

# FANTASTIQA

## EXPANSION GUIDE

### BONUS CARDS

Use as many or as few Bonus cards as you wish when playing Fantastiqua. When setting up the game, shuffle the Bonus cards into the appropriate deck, as marked on the card. If you draw an EVENT card when first filling the board, set it aside until the board is filled. Then shuffle it in with the top ten cards of the deck. Read EVENT cards out loud, follow their instructions, and then remove them from play.

- BEAST OF BURDEN (Cost: 3 Gems). Play this card from your hand onto the table in front of you. You may store one card on top of it, which may be later used (or discarded) in any way you choose. (The stored card may go either face-up or face-down--player's choice.) After the stored card is removed, discard the Beast of Burden into your Discard Pile, for later use. *Thank you to Paul Incao for inspiring this card.*
- FAIRY RING (Event.) Place 3 gems from the supply in your current Region. A player who ends her turn in this Region may claim ONE of these Gems.
- MAGIC CARPET RIDE (Event.) Each player may immediately fly to the Region of her choice at the cost of 1 gem per Region traveled (over marked roads). *Players each pay and fly in clockwise order, beginning with the active player.*
- MARKET DAY (Event.) All players may freely buy, sell, or trade cards from their hands with one another. Trades do not have to be equal, as long as all parties agree. Players may freely use Gems and Treasure Tokens for bargaining.
- MISPLACED QUEST (Event.) Draw two Quest cards and tuck one part-way under each Region holding a Quest Chest. A player who ends his turn in a Region with a Misplaced Quest immediately claims this card and places it face-up in front of him like any other Quest. *If you already have three face-up Quests in front of you, do not claim the Misplaced Quest.*
- RAVENOUS RAVEN. (Event.) Each player must choose one card in her hand to feed to the Ravenous Raven. Release the chosen card from play. (Remove released cards from the game.)
- TRICKSTER RAVEN (Event.) Each player must pass one card from her hand to the player on her right.
- UNRULY ARTIFACT (Event.) Draw two Artifact cards and tuck one part-way under each Region holding an Artifact Tower. A player who ends his turn in a Region with an Unruly Artifact immediately adds this card to his Discard Pile.
- WAYWARD BEAST (Event.) Draw two Beast cards and tuck one part-way under each Region holding a Beast Bazaar. A player who ends his turn in a Region with a Wayward Beast immediately adds this card to his Discard Pile.

### ADVENTURER FOR HIRE EXPANSION

Special Delivery cards reward your Adventurers for performing escort and delivery missions to Regions all over Fantastiqua. Special Deliveries may not always be glamorous, but the pay is good! [Note: it is recommended that players use only one expansion at a time.]

Components:

- 18 Special Delivery Cards (3 per terrain type)
  - 8 +1 Point Bonus Tokens
1. During Setup, shuffle the Special Delivery cards and place them face-down next to the board in easy reach for all players.
  2. Each player then draws one Special Delivery card from the top of the deck and places it in front of her. If this card matches a player's current Region, she discards the card and draws again. (Discards go face up at the bottom of the deck.)
  3. Special Delivery Cards award Gems and Quest Points to players who act as couriers or escorts. Each card shows a Region to which its contents must be delivered.
  4. On claiming a Special Delivery card, the player places it in front of her face up. **This card does not count against the player as one of her three total possible Quests.**
  5. If the Region on the card is reached as the FINAL space during your turn (i.e., the Region occupied when you redraw), the Delivery is completed. Claim 1 Gem from the supply and put the Special Delivery Card face-down on top of your Adventurer Placard as if it were a Quest.
  6. Merely passing through a Region does not complete a Special Delivery—you must end your turn on it. Completing a delivery counts as a Free Action; no extra Turn Action is required to complete a Special Delivery.
  7. Whenever you have completed three Special Deliveries, discard them face-up to the bottom of the Special Delivery deck and claim one +1 Point Bonus token from the supply.
  8. As soon as you have completed a Special Delivery, immediately draw another Special Delivery Card and place it in front of you—you will always have one (and only one) Delivery available to complete. If this card matches your current Region, discard the card (face up) and draw again.
  9. If face-down Special Delivery cards run out, reshuffle the discards to form a new deck. If none remain, then no more can be claimed until more become available.

# TREASURE HUNT EXPANSION

You stumble upon a curious collection of Treasure Maps. Use these maps—and your “Dig Dog”—to dig up mysterious treasures all over Fantastiqua! [Note: it is recommended that players use only one expansion at a time.]

Components:

- 12 Treasure Map Cards (2 identical cards for each Region)
  - 14 Mystery Tokens (2 of each type, with “?” on the back)
  - 12 +1 Point Bonus Tokens
1. When setting up the game, the Mystery Tokens are shuffled face-down and placed near one corner of the board. Treasure Map Cards are shuffled and placed face-down to the side.
  2. Take the top Treasure Map card but do not look at it—tuck it sideways, face-down beneath the Quest Goal card for this game. **This card shows the location of the Victory Cup.** It will be kept secret until one of the players reaches the Quest Goal. See step 9, below.
  3. The top card of the Treasure Map deck is now turned face-up, still on top of the deck, for all to see. This is the “active” Treasure Map—place a +1 Bonus Token on top of it.
  4. A Treasure Map works just like any other Open Quest, except that only one type of symbol works to complete it: the “Dig” ability (e.g., your Dog card). Commit the required card to a Treasure Map just like you would an Open Quest by placing it face down under your Quest Token, or simply play it from your hand.
  5. Digging for Treasure requires performing a Quest action in the Region shown on the card, just like any other Quest. Doing so counts as your Turn Action.
  6. If you fulfill a Treasure Map Quest, claim the +1 Bonus Token and draw one Mystery Token at random, which you add to your supply, face-up. Discard the Treasure Map face up to the bottom of the deck and turn the top card face up. If you run out of face-down cards in the deck, reshuffle the discards to form a new deck.
  7. Mystery Tokens are special Treasure Tokens which (like any other Treasure Token) can be played as Free Actions on your turn (including this one). After performing the Free Action shown on the Token, the Token is discarded next to the supply, face up. See *Mystery Token actions to the right*.
  8. If all the face-down Mystery Tokens run out, then no more may be claimed this game.
  9. When one player reaches the Quest Goal, he must announce it. The Victory Quest tucked beneath the Quest Goal is then revealed, face-up, for all to see. **The first player to fulfill both of the following conditions wins the game:**
    - a) the player’s score meets or exceeds the Quest Goal, and b) the player uses a “Dig” symbol to unearth the Victory Cup from the Region showing on the card (exactly the same way for claiming a Mystery Token).

# MYSTERY TOKENS



**Artifact:** Draw one Artifact from the top of the Artifact deck and claim it for free. Immediately add it to your hand (not to your Discard Pile).



**Beast:** Draw one Beast from the Beast deck and claim it for free. Immediately add it to your hand (not to your Discard Pile).



**Flying Carpet:** Fly to any adjacent Region over a marked road (just like a regular Flying Carpet token).



**Magic Compass:** Travel to any Region diagonally adjacent to your own (i.e., across the terrain occupied by an Open Quest card).



**Pocket Portal:** Teleport to any Region on the board.



**Potion of Persuasion:** Use the potion to subdue any adjacent Creature while Adventuring (move your Adventurer as usual). Immediately add this Creature to your hand (not to your Discard pile).



**Secret Stash:** The token is worth 4 Gems. These Gems do not count against you when the Mischievous Raven appears or when other players use Artifacts like the Rogue’s Purse. They cannot be stolen by the Mischievous Raven or by other players. Use these Gems just like regular Gems when purchasing items. No change is given.