

NEW KINGDOMS

upon
a fable™

GAME COMPONENTS

To use this New Kingdoms expansion set, you'll need a copy of the *Upon a Fable™* base game. This expansion contains:

1 Right-Page Story Board (double sided with fixed spaces)

Select the correct side depending on the number of players: 15 spaces for 7 players or 18 spaces for 8 players

2 Realm Boards

Upon a Fable™ can now accommodate up to 8 players

69 Cardboard Tokens (on punchboard)

- 55 Wonder tokens (20 Magic, 10 Love, 10 Honour, 8 Follower, 7 Castle)
- 12 Fable tokens (6 for each player)
- 2 Deep Sleep tokens

104 Cards

- 81 Fate cards (11 Small Realms, 10 Large Realms, 5 Epic Realms, 15 Dream, 28 Ever After, 12 Enchantment)
- 9 Story cards (3 each for the First, Second, and Third Books of Tales)
- 9 Blessing & Curse cards (4 Blessing and 5 Curse)
- 2 Player cards (Scoring Summary on one side; Action Summary on the other)
- 3 blank Fate cards to customise your game



An example of the new Enchantment Cards

GAME SET-UP DIFFERENCES

Unless otherwise noted herein, use the rules presented in the base game when setting up and playing *Upon a Fable™*.

The choice of the right-page Story Board will depend on the number of players. Use the new 15-space or 18-space Story Board from this expansion with seven or eight players. Shuffle the new deck of Fate cards together with the deck from the base game before dealing four cards to each player.

Randomly select three Story cards for the First Book of Tales from the six available and distribute them face down on the first three Story spaces. Do the same for the Second and Third Books of Tales. Alternatively, players may collectively decide which three Story cards of the six available should be used for each of the Books instead of randomly selecting them.

Randomly select six Blessing & Curse cards from the 18 available and place them face down on top of the six Story cards of the Second and Third Books of Tales. As in the base game, none of these cards are placed on the Story spaces of the First Book of Tales.

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UPON A FABLE™ : NEW KINGDOMS EXPANSION RULES

NEW FATE CARDS

Enchantments

Enchantment Fate cards have instantaneous effects like Dream cards – they are discarded immediately after the cards' instructions are followed – but they are played out of turn under specific circumstances as noted on the cards instead of just during *Action 6: Play and Discard Fate Cards*. Their play is often triggered when a particular action occurs in the game, such as when an opponent plays a Dream or Ever After card, or someone Explores the Stories with a Fable in *Action 5*. Some Enchantments provide you with a specific advantage to your own strategy (such as one that allows you to choose an alternate Blessing or Curse card if you don't like the one that is revealed) while others give you a defensive action to protect your gameplay strategy (for example, stopping an opponent's upgraded Realm from stealing a Wonder from you).

Enchantments are an optional addition to *Upon a Fable™*. The player group can collectively decide whether or not they want to use them during their game. Should you wish to exclude them from play, remove all Enchantment cards from the Fate deck during game set-up.

Ever After Story Cards

A few of the new Ever After cards in this expansion give the player the chance to earn additional Magic Wonders after they bring the cards into play. These special Ever After cards act as an off-board Story space that other players can select with their Fables during *Action 5: Explore the Stories*. The player that brings these special Ever After cards into play can also place his or her own Fables on the cards during *Action 5* as well (no Wonders are transferred when this happens).

For example, you might bring into play one of these new cards that reads: "Acts as an 'Add Small Realm' Story space. Any player who selects this unoccupied space must give 1 Magic to you." Thus if a player wants to add a new Realm this round during *Action 5* but the Add Small Realm space is already occupied by another Fable, the player can instead place his or her Fable on your Ever After card and give you one Magic for this opportunity. This Fable placement now enables the player to add the Small Realm that would have been impossible to play without your new Ever After card. As with normal Story spaces, only one Fable can occupy the Ever After card each round.

The special Ever After cards are not actually Story spaces. Do not add Magic Wonders to the cards during *Action 8: Intensify Magic*.

STORY SPACES

Since you are doubtlessly familiar with how the various Story spaces function in *Upon a Fable™*, many of the new Story spaces (either on the new Story Boards or new Story cards) will be very similar and fall into broad categories:

Wonders From the Story Board

2 Love / 2 Honour / 1 Magic & 1 Follower / 1 Magic & 1 Castle / 1 Follower & 1 Castle

Wonders From the Earth

1 Love / 1 Honour / 2 Magic / 1 Wonder of Choice / 2 Wonders of Choice

Converting Wonders

1 Wonder to 1 Magic & 1 Love / 1 Wonder to 1 Magic & 1 Honour / 2 Wonders to any 2 Wonders

Choice of Options From Base Game

Play Card OR Draw Card / Add Small Realm OR Convert a Wonder / Add Realm OR Take 2 Magic from the Earth

Descriptions of the two Story space options that are introduced in the New Kingdoms expansion:

Take From Any Player 1 of the Following: 1 Magic, 1 Love, or 1 Honour

The selecting player must take one Magic, Love, or Honour Wonder currently located on any one opponent's Realm board and add it to the respective Wonder pile on his or her own Realm board.

Take 1 Fate Card from the Discard Pile (Third Book of Tales)

The player searches through the Fate card discard pile and selects any one card to add to his or her hand.