



This expansion cannot be played without the **Fantasy** base game.

FANTASY

ELIXIRS AND SECRETS

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8+ 2-4 30'

Times are changing... After centuries spent playing pranks and bickering amicably, the pixies, fairies and hobgoblins are shocked by the sight of their forest being invaded by big ugly creatures. Ogres, werewolves and worst of all, humans, are setting up home in the heart of the forest, disrupting the little folk's age old customs.

COMPONENTS

- 56 cards :
 - 16 Human cards
 - 8 Ogre cards
 - 8 Werewolf cards
 - 14 Elixir of Sleep cards
 - 10 Secret cards
- 1 rulebook



NEW CARDS

This expansion gives Fantasy fans the chance to enrich and renew their game experience, with the addition of three new species.

Like the species in the base game, Human, Werewolf and Ogre cards in front of players count when determining who has the biggest clan at the end of the game.



Magic has lost its power over Humans... On your turn, you may play a Human in front of you. From now on, you are immune to abilities that affect cards in front of players. Abilities that affect cards in your hand still apply, however.

Example: You cannot use a Dryad to steal a card in front of a player who has a Human in front of them (including to steal the Human) but a Pixie's ability will still apply.



On your turn, you may play a Werewolf to "turn" a Human already played by an opponent into any other species already present in your own clan (including a Werewolf), but not into another Human. Only Humans can shape-shift in this way.



On your turn, you may play an Ogre in front of you, to either discard a Human from an opponent's clan, or discard any card in front of an opponent who has no Humans. All characters can be eaten by Ogres.



On your turn, you may discard an Elixir of Sleep to put a Human to sleep (for the current turn only) and then play a card that affects a character in the dozing Human's clan (including the Human). If more than one Human is protecting a clan, you must discard one Elixir per Human.

SECRETS

On your turn, you may play a Secret. Each species has its own special secret that makes it more powerful.

- Secret cards never change places during the game, meaning they can never be stolen.



- You are allowed to play Secret cards for species not yet present in front of you.
- When the game ends, Secret cards have no intrinsic value, but each character of the corresponding species scores two points instead of one.

SETUP

- Take the cards from the base game and the expansion and shuffle them together, face down.
- Deal 5 cards to each player, then form a draw pile with the remaining cards.

GAMEPLAY

The youngest player who has already played Fantasy begins; play then proceeds clockwise.

On your turn, begin by drawing a card. Then you **may**, if you wish, use one or more Elixir of Sleep card(s) to cancel the abilities of one or more Humans played in front of an opponent.

Lastly, you **must** play a card from your hand onto the table in front of you, immediately applying the card's special ability (if it has one). Play then passes to the next player.

NOTES

- The cards played in front of each player form their **clan**.
- If a card's ability cannot be applied, simply ignore it.
- Discarded cards remain so until the end of the game.

CLAN LAYOUT

Arrange the cards that make up your clan in columns in front of you (one column per species).

- Place any Human cards in the leftmost column. This lets players see at a glance which clans are protected.
- Place Secret cards face-up below the first card in the corresponding column.
- When you play a Werewolf card, move the shape-shifted Human card to any other column in your own clan. For example, moving a shape-shifted Human card to a Gnome column transforms that Human into an actual Gnome.

Example :



NOTES



- A Fairy can block Ogre and Werewolf abilities.
- A single Fairy can also block the Sleep effect of multiple Elixirs of Sleep played together. Elixir of Sleep cards countered by a Fairy are lost.



- When applying a Hobgoblin's ability (on either a Hobgoblin card or an Elf card copying the Hobgoblin ability), players now swap places, rather than swapping their cards. As a result, a player may play twice during the same round... or maybe not at all!

Example: Barnaby, Chloe, Felicia and Greta are seated around the table in that order. If Barnaby swaps places with Chloe (exchanging their cards in the process), he will be able to play again immediately, while poor Chloe will miss her turn.

- A Hobgoblin's power cannot be applied if a Human is protecting the targeted clan (and therefore the player's place).



- Naturally, an Elf can copy the ability of an Ogre or a Werewolf in front of the player who played the Elf.

END OF THE GAME

- The game continues until the draw pile is empty.
- Players then continue with the cards they still have in hand.
- Whenever a player has no more cards in hand, they immediately pick one from the hand of each opponent still holding more than one card.
- The game ends immediately when a player can no longer collect cards because none of their opponents have more than one card left.
- Players then determine their clan score: 1 or 2 points per character, depending on whether they have the Secret for each species.
- Whoever has the most points wins the game!

Note : Feel free to use this end-of-game sequence when playing the base game without the expansion cards.

A game published by Zygomat - Asmodee Group
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