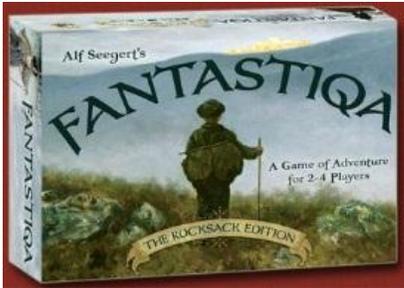


RUCKSACK



EDITION



Welcome to the wild, weird world of FANTASTIQA! The Rucksack edition offers all the fun of the Enchanted edition for a lightweight price! *Fantastiqua* is a deck-building board game set in a fantastical landscape of dark forests, mist-shrouded highlands, and frozen wastes. As you and your foes journey around the board, you will subdue strange creatures and fulfill quests. Each creature you encounter has an ability and a vulnerability. Manipulating these, you can subdue and recruit new creatures. Each creature you recruit is added to your expanding deck of cards, making its special ability your own! By combining the powers of different creatures, you can fulfill quests to score victory points and claim other special rewards. Some of the creatures you encounter carry precious gems, which you can spend to purchase powerful artifacts or to summon mythical beasts to your aid. You begin with a handful of household items, but you will grow in power as you adventure and gather allies! The board changes every time you play, so prepare for a new, exciting adventure each time you enter the world of Fantastiqua!

FANTASTIQA is easy to learn but challenging to master – a game for families and gamers alike. Additional simplified rules are included for beginning players and children.

“Seegert comes up with some unique game mechanics that don’t play like anything else on my shelf. This one uses a nine-symbol “Circle of Subduing” that’s like a rock-paper-scissors mechanic, showing how any given card can be used toward defeating (and acquiring) another card. ~Jonathan Liu (GEEKDAD) wired.com

Fantastiqua is aptly named, as it’s fantastic (and) you are in for a ride! (It) takes us on an adventure we’ve never been on before, to a place we’ve never even thought of, and does it in a way that makes you want more, but doesn’t leave you dissatisfied at all with what you have. Fantastiqua has SO many options for strategies and plays, it’ll keep you coming back to the fabled and imaginative land. ~www.critshappen.net

Game designed by Alf Seegert
 Art from the Bridgeman Art Library
 Published by Gryphon Games

Game Components:

- 1 Compass Token
- 4 Player Reference Cards & Adventure Kits
- 3 Card Supply Tokens
- 6 Circular Region Tiles
- 6 Wooden Statues
- 60 Gems
- 29 Artifact; 18 Beast; and 45 Quest cards
- 59 Creature cards
- 4 Quest Goal cards
- 16 Peaceful Dragon cards
- 12 one-point Bonus Tokens
- 16 Flying Carpet and 12 Reshuffle Tokens
- 4 Dog Cards
- 1 Reference Sheet/Glossary
- Rulebook

Players:	2 - 4
Playing time:	45 - 60 minutes
Age:	8 and up
Case size:	6

Product Code:	101442
UPC:	609456646994
Size:	12.25" x 8.75" x 2"
MSRP:	\$39.99

Call 270-259-8833

Email: sales@eagle-gryphon.com



Target Audience:

- Adventurers seeking a refreshing new take on deck building with lots of art, language, imagination and a bit of luck!
- Game, book, museum and gift store patrons

Core Mechanics

- