

# FANTASTIQA

## DESIGNER'S VARIANTS, FAQ, and ERRATA

*By Alf Seegert (version 7 October 2012)*

### DESIGNER'S VARIANTS

*You might enjoy using one or more of the following variants when you play Fantastiqa. (I'm personally very fond of playing with the **Espresso Dragons**....) Make sure all players agree on any variants you use before you begin the game.*

#### *Base Game Variants*

##### ESPRESSO DRAGONS

- *All Peaceful Dragons now serve Espresso!* This variant makes gameplay easier, friendlier, and a bit more frenetic—you know, like espresso does.
- As a Free Action, discard a Peaceful Dragon card from your hand (into your personal Discard Pile, as always). **You may now perform one additional Turn Action this turn.**
- Cards with the Peaceful Dragon Special Power (e.g., Enchantress/Fairies) summon Peaceful Dragons as usual, but each summoned Dragon goes **into your own Discard Pile**. You probably won't want to give these now-valuable Peaceful Dragon cards to your opponents!

##### MISCHIEVOUS DRAGONS

- *Earn extra Gems by harnessing the power of dragon flight!*
- Whenever the Mischievous Raven steals Gems from players, place these Gems in its nest (that is, to the side together with any previously stolen Gems).
- As a Free Action, a player may discard 3 Peaceful Dragons from his hand and/or from under his Quest token to raid the nest and claim these Gems for himself.

##### TRADERS OF FANTASTIQA

- As a Free Action, the active player may initiate a trade with any other player, no matter their locations on the board.
- Trades may involve Gems, Tokens, and cards in hand (no cards from the Draw Deck, Discard Pile, or those under the Quest token may be traded).
- Trades do not need to consist of equal exchanges, but both players must agree to the terms of the exchange.

#### *Expansion Variants*

##### LOYAL BEAST

- After you remove a card that you have stored on the *Beast of Burden* card, do not discard the *Beast of Burden*. Keep it in front of you for the entire game.

## FREQUENTLY ASKED QUESTIONS (FAQ)

**Help! I'm stuck on the board! How can I Go Adventuring when the cards in my hand don't match adjacent Creatures?**

- Remember that you can use any two identical symbols as a **Wild symbol**: doing so is an essential strategy for successful Adventuring. For that reason, it's valuable to collect multiple cards with the same symbol to help you assemble doubles in your hand. (You can't use Wild symbols this way when fulfilling Quests.)
- Use Artifact Cards to your advantage. Several of these will bring more cards into your hand. Also, the *Looking Glass* doubles the symbol value of any card, instantly transforming it into a Wild. The *Wardrobe of Changing* lets you exchange any two Creatures on the board, another way to open up Adventuring opportunities.
- Use a Flying Carpet token to fly to an adjacent Region and begin Adventuring from there! (The same goes for the Special Power on the Witch and the Warlock's Pet cards.)
- Instead of Adventuring, you might use your Turn Action to visit the Statue in your current Region to claim Artifacts, Beasts, or Quests. Quests can be valuable assets. Since you begin the game with three Gems, you are able to purchase a Beast or (most any) Artifact right away, which can be to your advantage.
- If all else fails, keep any cards that might be useful, discard the others, and end your turn.

**What are the Peaceful Dragon cards for? It looks like all they are good for is pouring tea for everyone.**

- That's exactly right. In the regular version of the game, Peaceful Dragons are about as useful in your party as Barney or Jar-Jar Binks would be—in other words, useless. That's why you will want to get these out of your hand and into your opponents' Discard Piles whenever possible.
- See two of the gameplay variants (the *Espresso Dragons* and *Mischievous Dragons*) to put your Peaceful Dragons to work for you!
- Feel free to treat Fantastiqua as a "drinking game" by sipping tea every time you find a Peaceful Dragon in your hand. (I do.)

**My Deck contains too many unwanted cards! How do I get rid of them?**

- Use your Quest Token wisely! You can store any five cards at a time face-down beneath it. Ideally, these should be cards that you will use for fulfilling Open Quests. But sometimes it's useful to store unwanted cards beneath your Quest Token just to keep them from re-entering your hand.

- At any Statue you can release up to three cards from your hand or your Discard Pile, at the cost of 1 Gem each. Releasing a card permanently removes it from the game. The price can often be worth it!
- If you end your turn in the same Region as an opponent, you may put one unused card from your hand on top of that opponent's Discard Pile. This is an excellent way to get rid of any cards you no longer want—including Peaceful Dragon cards!
- Adventure with care! Try to collect only those Creature cards that will help you in future Adventuring or in fulfilling necessary Quests.

**Do I get to claim all the Statue Cards that I draw?**

- No. When you draw Statue cards, you only claim those cards that you can afford (at the Artifact Tower and Beast Bazaar) or that you choose (at the Quest Chest). Claiming cards is optional at the Artifact Tower and the Beast Bazaar. At the Quest Chest you must keep at least one card.

**May I use cards under my Quest Token for fulfilling personal Quests?**

- No. These cards may only be used for Open Quests, or be discarded.

**Who created the artwork used in Fantastiqua?**

- The components are illustrated with fine art by Vincent van Gogh, Claude Monet, Arthur Rackham, John William Waterhouse, John Bauer, Edward Burne-Jones, Francisco Goya, and others. The box cover is taken from Caspar David Friedrich's painting *Wanderer Above the Sea of Fog* (1818). All artwork is licensed through Bridgeman Art Library, New York City. Pixel Productions created the graphic design.

## ERRATA

- p. 4. under "Regions and Statues" reads "Turn the six circular Region tiles face down and mix them." **Ignore this line: in the finalized version of the game, the Region tiles show the same image on both sides—just distribute them randomly without mixing them first. Alternately, players may freely decide together where to place them on the board.**
- p. 8 reads "You may never release a Peaceful Dragon [at a Statue]. Unfortunately for you, Peaceful Dragons are loyal and refuse to leave your side!" **This should be clarified to say "Peaceful Dragons are loyal and refuse to leave your side—unless you put them in an opponent's Discard Pile." You can't release Peaceful Dragons at Statues, but you can get rid of them by giving them a different Adventurer to follow.**
- p. 12 contains a notable omission in the Acknowledgments: **Thank you to Chris Kirkman for his brilliant Flash animation for the Kickstarter video!**