

# Save the fairy tale treasure!

A magical, cooperative family game for 2 to 4 players, aged 5 to 99 years.



## Story

Once upon a time, there was a small kingdom where the people were happy and content. Whenever they had time, they read to each other from their storybooks. One day, a new king came to the throne. He didn't like it that his subjects spent much of their time telling stories instead of working for him all day long. He decided to destroy all storybooks in the kingdom and made it known across the land that each person who brought a storybook to his castle should receive the weight of the book in gold. Soon, people carried all their storybooks to the castle and received the gold they had been promised. When the last storybook was in the castle, the king locked all the gates and doors and burned the books. Then he took the very last book and tore every page in half with his own hands and scattered the pieces into the wind, all over the castle garden ...

## Contents:

1 game board (34 x 23 x 4,5 cm / 13 1/2 x 9 x 1 3/4 in.), 24 fairy tale slabs, 21 garden slabs, 4 part pathway, 14 storybook pages, 1 cord, 1 cherry tree, 4 figures, 1 king, instructions, fairytale "Der Märchenschatz"

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Now the people of the kingdom were rich, but they began to forget all the fairy tales, so that after a while the stories were not told anymore. At the same time, the sky darkened, and grey, dry, thorny bushes began to grow everywhere in the land. The small kingdom would have been doomed to darkness and sorrow for all times, if it hadn't been for a band of brave children.

One day, when the king left the garden through the big gate to take his daily walk around the castle walls, the children climbed onto the cherry tree and into the king's garden and started to look for the storybook pages. With every fairy tale the children put back together, the sky got a little bit lighter and colours returned to the garden. The children collected the pages as fast as they could, because they had to leave the garden through the gate, before the evil king returned. Will you help them to save the fairy tale treasure?

## Preparation

Before the first game, you can put the fairy tale slabs in the middle of the table and try to match the halves of a storybook page. Compare them to the enclosed storybook pages and see if you can remember the fairy tales. If you want, you can tell each other the stories.

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Now place the bottom of the box on the table as a board for your game. Place the path around the board and put it together. Important: the field with the **crown** must be in front of the garden gate which you can see on the outside of the box. Attach the cherry tree to the wall, in the corner diagonally opposite the garden gate. Mix up the **24 fairy tale slabs** and put them on the green meadow in the box, **coloured side up**. Try to remember the positions of the fairy tale halves!



Then put the **21 garden slabs** on top of the slabs with the story book pages, **grey side up**. Only the garden slab in the corner diagonally opposite to the garden gate (where the cherry tree is) should be turned coloured side up. 3 storybook slabs of your choice remain uncovered. Important: They must **not** be two matching halves of a storybook page!

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Place the 12 storybook pages within reach, next to the board. Put the **king** on the path outside of the wall, on the position with the **crown**. Now choose a figure each and place them on the coloured garden slab under the cherry tree.



## Aim of the game

In this cooperative game, you have to deftly push the garden slabs along to uncover two matching halves of a storybook page. In this way, you can work **together** to repair the storybook. You should find as many pages as you can and leave the garden through the gate before the king returns from his walk. You will create the storybook at the end of the game by threading the pages you saved onto the enclosed cord.

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## Course of the game

### Pushing the garden slabs

The youngest child begins and the game continues in a clockwise direction. When it's your turn, you have two moves. In one move, you can push one garden slab by itself or move a row of them, until they touch another slab OR the edge of the garden. If, at the beginning of your turn, there is a more than 1 gap, i.e. 2 or 3 gaps are next to each other, you may stop your push before you touch the edge or another slab.



Pushing one garden slab



Pushing a row of garden slabs

This is the end of your first move. Now you can push another slab or row of slabs, following the same rules. You may push grey or coloured slabs. You may also move slabs with figures standing on them.

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### You see two matching halves of a storybook page

If 2 matching halves of a storybook page are uncovered on the board after your first or second move, you have found a storybook page in the garden. If this happens after your first move, your turn ends here.

1. Take the matching storybook page from the stack next to the board.
2. Turn over the two fairy tale slabs in the garden, so that the blank side faces upwards.
3. Now that a fairy tale has been saved and is complete, the garden becomes more colourful: You may turn over **one grey garden slab of your choice**. **Tip:** Try to remember the picture under the slab while you turn it.
4. You end your turn by moving your figure 1 space through the garden. You may only go straight on (horizontally or vertically, **not** diagonally) and may only step on coloured garden slabs.  
**Tip:** Try to go in the direction of the garden gate, because that is the exit. When turning the grey garden slab, you should consider which path you would like to take.
5. Then it is the next player's turn.

### You don't uncover two matching fairy tale pieces

What a shame! You end your turn by **moving your figure 1 space** through the garden, but you may only go in a straight line and only step on coloured garden slabs. Then it is the next player's turn...

#### When does the king move?

Once the first storybook page is found, the king starts on his way back. From this point on, the king moves one space ahead on the path whenever a player does **not** discover a storybook page with their two moves. So the king walks on the path around the garden once, one step at a time.

## End of the game

There are **three** ways to end the game:

### 1. The fairy tale treasure is saved!

When the 12th storybook page is found (meaning that all 24 fairy tale slabs have been matched up), the garden returns to its old colour and beauty. So, you may now work together to **turn over all grey garden slabs**.

Now, **all** your figures have to leave the garden, before the king reaches the garden gate. You can leave the garden when a figure reaches the garden slab in front of the gate. When it's your turn, you make your two moves and place your figure 1 garden slab ahead. Then the **king walks 1 field** ahead, because there were no more storybook pages to be found. If you all manage to leave the garden before the king reaches the gate, the entire fairy tale treasure is saved. Make a stack of the storybook pages you collected and bind them together with the cord to create a storybook.

The player who found most of the storybook pages may choose which fairy tale is told or read now.

### 2. The players leave the garden

When your figure reaches the garden slab **in front of the gate**, you can leave the garden early, even if you haven't found all 12 storybook pages. You might want to do this if you don't think

that you can find all 12 pages before the king returns. Since the players who leave the garden can no longer take turns, you should all discuss this possibility and make a decision together.

**Tip:** It might be better to leave the garden with all figures, saving a part of the fairy tale treasure, than being caught by the evil king at the last moment, losing the fairy tale treasure forever.

### 3. The king reaches the gate

If the king gets back to the space with the crown by the gate, **before all players** have left the garden, the players lose together. The king then wins the game.

## Variation

For an even more exciting game, you can let the king start his walk around the garden right away. In this case, the king doesn't wait on his starting space until the first storybook page is found, but moves one space ahead right away, whenever a player can't find two matching halves of a storybook page.