plan are simply turned over to the other side. Beginning with the second turn all players move all their playing tokens.

Pushing: The playing tokens can push stones. A stone can only be pushed, if the space behind that stone is empty. You cannot push stones out of the plan.

Important: If somebody pushes a stone on the corner space at the entrance or exit, the stone is instantly removed from the game.

Blood pools: With one movement point the playing tokens move onto the blood pool and slide in straight line to the space beyond the blood pool. If there is a moveable stone on that space it is pushed one space according to the rules. If it is not possible according to the rules or if the blood pool lies next to the border of the plan, the playing tokens stay on the last space of the blood pool and need another movement point to slide sideways off the blood pool. Because it is forbidden to end your movement on the same space as another playing token, you cannot move onto blood pools with your last movement point, if the space behind the blood pool is already occupied by another playing token.

If you push a stone onto the blood pool, it slides in straight line across the blood. If the space behind the blood pool is empty it stops there, if it is occupied it remains on the last space of the blood pool.

Important: Playing tokens cannot push other playing tokens.

Important: You can never move through the space of the monster. You can find all movement and pushing rules on the back of the rules sheet.

If it is a player´s turn and he has no more moveable playing tokens, because some of them are already out of the exit (or eaten by the monster), he passes for the rest of the turn.

Examples of movement

❶ The playing token 4 moves 4 spaces and pushes the stone 1 space. The stone cannot be pushed 2 spaces, because the second space is occupied by another playing token. The moving playing token can stop its movement earlier or choose not to move at all (0 spaces). After movement the playing token is flipped and now the 3 is face up.
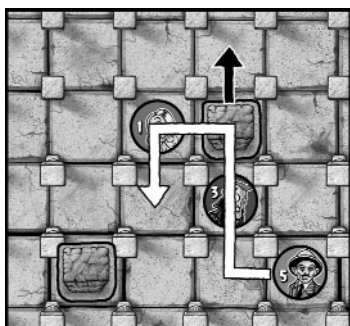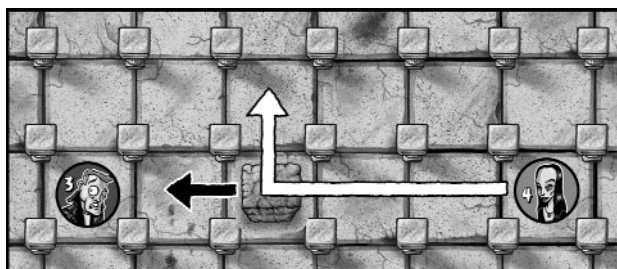
❷ The playing token moves 5 spaces including over two other playing tokens (these spaces must be counted, too). It pushes the stone 1 space. In this example the playing token cannot move 2 or 4 spaces because there are other playing tokens occupying these spaces.

❸ The playing token moves 5 spaces and pushes the stone onto the blood pool. The stone stops next to the other playing token and blocks further sliding. The moving playing token cannot move 2 spaces upwards and then straight to the left, because its movement would have ended on an occupied space. In this case it is not allowed to enter the blood pool, because you are not allowed to end the movement on the same space as another playing token.
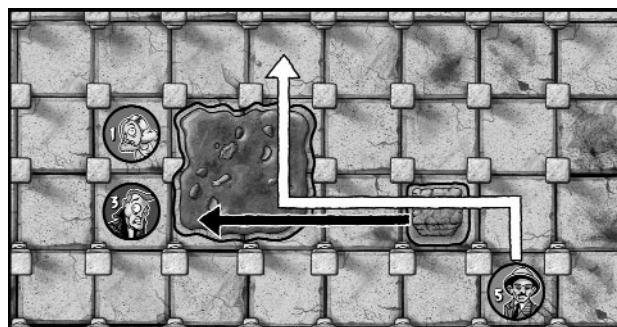
2. Movement of the monster

After the movement of all playing tokens the monster moves. The monster moves automatically with the following rules.
The topmost monster movement card is placed face up and determinates the distance of the monster movement. Every step of the monster is divided into:

a) looking   b) moving a space

These two steps are repeated until the monster reaches the given distance (or condition). After the last movement the monster looks a final time.

