



# SAVE THE TREASURE OF FAIRY TALES

5+

2-4

20-30 min



Pegasus Spiele



## Kai Haferkamp



Kai Haferkamp was born in Oldenburg in 1967. A lawyer by profession, these days he lives in Osnabrück. He has had a passion for children's games ever since he was a young boy. He has a special talent for turning literary subjects into children's games. He has written a fairy tale of his own especially for the game of "Save the Treasury of Fairy Tales", which is the perfect introduction to the game. He has published over 150 games and several children's books in the last 20 years. In his games, it is important to Kai Haferkamp to always create a special element, a so-called "magical moment" to delight kids.

## Components

- 1 game board in the bottom of the box
- 24 fairy tale tiles + 1 blank tile
- 22 meadow tiles
- 1 four-part path
- 1 two-part apple tree
- 12 pages of the fairy tale book +2 cover pages
- 1 cord
- 4 child figures and 1 king



Once upon a time, the people looked after their fairy tales as if they were precious treasures. However, the evil king begrudged his subjects this treasure: by means of a ruse, he got hold of all the fairy tale books and set them on fire – all but one. He ripped each and every page of the final book into two, and scattered them about the castle garden. Soon, the people started to forget the stories and the kingdom was overtaken by a dull greyness. One day, however, whilst the king was taking a walk around his castle, a couple of brave children climbed up the apple tree and went into the castle garden. Working as a team, the children try to find the halves of the fairy tale book that belong together, and put the book back together. But will they be able to find all the fairy tales and leave the castle garden before the king returns to his castle?



## Game setup



- 1 Place the bottom of the box containing the game board in the middle of the table, and place the path around it. Important: the space with the crown must be positioned right in front of the garden gate on the box.
- 2 Position the apple tree on the corner of the wall that is diagonally opposite the garden gate.
- 3 Shuffle all the fairy tale tiles well, and place them in the box with the fairy tale side face-up. Put the blank tile in the corner with the apple tree. (This tile doesn't have any function in the game).
- 4 Now put all the meadow tiles on the fairy tale tiles, with the **grey** side face-up. Then turn over the meadow tile next to the apple tree such that its **green** side is face-up. Once you are finished, three fairy tale tiles are still visible. However, 2 halves of a fairy tale belonging together shouldn't be visible.

5. Place the pages of the book of fairy tales and the cord readily available to the side.
6. Place the king on the path on the start space with the crown.
7. Each player chooses a figure and places it on the green meadow tile.

To win you have to work together as a team, to find all the pages of the fairy tale book and to leave the castle garden before the king returns from his walk.

The game is played in clockwise direction. The last person to have been in a garden starts, by sliding meadow tiles in order to find halves of the book of fairy tales that belong together. You may slide tiles **once** or **twice**.

## How to play

Slide **1 or several meadow tiles in a row** forwards until you bump into another tile or the edge of the box or you find 2 halves of a fairy tale that belong together. You are allowed to slide grey and/or green meadow tiles. If there are figures standing on the meadow tiles, you simply move them too! Sometimes this can even be helpful for moving forwards.

If, on your 1st attempt sliding you **can't find any halves of fairy tales belonging together**, may slide a 2nd time.



## Have you discovered 2 halves of a fairy tale that belong together?



If, after your 1st or 2nd attempt, you discover 2 halves of a fairy tale that belong together anywhere on the game board, this means that you have found 1 page of the book of fairy tales. Your turn is over and you now perform the following actions:

1. Take the corresponding page of the book of fairy tales from the pile.
2. Turn the 2 fairy tale tiles you have found such that their blank sides are face-up.
3. Then turn over any 1 grey meadow tile such that its **green** side is face-up.



4. Move your figure forward by 1 **green** meadow tile. You are not allowed to move diagonally. You are only allowed to step on adjacent green meadow tiles. Tip: try to move towards the garden gate.

Now it is the next player's turn.

## You have not discovered any halves of a fairy tale belonging together?

Then your turn finishes after your 2nd attempt and you can move your figure 1 space if possible. You also move the king 1 space forwards in a clockwise direction. This only applies if the team has already found at least 1 page of the book of fairy tales. If the team hasn't yet found any fairy tale, the king stays put on the start space.

Now it is the next player's turn.



Game end

There are 2 ways the game can end:

### 1. The Treasure of Fairy Tales has been saved!

As soon as the twelfth page of the book of fairy tales has been found, the castle garden once again blossoms in all its beauty. To do this, turn over all the remaining grey tiles such that their green sides are face-up. Now try to move your figures to the garden gate quickly so that you can leave the garden before the king reaches the gate! On your turn you can slide twice and then move your figure forwards 1 meadow tile. The king also moves forwards 1 space. If your figure reaches the meadow tile at the garden gate, you are allowed to leave the garden. If all the figures have left the castle garden before the king returns, you have saved the Treasure of Fairy Tales and the team has won the game! Then tie together the pages of the fairy tale book with the cord

### 2. The king reaches the garden gate

If the king once again reaches the space with the crown **before** all the team's figures have left the castle garden, the team loses. In this case, the king has won the game.

### Variant

For an even more exciting game, you can have the king start taking his walk around the garden right at the beginning of the game. This means that the king doesn't have to wait on the start space until you have found the 1st page of the book of fairy tales: instead, he immediately moves forwards 1 space even if nobody on the team has found 2 halves of the book of fairy tales that belong together.



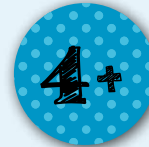


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3+ Games for the Little Ones



4+ Rules Can Be Fun



5+ I Can Play This on My Own



6+ Even Mom and Dad Can Have Fun with This

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