



Fairy Tale Fight Club

By Gary Kagan

1-4 players

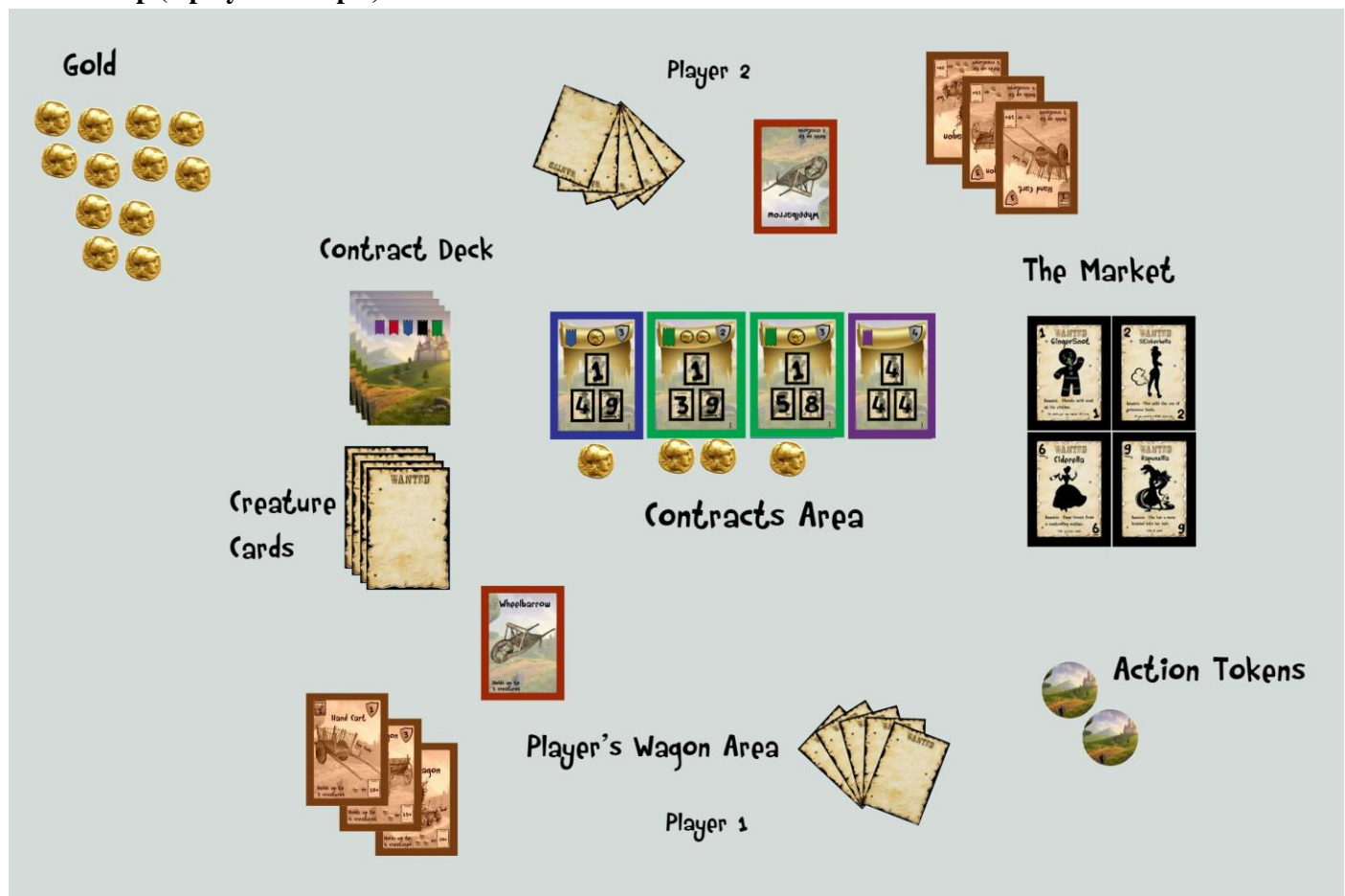
15 minutes per player

Game Objective: The evil Elf “Rumples” has genetically cloned some of the fairy tale characters and turned them into mutated creatures. We are a group of bounty hunters completing contracts to collect these fairy tale creatures. To gain back the peoples trust, we need to deliver them to one of the five castle arenas for public battle. Be quick to finish the contracts first!

Contents

- 75 Creature Contract Cards
- 75 Creature Cards
- 24 Fight Club / Event Cards
- 40 Gold tokens
- 4 Helper Cards
- 2 Action tracking tokens
- Rules

Game setup (2 player example):




- Creature Cards

Creature cards are numbered 1 through 10. There are twelve 1's, eleven 2's, ten 3's, nine 4's, eight 5's, seven 6's, six 7's, five 8's, four 9's and three 10's.



- Shuffle the “Wanted Backs” into a Creature Deck and put the top four cards face up in the play area. Since you have discovered Rumples Genetic Laboratory, this will be referred to as “The Market”. Example:



- Five Creature cards are dealt to each player face down. Max hand size starts at five.
- Player with the highest creature value sum goes first.
- All other players receive one additional card.  Play goes clockwise.
- Create the Creature Contract Deck. The Contract deck will be created based on the number of players. The game comes with 35 Level 1 cards, 25 Level 2 cards and 15 Level 3 cards, as well as 24 “Fight Club / Event!” (Event) Cards.

The Contract card level is in the bottom right corner. 3 creatures is a level **I** card. 4 creatures are a level **II**. 5 creatures are level **III**. Shuffle the Event cards as they will be part of the Contract Deck.



Contract Details:



Contract Deck Event! Cards

Creature Contracts

Contract Elements

To form the Contract Deck, follow these instructions using the table below.

This set will become the bottom of the Contract deck. Combine and shuffle this set.

Contract Card Level	1 Player	2 Players	3 Players	4 Players
I	1 cards	1 cards	2 cards	2 cards
II	1 cards	3 cards	3 cards	4 cards
III	2 cards	4 cards	5 cards	6 cards
Events	1 card	2 cards	3 cards	4 cards

This set will become the middle of the Contract Deck. Combine and shuffle this set. Place on top of the bottom stack.

Contract Card Level	1 Player	2 Players	3 Players	4 Players
I	1 card	1 cards	3 cards	3 cards
II	3 cards	5 cards	7 cards	9 cards
Events	1 card	2 cards	3 cards	4 cards

This set will become the top of the Contract deck. Combine and shuffle this set. Place on top of the middle stack.

Contract Card Level	1 Player	2 Players	3 Players	4 Players
I	5 cards	6 cards	7 cards	10 cards
Events	1 card	2 card	3 cards	4 cards

Lastly, add 4 Level 1 cards to the top of the Contract Deck.

Contract Card Level	1 Player	2 Players	3 Players	4 Players
I	4 cards	4 cards	4 cards	4 cards

	1 Player	2 Players	3 Players	4 Players
Total Cards	20 cards	30 cards	40 cards	50 cards

After creating the Contract Deck, put the top four Contract cards face up in the Contract Area. They should all be Card Level I.

Example:



Check the top center of the card for a Gold Coin Symbol.

- Cards with no symbol receive no gold coin.



- Cards with this symbol should get gold coin(s) placed on the card.

Each player starts with a Wheel barrow, an Actions reference card / Order of play / Score card (2 sided). Place the other three wagon cards to the side of the player (In this order, “for sale” side up: Hand Cart, Horse Wagon and War Wagon). Wagons are explained in the next section.



As you take your actions (explained below) pass the action tokens to the next clockwise player.

You are now ready to play!

Wagon Cards Explained:

All players start with the Wheelbarrow. Players may only have one of each wagon type.

Wagons must be purchased in the following order before they can be used: Hand cart, Horse wagon, War wagon.

Example: You must purchase the Horse Wagon before the War Wagon.

Wagons can be purchased with gold or creature cards. The cost is shown in the bottom right of the wagon cards. To purchase a wagon with creature cards, discard creatures equal to or greater than the creature points shown on the wagon card. These cards go into the creature discard pile.