The monster always looks in three directions: straight ahead, to the left and to the right. The monster never looks back! (the monster cannot look diagonally either, because the fortress is designed as a pillared hall). If the monster cannot see a playing token in any direction it keeps its direction and moves forward one space to look again afterwards.

If the monster sees a playing token in one of the directions, it turns to this token and moves a space to look again afterwards, moves a step, looks again, etc.

If the monster can see more than one playing token, it moves towards the closest token. If two or more playing tokens have the same distance, the monster keeps its direction (it is confused and a little bit stupid, too) and moves one space to look again afterwards, etc.

The monster cannot look through stones.
If the monster moves on a space occupied by a playing token, it eats this token. During the first stage of the game the playing token is placed back in front of the entrance, it keeps it actual moving distance. If necessary afterwards the monster moves further spaces and can eat more playing tokens.

The monster pushes everything in front of itself (For example playing tokens that hide behind stones, multiple stones, etc.). Only blood pools are unmovable. Everything pushed onto a blood pool slides – corresponding to the rules for playing tokens above – in a straight line to the other side.

The monster can push stones and playing tokens out of the board, the stones are removed from the game, the playing tokens are treated as being eaten.
The monster can walk through walls: If the monster moves out of the plan it keeps it direction and re-enters the board with the same movement point at the other side of the board on the space with the same letter.

After drawing the monster movement cards "1 hit" and "2 hits" the monster moves as long as necessary to eat 1 or 2 playing tokens (or to push them out of the board). But it never moves more than 20 spaces.

Exception: The first monster movement card of each game cannot be a 1 or 2 hit card, you keep drawing monster movement cards until a card with a number and reshuffle the other cards to form a new draw pile.

Examples of monster movement

The monster movement card "8" is drawn; the monster walks 8 spaces. Before the first step the monster looks for victims. It sees playing token A (it cannot see B because it never looks backwards), turns to the left and walks a space nearer to A. Now it sees A and G. A is nearer to the monster, so it keeps its direction and moves nearer to A. Now it can see A and C. C is nearer, so the monster changes direction, slides across the blood and eats C using its third movement point. It could not see H while sliding on the blood (it cannot stop moving on blood). Now it can see D and E. Both playing tokens have the same distance, so the monster maintains its direction and pushes the stone and F one space. Now it cannot see playing tokens so it keeps pushing the stone to the edge and F out of the board. F counts as eaten by the monster. There is still no victim in sight so the monster pushes the stone out of the board, which is removed from the game. Now it can see G. The monster turns, moves a space and eats G. Finally it moves its last space, looks a final time and turns to look at B. If G was at another space, the monster would have moved through the wall and re-entered at the other V to move its last space there.
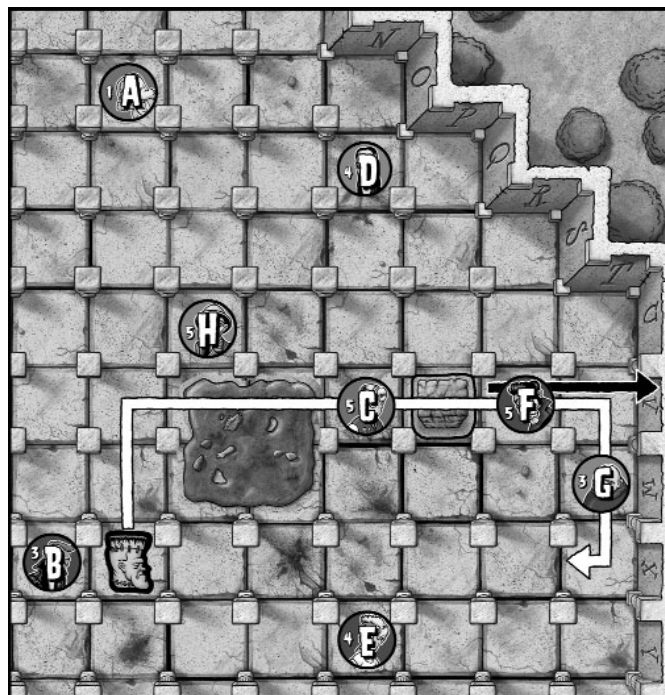
After moving the monster, the next player to the left gets the starting player tile and the game continues with phase 1: Movement of playing tokens. The starting player begins to move one token.

