FairyTale Inn

Fairy Tale characters are flooding into town to enjoy the Fantasy fair! And, with all the festivities, they'll need a place to get their beauty sleep before the clock strikes twelve. Two ingenious Innkeepers have decided to compete and see who can earn the most gold from these quirky guests!

LIST OF COMPONENTS

- 1 Plastic Inn Structure
- 8 Character Cards
- 1 Guest List Board
- 62 Gold Tokens
- 1 Cloth Bag
- 64 Character Tokens
  - 8 Pinocchio
  - 8 Evil Queen
  - 8 Princess
  - 8 Little Pig
  - 8 Big Bad Wolf
  - 8 Little Red Riding Hood
  - 4 Jack
  - 4 Beanstalk
  - 4 Pied Piper
  - 4 Rats

✦ SETUP ✦

1 Randomly choose **5 Character Cards** that will be used in the game. Place the corresponding **Character Tokens** in the bag. The remaining 3 Character Cards and their tokens will not be used in this game.

*When the **Jack and the Beanstalk** card is selected, only place the 4 Jack tokens into the bag and leave the 4 Beanstalk tokens on the card.*
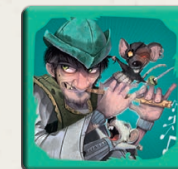
*Likewise, when the **Pied Piper and the Rats** card is selected, only place the 4 Pied Piper tokens into the bag and leave the 4 Rat tokens on the card.*

2 Place the **Guest List Board** close to the Inn Structure, draw 4 tokens from the bag and place them fully-colored side up randomly on the spaces of the Guest List from top to bottom.

Note: It is possible to have several copies of the same token on the Guest List Board.

3 The player that most recently read a fairy tale goes first. The starting player gets 🪙, while the other player gets 🪙🪙.

4 Place the remaining 🪙 close to the Inn forming a Bank, within reach of both players.

PLAYER'S TURN

Players take turns to drop characters into the Inn, collecting Gold from Special Rooms and Character Abilities! The player with the most Gold at the end wins the game!

1 Pick a Character Token from the Guest List.

If there is a cost indicated on the Guest List Board next to the token, pay that number of 🪙 to the Bank. Slide all remaining tokens down along the Guest List and place a new Character Token from the bag, fully-colored side up on the top space of the board.

🪙❌ : Cost
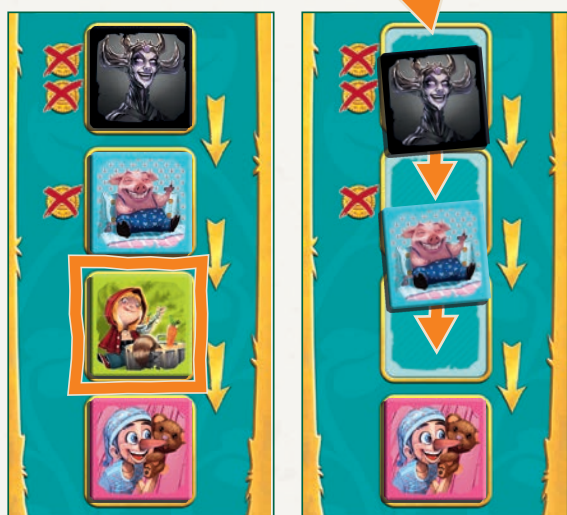
EXAMPLE: Paolo chooses to take a Little Red Riding Hood token from the Guest List. The character token is in a space with no cost, so he doesn't need to pay. Now he moves the Little Pig token and Evil Queen token down the line and places a new character token at the top space of the list.

Note: If there are no tokens left in the bag, don't refill the board.

## 2 Drop the Character Token in any column.

Choose any column which is not fully occupied. The fully-colored side of the token should be facing you.

EXAMPLE: Paolo plays a Little Red Riding Hood token. He flips the token so the fully-colored side faces him, then he drops the token in the chosen column.

3 Resolve Special R

The Inn features spe with unique effects. symbols on specific s

Player's side   *Opponent's side*
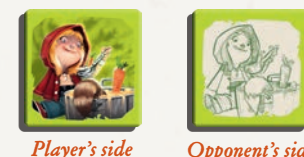
4 Resolve Character Abilities.

Each character has a unique Ability which influences the game. Their abilities are listed on each of their Character Cards.

