



COSMIC ENCHANTMENTS

A Quest for Happily Ever After



In a galaxy far, far away, a formidable cosmic witch has unleashed havoc upon the FableVerse of fairy tales. Her dark magic has entangled the once-separate realms of cosmic fairytales, weaving them into a singular realm within a shared galaxy. This galactic cataclysm has driven each fairytale happily ever after endings into chaos, casting the cosmos into disorder as celestial artifacts from the verses are lost within the shared galaxy.

To restore the fate of their fairytale verse, a character from each tale will embark on a quest across the cosmos to find and collect cosmic artifacts that align with their enchanted tale. After collecting all the artifacts, each fairytale-verse character will aim to be the first to reach an astral gateway called the "Cosmic Portal." By entering the cosmic portal, time will be reset for that fairytale-verse, resetting the narrative threads returning to their harmonious happily ever- after. The twist lies with the Cosmic Portal, which can only admit one fairytale story at a time, so the first character to reach the cosmic portal will reset their happily ever after. At the same time, the rest of the multiverse tale's will dissipate into celestial echoes, becoming part of that single- fairytale-verse.

MATERIALS

- Game board
- One dice
- Three currency counting meters
- Three character pieces
- Forty Special Ability Cards
- Three sets of Celestial Artifacts
- Ten Nova Cashe Cards
- One card description for each character

COSMIC ENCHANTMENTS: A Quest For Happily Ever After

Overview

Embark on a cosmic quest! Playing as a character from the FairyVerse, be the first to acquire your four lost Celestial Artifacts and be the first to reach the cosmic portal. Purchase special ability cards to advance on the game board, and outmaneuver your opponents.

Winning Requirements

To win, you must:

- Collect your character's four lost artifacts
- Be the first player to reach the Cosmic Portal

Getting Started

- Each player selects their character
- Roll the dice to determine the starting player, the highest roll goes first



PLAYER CHARACTERS

- Players can play as the characters Sleeping Luna, Cyberella, and Jaxon Nebulastalk.
- These characters will be the game pieces that each player will use on the board.
- The Celestial Artifacts that each player will collect will be related to the storyline of each character and the same color as the game piece.



DICE ROLLS

The number the player rolls will determine two things;

- The amount of currency the player collects
- The number of spaces on the board the player advances
 - Example: A player rolls a 3 so they will collect three of a type of currency cards and move forward three places on the board.



Currency is symbolized through the diamond symbols, each color corresponding to each currency type.

CURRENCIES

There are three types of currency: Prince Charming, Fairy Starmother, and Villian, all of equal value.

- Before rolling the six-sided die, each player will have to announce the desired currency they want to collect.
- For example, if a player says "I roll for Prince Charming," and they roll a 4, they will collect four Prince Charming currencies, and move forward 4 spaces on the board.
- Each player will keep track of their three currencies by adjusting the provided three counting meters.

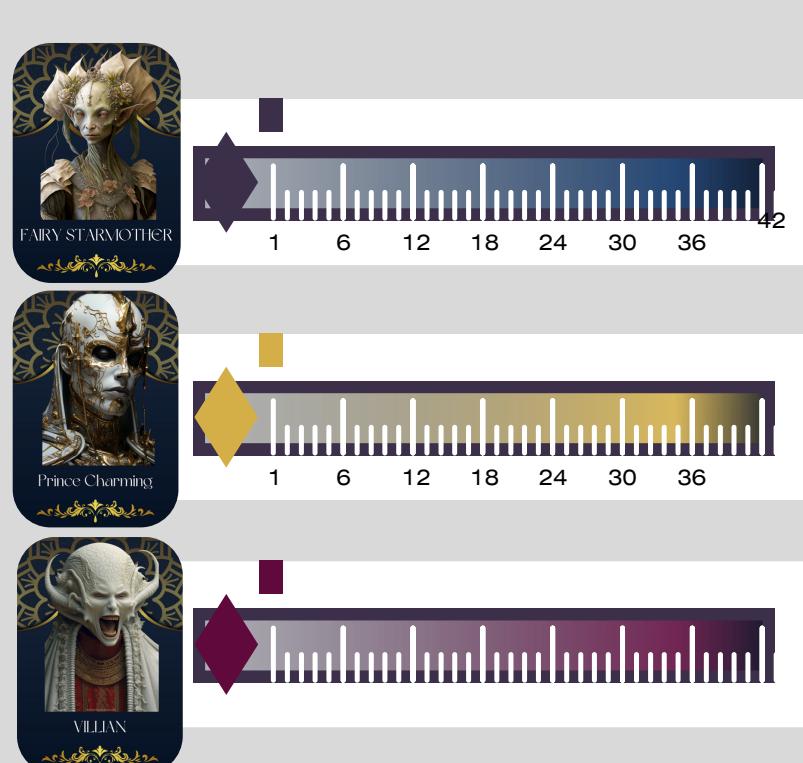
COSMIC EQUITY

- Each player will have the opportunity to obtain ownership of one of the three types of currency by donating 10 units of that currency.
- A player can gain an ownership stake at any point in the game.
- The key advantage of owning a currency is the ability to levy a tax on other players who are rolling for that specific currency.
- The tax will enable the player to take 1 point worth of currency from each opponent's role.

For example, Suppose a player has ownership of Fairy Starmother, and their opponent rolls a six for that currency. In that case, the player with ownership will gain 1 currencies, and 1 board movement (forward or backward) from their opponent.

- Note that the first player to purchase ownership of a currency will become the exclusive owner of that type. Given there are three distinct currency types, up to three players may choose to acquire ownership of one currency each.

A player who gains cosmic equity over a currency will take one of the three currency cards.



Counting meters are provided to keep track of each currency by sliding the small rectangle over the amount of currency each player possesses.



SPECIAL ABILITY CARDS

The Gene

Name of the Special Ability Card: The Genie

Special Ability Card points: 3

Currency needed to purchase this card: 1 Yellow Diamond, 1 Dark Blue Diamond, 1 Maroon Diamond

Description of the Special Ability:

- Grant a wish: add 3 to your role
- OR
- subtract 3 of the same currency from your opponent

Every player must use a specific amount of Special Ability cards to acquire each Celestial Artifact. These cards have points, represented through the blue circle on each Special Ability Card. Each Celestial Artifact will be worth a certain amount of points, which will be earned after using these cards. These cards will also help players advance through the game by enabling them to gain more currency, move around the game board, and sabotage opponents.

- Each player will be able to purchase a Special Ability Card through the three currencies gained through each die roll. The cost of each Special Ability Card is indicated through the colored diamond currency symbol on the card.
- Before their roll, each player can buy a card and use its special ability on a desired opponent.
- Each player will aim to assemble a deck of these Special Ability Cards and choose when to play them to their advantage.
- Each player can also save some of these cards to exchange them for a Celestial Artifact.
- Once each card has been used, it will be placed in the discard pile.

Each player will also keep track of their **Special Ability Points** using a character counting meter

THE GENIE

Cost to purchase: 1 Fairy Starmother, 1 Villain, 1 Prince Charming

Card Points: 3

Special Ability:

Grant a wish: add 3 to your role

OR subtract 3 of the same currency from your opponent

SOLARSTILTSKIN

Cost to purchase: 3 Prince Charming, 1 Fairy Starmother

Card Points: 1

Special Ability:

Steal the earnings of an opponents next role

THE SPINNING WHEEL

Cost to purchase: 3 Fairy Starmother, 1 Villain

Card Points: 3

Special Ability:

Move yourself or another player backward on the board by a number of spaces corresponding to your roll on a 6-sided die

OR

Swap board places with another player of your choice

BLACK HOLE

Cost to purchase: 2 Villian, 2 Prince Charming

Card Points: 3

Special Ability:

Send your opponent to the black hole so that they will have to roll a specific number chosen by the opponent get out on their next turn. If they do not roll correctly they will lose a turn.

CELESTIAL ARTIFACTS

After collecting the required Special Ability Card Points of each Celestial Artifact, the player will be able to purchase them at any point in the game.

- Each player will need to collect all 4 of the Celestial Artifacts that correspond to their character's story before reaching the cosmic portal.
- If a player reaches the portal before their Celestial Artifacts are collected, they will have to move their character's position to the start of the game board.
- After unlocking a specific Celestial Artifact, the player will be granted a special ability for their rolls until they collect the next artifact. Each player may choose the order in which they would like to purchase each artifact.

Special Artifact Rolls:

- The player has the option to reroll once every turn
- After every roll the player has the option to send an opponent forward instead of advancing forward on their role.
- The player can add 1 to their roll
- The player can have 1 risk free attempt at Fable's Risk

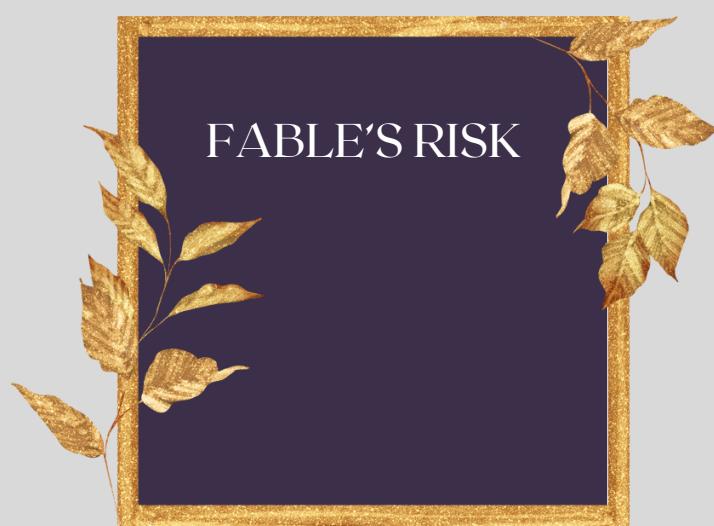
Each card contains the name of the artifact, the description of the Special Ability Roll, and a blue circle indicating the amount of Special Ability Card points needed to purchase the artifact.



SPECIAL BOARD SPACES

Fable's Risk:

- If landed on this space, each player can choose if they want to participate in this high-risk and reward gamble. If they decide to do so, they must roll the six-sided die to determine their outcome.
- If they roll a 4,5 or 6, they can double the currency they have
- If the player rolls a 1,2 or 3, they will lose all their currency



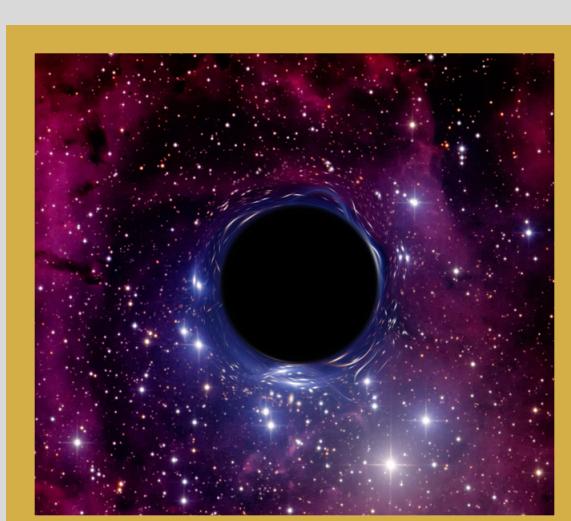
Nova Cache:

- When you land on this space, you can declare whether you want to collect the gift.
- If you declare to collect the card, it will grant you two gist options to choose from.
- However, the catch is that if you choose to gain a specific reward, then your opponent will gain the other option.
- Once you draw the Nova Cache card, you will have to play it.



Black Hole:

If an opponent uses their Block Hole card on a player, the player will be sent to the Black Hole square on the board until they roll the number the opponent chooses to break free or lose your turn. After either of these outcomes, the player will resume their exact board placement as before.



PHYSICAL GAME ASSETS