Game´s 1. stage

During the first stage all eaten tokens can re-enter the board and are placed next to the entrance.

Game´s 2. stage

The second stage starts after the second to last monster movement card is drawn and executed. Now all monster movement cards are reshuffled and are placed face down as the new draw pile. From now on all eaten tokens are removed from the game. Sometimes the winning conditions are fulfilled during the first stage. In that case, there is no second stage.

After again using all but the last card monster movement without fulfilling the winning conditions, the game ends and all playing tokens inside the fortress count as eaten and killed.

End of Game

As soon as one player moves all but one of his playing tokens out of the exit, he wins the game (with 2 to 4 players you need 3 playing tokens, with 5 to 7 players only 2 playing tokens). The game also stops if, during the second stage, all playing tokens are eaten and removed from the game. In this case the winning player is the one, who firstly moved the most playing tokens out of the exit.

Comment for the 2 player game

If a player moves 2 of his tokens out of the exit before his opponent not even gets one out, it can really backfire. The other player can move 2 more playing tokens on the plan after the first player finishes his last movement. Experienced players can use these additional moves to really annoy the opponent and win the game.

Anmerkung zum 6- und 7-Personen Spiel

With 6 or 7 players the game is much more random. With luck a player can move 2 of his tokens out of the exit during the first stage to win the game. This leads to a short game.

To play a longer game, change the monster movement card with value ¨5¨ into a ¨3 hits¨ card.

The game for experienced players

To play the game for experienced players use the front sides of the floor tiles, the blood pools and the teleporters. Place all the floor tiles and the starting player tile next to the plan. Starting with a random player everybody chooses any one floor tile in turn order and places it on the game board. The following exceptions are valid:

• nothing can be placed on the 3 spaces next to entrance and exit (the corner spaces and the orthogonally adjacent spaces).
• The floor tiles must be placed exactly on the spaces and cannot overlap.
• It is not allowed to place 2 teleporters directly next to each other. All functions of the floor tiles are explained on the back of the rules, too.

After placing the last floor tile, the next player in turn order takes the starting player tile and starts the game.

Follow all the rules of the basic game.

The functions of the new floor tiles

Crystal: Functions like a stone except that the monster can look through the crystal and see hiding playing tokens.

Turning stones: Functions like a stone as far as playing tokens are concerned. For the monster: If the monster wants to move on the space with a turning stone, it will not push the turning stone, but instead turns referring to the turning stone – either to the right or 180° - and then moves a space. Before moving according to the stone it looks to the left and right and only if it cannot see a playing token is the function of the turning stones activated.

Teleporter: For playing tokens teleporters are equal to the edge of the board – they cannot move on a space with a teleporter. The monster can look over teleporters – they are flat. If the monster walks into a teleporter, it teleports with this movement point instantly to the other (matching) teleporter and looks in the direction of the visible arrow. Before it moves again it will look to the left and right and can immediately change direction.