There are 3 types of Character Abilities: 'When Dropped', 'Ongoing', and 'End of Game'. After Character Abilities are resolved, the next player takes their turn.
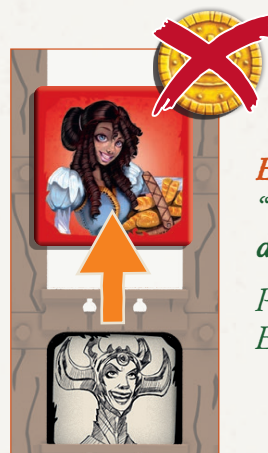
EXAMPLE: Evil Queen has an Ongoing Ability "When your opponent drops another character directly above Evil Queen, they pay you 🪙 if able".

Paolo drops a character in the room over the opponent's Evil Queen. He then pays his opponent 🪙.

### · LITTLE PIG ·

WHEN PLAYED

Gain 🪙 for each of your other Little Pigs connected to this Little Pig token.

Room effects for characters.

cial rooms that come
These are indicated by
paces on the structure.

These effects activate immediately, before Character Abilities, when a token drops into these rooms.

EXAMPLE: Paolo drops a token into the room with 🐾, so he collects 🪙🪙 from the Bank.
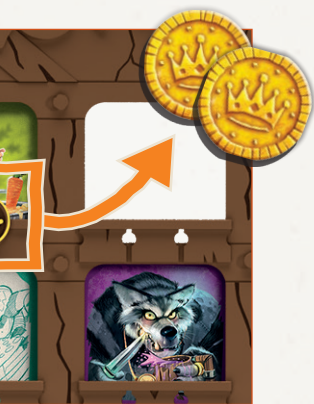
TYPES OF SPECIAL ROOMS

- 👑 • Collect 🪙 from the Bank.

- 👑👑 • Collect 🪙🪙 from the Bank.

- ✖ • Characters in these rooms lose their Abilities. *(They still count for others' Abilities.)*

- ⭐ • You may spend 🪙 once to take another turn immediately. *(Resolve your Character Abilities before taking the extra turn.)*

Note: While the Rat and Beanstalk do not count as characters, they do trigger special rooms.
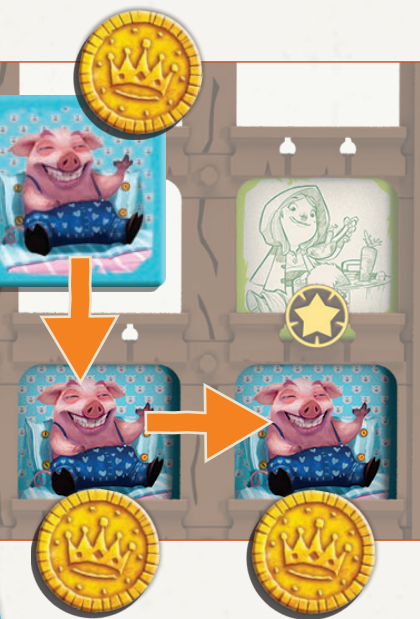
EXAMPLE: Paolo plays a Little Pig token. Its Character Card reads "+🪙, and gain 🪙 for each of your other Little Pigs connected to this Little Pig token". Paolo drops the token in a room next to a Little Pig that belong to him. That token is also next to another of his Little Pigs. He gains 🪙, and additional 🪙 for each Little Pig connected to the token dropped.

END OF THE GAME

The game ends when three columns of the Inn are fully occupied with tokens.
Each player then resolves all End of Game effects for their characters.

Note: If the Bank has run out of 🪙, you may keep track of additional 🪙 by other means.

The player with the most Gold wins!
Note: In case of a tie, the player who did not start the game is the winner.

CHARACTERS' ABILITIES

EVIL QUEEN

- *Ongoing*

When your opponent drops another character directly above Evil Queen, they pay you 🪙 if able.

PINOCCHIO

- *End of Game*

Gain 🪙 for each of your opponent's characters next to Pinocchio (above, beside, or below).

PIED PIPER AND RATS

Do not place the Rat tokens in the bag

- *When Played*

+🪙, and also drop a Rat token in any other column.

The Rat does not count as a character.

LITTLE RED RIDING HOOD

- *End of Game*

Gain 🪙 for each of your characters next to Little Red Riding Hood (above, beside, or below).

PRINCESS

- *When Played*

+🪙, and also gain 🪙 for each of your other Princess tokens in the spaces diagonal to the one just dropped.

JACK AND THE BEANSTALK

Do not place the Beanstalk tokens in the bag

- *When Played*

+🪙, and also drop a Beanstalk token on top of Jack.

The Beanstalk does not count as a character.

LITTLE PIG

- *When Played*

+🪙 and gain 🪙 for each of your other Little Pigs connected to this Little Pig token.

BIG BAD WOLF

- *End of Game*

Gain 🪙🪙🪙 for each row where you have more Big Bad Wolf tokens than your opponent.