2 PLAYERS | AGES 8+ | 20 MINUTES

A collection of old fairy tales has been torn apart. Pages from different stories are all mixed together and strewn about. Can you find the connections between the scattered characters to put their stories back together? Reunite the characters in clever ways to win the game!

COMPONENTS

17 Character Cards
1 Reference Card

SETUP

One player tosses a card into the air. The color shown when it lands, Red or Blue, is that player's color. The remaining color is the other player's color.

RED PLAYER   BLUE PLAYER

Shuffle all of the Character Cards and deal 2 to each player's Supply. The remaining cards form a Draw Pile.

Each player has a Supply of cards flipped to show their player color. Supplies are kept on the table visible to both players.

EXAMPLE OF THE BLUE PLAYER'S SUPPLY

Baby Bear

Stepmother

Place the Draw Pile and Reference Card on the table to one side between the two players.

The Blue player plays first in round 1.

GAMEPLAY

The game takes place over three rounds. Each round, players place cards into the Story Grid: an arrangement of cards that forms the shape for that round, as shown below.

ROUND 1   ROUND 2   ROUND 3
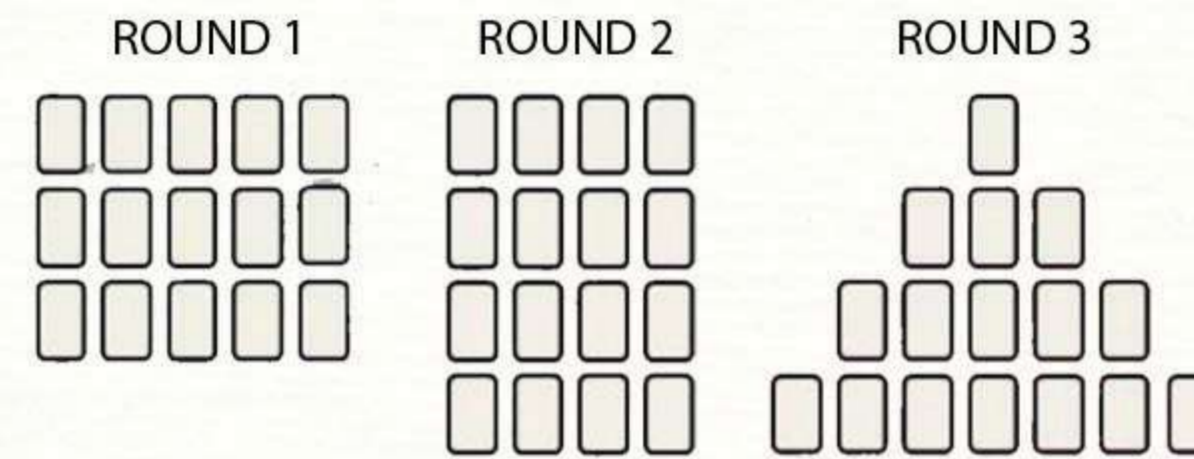
Every turn, the active player draws a card (if available) into their Supply, then they place a card from their Supply into the Story Grid.

Players take turns placing cards until they complete that round's Story Grid. Their scores are then tallied to determine the winner of that round.

PLACING A CARD

Every new card added to the Story Grid must:

-be placed showing the active player's color,
-fit within the shape specified for that round, and
-touch at least one other card side-to-side or top-to-bottom (except for the first card played each round).

Once the new card is placed, resolve its special action if any.

When a card is placed, the shape requirement is satisfied as long as every placed card will still fit within the boundary of the shape. The first cards placed aren't tied to any particular location within the shape, but additional cards restrict where future cards can be placed.

Example: if the Grid is 5 cards wide, once the 5th card across has been placed, the grid has reached it's maximum width and cards cannot be placed any further to the left or right.

SCORING

Once the Story Grid is complete each player adds up the points earned by the cards of their color, scoring each card one by one. Many cards will score based on neighbors or connections. A neighboring or connected card is a card directly adjacent to another card (but not diagonally).

Frog Prince
+3 Princess
-2 Witch

The blue player would receive 3 points if the Frog Prince is neighboring (adjacent to) the Princess. They would lose 2 points if the Frog Price is adjacent to the Witch.

The player with the most points wins that round. If players tie, tiebreakers are determined based on the round:

Round 1: Tie goes to Red
Round 2: Tie goes to Red
Round 3: Tie goes to Blue

Goldilocks   Mama Bear   Baby Bear   Little Red Riding Hood

Frog Prince   Witch   Papa Bear   Big Bad Wolf

If neither player has won two rounds, shuffle all 17 Character Cards together and begin the next round.

Round 2: Red player Starts
Round 3: Blue player Starts

WINNING THE GAME

The first player to win two rounds wins the game!

SCORING EXAMPLE

The diagram at the left shows a part of the completed Story Grid. The players would score these cards as follows:

RED PLAYER

Goldilocks scores 0 points as she is connected to Mama Bear.
Mama Bear scores 4 points as she has two Blue neighbors.
Frog Prince scores -2 points as he is connected to the Witch.
Papa Bear scores 2 points as he has one Red neighbor.
Big Bad Wolf scores 2 points as he is connected to Little Red Riding Hood.

BLUE PLAYER

Baby Bear scores 5 points as Baby Bear, Mama Bear, and Papa Bear are all connected.
Little Red Riding Hood scores 0 points as none of her connections were made.
Witch scores 0 points as she doesn't have any scoring opportunities on her card.

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