Example: To purchase the Hand Cart, spend 1 gold OR 10 or more creature points :



Note: If your wheel barrow is destroyed by an event, you do not need to repurchase it before buying the next level of wagon. Flip your wheelbarrow to the “for sale” side if destroyed.








Note: When the Hand Cart is purchased for the first time by a player, the next Contract card should be put into



As the game starts out with 4 contracts, this will be increased by the number of players **as the Hand Carts are purchased**. So when the first Hand Cart is purchased, there will be 5 Contracts in play, etc.

Flip over the wagons to the “purchased” side after buying – the side without the For Sale sign.

Wagons have creature hold limits. This limit is shown in the bottom left of the card. When placing creatures into a wagon, be sure not to go over these limits. Wagons Chart Matrix:

	<i>Wagon Type</i>	<i>Can hold up to</i>	<i>Costs</i>	<i>Benefit</i>
	Wheelbarrow 	3 creatures	Starter wagon (Free) or 5+ Creature Points from hand if destroyed by an Event!	No additional Benefit.
	Hand Cart 	3 creatures	1 gold or 10+ Creature Points from hand	Immediately draw the top Contract and put it into play. 1 victory point.
	Horse Wagon 	4 creatures	2 gold or 15+ Creature Points from hand	3 victory points.
	War Wagon 	5 creatures	3 gold or 20+ Creature Points from hand	Hand size is increased to six for the remainder of the game. This takes effect during the Draw/Discard phase.

Game Play:

Player with the highest sum of creature points from the 5 cards dealt goes first.

During your turn, you may take up to 2 limited actions and unlimited free actions. Pass the action tokens clockwise after taking an action to keep track of them on your turn.



Action token:

Order of play:

1. Play Actions
2. Draw up/Discard down to max hand size
3. Put one creature card into The Market

Note: As soon as the creature deck is depleted, shuffle all creatures from the market together with the discards. Replace four creature cards into the market face up. Then continue play.

Limited Actions:



Purchase wagon

Purchase the next level of wagon using gold or creature cards.

The Hand Cart wagon allows you to draw one Contract card into the Contract Area. **If you draw an Event Card, resolve it immediately.** Then draw again until a Contract can be replaced.

Remember - the War Wagon will increase your hand size to six during the Draw/Discard phase.



Place one group of creatures into a single wagon from your hand.

Wagon limits apply. A group consists of one or more creature cards.



Move one group of creature(s) from one Wagon to a different wagon

When moving a group of creatures between your wagons, keep in mind that each wagon has a creature hold limit. If there isn't room in the target wagon, you cannot move the creature(s). A group consists of one or more creature cards. When moving creatures, you can move ANY of the card(s) from the source wagon to the target wagon, if possible.



Discard any one group of creature(s) from hand or wagon

Card(s) should go into the discard pile. A group consists of one or more creature cards.



Discard any one card, draw one creature into hand

Card should go into the discard pile, and then draw one new creature card into your hand.



Market exchange - Trade with the Market (you can do one of the following):

- Trade **ONE** numbered hand creature card for **MULTIPLE** Market creatures. Place new cards into hand.
- Put down **MANY** hand creature cards into the Market and pick up **ONE** market card into hand. Any quantity of cards can be traded.
- Sum of multiple creatures traded must equal the number of the single creature traded.

Example 1: put down a 6 into Market, pick up 1,2,3 or 2,2,2 or 1,5 into hand.



Example 2: Put down into Market 1,2,2,3 and pick up an 8 into hand.



- Do not trade multiple cards for multiple cards in the Market.



Free Actions:

- ✚ When you match the creatures of a Contract card to the EXACT creatures in one of your wagons, you may immediately do this:
1. Remove the cards from the wagon and discard them into the creature discard pile.
 2. Take the Contract card and any gold on the card. Keep the contract for end of game scoring face up in your play area.
 3. Draw one new Contract card and place in the Contract area.
 - **If you draw an Event Card, resolve it immediately.** Then draw again until a Contract can be replaced.