Example of monster movement

An "8" is drawn. First of all the monster sees A over the teleporter and turns. The turning stone to the monster´s right is not activated, because the monster does not walk into it. It moves one space upwards. It still only sees A and moves another space. Now it sees A and E, but it keeps its original direction, because of the equal distance of both playing tokens. Now it moves into the teleporter and teleports to the right side of D (it cannot see B and C, because it teleports instantly). On the teleporter it sees D, it turns and eats D using its next movement point. Now the monster cannot see a player token and tries to move into the space with the turning stone 180°. Instead of pushing the stone it turns 180° and moves with its 5th movement point into the teleporter and directly on the space next to B, looking in the direction of C. Now it can see A and C (through the crystal). Because both playing tokens have the same distance it pushes the crystal and C on space. It cannot see other playing tokens (it never looks backwards), so it pushes the crystal and C for another space. With the final and 8th movement point it pushes both again, looks a final time and turns to E, because E is nearer than C. The monster stops its movement directly in front of E.
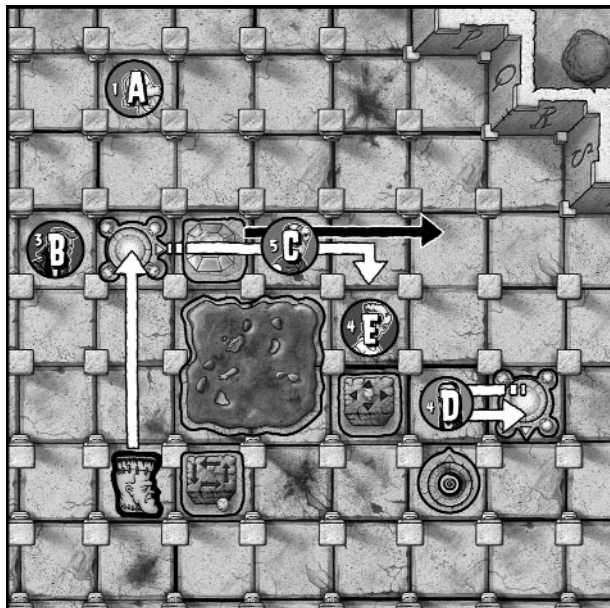
Additional information

This game exists as an computer game with many levels, too. You must prepare game situations, so that the monster (that has an infinite moving distance) will eat all enemy tokens and all your own tokens will survive. The game can be downloaded at www.2F-Spiele.de . Every week one level will be added and you can win great prizes.

Again a game with a lot of people contributing to it, so surely somebody will be forgotten. Thanks to:

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English rules at: www.brettboard.dk

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	Monster	Spielfigur	Sichtlinie
Monster	★	Darf nicht betreten!	Das Monster schaut in ge... Linie nach links, rechts ... geradeaus; nicht nach hi...
Spielfigur	Im Moment des Betretens wird diese gefressen.	Darf das Feld betreten, aber den Zug dort nicht beenden.	Das Monster renn... zur Spielfigur, di... am nächsten ste...
Rand	Im Moment des Betretens wird es zum gleichen Buchstaben am gegen- überliegenden Rand teleportiert.	Darf nicht betreten!	Sichtlinie endet am Rand.
Kristall	Schießt!	Schießt, wenn das Feld dahinter frei ist.	Das Monster schaut hindurch.
Blutlachen	Mit einem Schritt landet es sofort am anderen Ende jenseits der Blutlache.	Mit einem Schritt landet sie sofort in gerader Linie am anderen Ende der Blutlache.	Das Monster scha... drüber weg.
Teleporter	Im Moment des Betretens wird es zum anderen Teleporter mit dem gleichen Symbol teleportiert und in Pfeilrichtung gedreht.	Darf nicht betreten!	Das Monster scha... drüber weg.
Umlenkstein 180°	Anstatt das Feld zu betreten, dreht es sich um 180 Grad.	Schießt, wenn das Feld dahinter frei ist.	Das Monster kann... nicht hindurch gu...
Umlenkstein Rechts	Anstatt das Feld zu betreten, dreht es sich nach rechts.	Schießt, wenn das Feld dahinter frei ist.	Das Monster kann... nicht hindurch gu...
Steinblöcke	Schießt!	Schießt, wenn das Feld dahinter frei ist.	Das Monster kann... nicht hindurch gu...