

Fabulantis

Which path leads to the enchanted lake and how can I find my mythical creature?

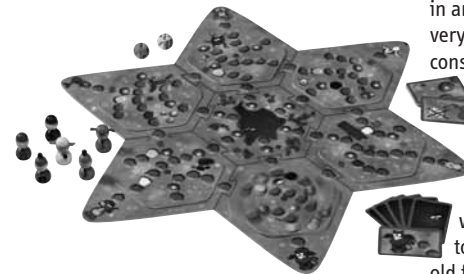
A really tricky and captivating family game for 3 to 6 courageous searchers aged 6 to 99 years.

Background

You have, of course, heard reports before about mysterious, strange and mystic mythical creatures. About creatures, that are a mix of different animals, have magical powers and are rarely seen.

In this game, you have the marvellous opportunity to meet a griffin, a dragon, a catgoat, a butterlynx, a seaunicorn and even a pegasus. They live hidden in an ancient magical forest where very strange things happen: paths constantly change direction and there are places which transport you to a totally different location.

An enchanted lake helps you and shows you the right path to a mythical creature. The player who is brave and patient enough to move purposefully through the old forest, will be the first to meet such an enchanting creature. Which one of you will that be?

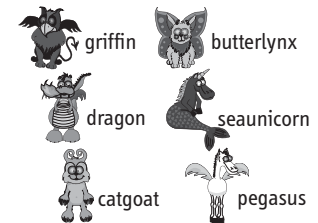


Contents:

1 game board with turntables (Ø 64 cm/ 25 1/4 inches), 6 wooden figures, 18 cards (12 activity cards, 6 target cards), 2 dice, 1 instructions

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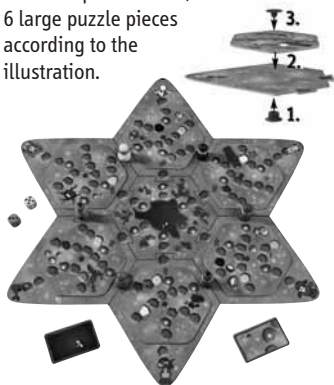
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Preparation

Before starting, set up the game board. First the 6 turntables are to be placed on the 6 puzzle pieces. Connect the small 6-sided turntables, using the enclosed plastic studs, to the 6 large puzzle pieces according to the illustration.



Place the 6-sided puzzle piece with the lake in the middle of the table and place the other 6 large pieces around this to form a star.

Each turntable has a little strawberry mark  on one side which should point towards the lake to start. Each player chooses a figure and places it on one of the six starting squares . Place both dice in an accessible position on the table. Shuffle the 12 activity cards  and the six target cards  separately and place them face down in two piles next to the board.

Aim of the game

To try to be the first to reach the enchanted lake in the middle of the magical forest. This then shows you which mythical creature you can meet. Whoever reaches their mythical creature first, wins the game.

How to play

The game is played in a clockwise direction. The player who went for a walk in a forest most recently, throws the dice first. A square can only contain one figure. Occupied squares are jumped over and counted. If a square is already taken, your figure must be placed on the next free square. This also applies to the start square which will be landed on and crossed throughout the game.

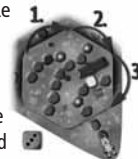
Throw the dice

1. Light green dice

The light green dice is thrown first. This shows how often **one of the turntables** should be turned. **Note:** the player doesn't have to turn the turntable. If however, the player wishes to turn a turntable, then it must be turned by the number shown on the dice and be counted from corner to corner.



e.g. if the dice shows a "3", the chosen turntable **must** be turned three corners further on. The turntable may be turned in **any** direction, but the direction cannot be changed within one go. Only one turntable may be turned within one go.



The turntables may also be turned when one or more other figures are on it.



2. Natural-coloured dice

Once the turntable has been turned, throw the natural-coloured dice. The number on the dice shows how many squares the figure should move. It can be moved in any direction, but the direction cannot be changed in a move. Remaining dice points can be waived upon reaching the lake or the mythical creature and also when it is not possible to move the figure.

Activity squares

When a player lands on an activity square, an activity card must be taken and the instructions carried out **immediately**. The activity cards are as follows:



Move forward three places. The player should not take another card if they land on another activity square. Should they land at the lake, they may take a target card from the pile.



All players must move three places starting with the player who picked up this card. Continue in a clockwise direction. Do not take another card if an activity square is landed on. Should a player land at the lake, they may take a target card from the pile.



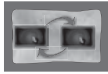
The player misses a turn and places this card in front of them. On their next go, they must place the card on the discard pile instead of throwing the dice.



The player places the card in front of a player of their choice. This player must miss a turn in the next round and may then place the card on the discard pile instead of throwing the dice.



The player may swap the position of their figure with that of another player of their choice. The card must be used and the figures must be swapped! They may not take another card if they land on another activity square.



The player may swap their target card with another player of their choice. If the opponent does not yet have a target card, this action is cancelled.

Once an activity is completed, place the activity card on the discard pile. When all the activity cards are used up, reshuffle the cards in the discard pile and set them face down again next to the board.



Changing squares

If you land on a coloured square, you must switch your figure immediately to the other square of the same colour, which is to be found on another part of the board. There are two squares of each colour on the board. Once the figure has been moved to the other square, the next player takes their turn. If the second coloured square is already occupied, this player must be moved to the other changing square - so that the players swap positions.

The first target: the enchanted lake

The first target of each player is to reach the enchanted lake in the middle of the board. This is landed on in the same way as a normal square except that all players may be here at the same time. Any remaining dice points are waived upon landing on this square.

When the lake is reached, take an **target card** from the card pile. This card shows one of the six mythical creatures, which are found on the corners of the board.



After receiving the card, each player must try to reach his/her target as quickly as possible. The player sets the card face down in front of them and keeps the target secret. Then play passes to the next player.

A player with a target card can, where appropriate, cross the lake during one move. The lake counts as a normal square.

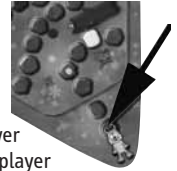
Tactical information

Fabulantis is a tactical game. You can influence the course of the game through your own moves, and for this reason, you should pay attention to the following:

- You can turn the turntables in such a way that you have the shortest possible path to your target
- You can also turn the turntables in such a way that your opponents have the longest possible path to their targets
- You can deceive your opponents by not choosing the direct path to your target, but instead try to use a changing square to get there.
- You can decide when building the board together, whether the puzzle pieces with the same colour changing squares are next to each other or not.

End of the game

The winner is the first player to reach the last square by the mythical creature on their target card. Any remaining dice points on reaching this square may be waived. On reaching their target, the player allows the other players to inspect their target card. If the correct mythical creature has been reached, the player wins the round. If the player has headed for the wrong mythical creature, the game continues and the player tries again to reach the correct target. The other players are free to carry on playing after a player has won.



And now good luck on the path through the magical forest!