Example:



- ✚ Spend 2 Gold coins to purchase another limited action. This does not count towards your two actions.
- ✚ Spend 1 Gold coin to reserve a maximum of 1 Creature Contract. This does not count towards your two actions. You can discard and reserve another if you choose to do so.

Tip: Keep your reserved card face up and your completed contracts face down during game play.

Events! Explained:

Event cards may have symbols on the top of the card. This is the “Fight Club” part of the Event.

First resolve the Fight Club victor:



All players select 1 creature card. Lowest value wins. Winner draws one creature card.



All players select 1 creature card. Highest value wins. Winner gains one gold.



All players count gold. Lowest total wins. Winner gains one gold.



All players count gold. Highest total wins. Winner draws one creature card.

Creatures used in the Fight above must come from your hand. Players that tie are **eliminated** from the Fight then continue to check results again for a Victor. Lastly, resolve the Event described on the card that affects ALL players.



Fight Club + Event!



Event! only

For example, In the Bounty Burglar Event!

Player 1 & 2 each show that they have 0 gold. Player 3 has 2 gold and player 4 has 1 gold.

Player 1 & 2 are eliminated from the Fightn as they tie. Player 4 wins with 1 gold and collects 1 gold as Victor.

Then resolve the Event described on the card. “All players pass two....”

In the other example, there is no Fight Club Event. Just resolve the Event described on the card. “All players find one gold.”

If there is an event that requires passing cards left/right and you do not have the required cards, you only pass what you can. Players that come up short should draw new creature cards to replace the ones they have passed.

End of Turn

1. Draw up/Discard down to max hand. If you purchased the War Wagon this turn, increase your max hand size to six.
2. Add one new creature to “The Market”.
3. When the last Contract card is played up, the game is in its final rounds. As soon as there are only four Contract cards left in play, the game ends immediately. No player may claim any of the remaining four Contract cards, even if they have actions left to play.

End of Game Scoring

Add up the victory points on the Contract cards and Wagons.

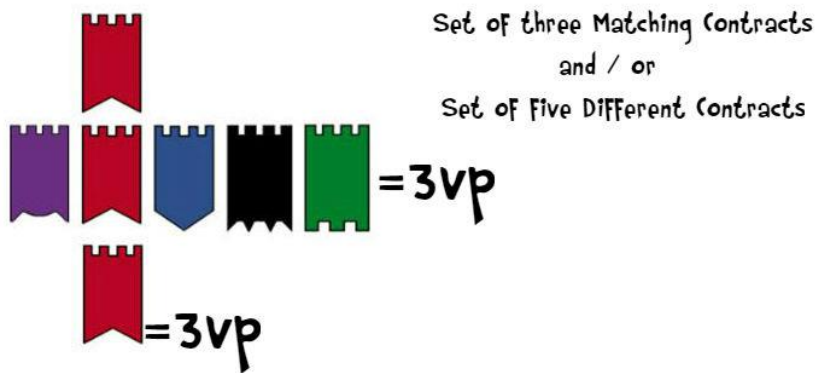


3 gold coins = 1 VP.

A set of 3 matching Castle Flag contracts = 3 additional VP.

A set of 5 different Castle Flag contracts = 3 additional VP.

You can use the same Contract to complete both Castle Flag sets.



If there is a tie, most gold wins. If there is still a tie, fewest contracts completed wins. If still a tie play again!

Solo Variant

Keep track of the number of turns played (Every 2 actions ends the turn). Try to complete as many Contracts as possible in 16 rounds of play or better. Ignore the Fight Club part of the Events, or events that require other players.

How did you do?

- < 20 You have been destroyed in the middle of the market place and never deliver the creatures.
- 21 - 29 Keep at it, bounty hunting isn't always easy.
- 30 - 39 You are an apprentice Fairy Tale Bounty Hunter. Good job!
- 40 - 49 Great Hunting skills! Victory is forthcoming!
- 50 + The Castles will relish in the coming Battles of the Fairy Tale Creatures! Victory!

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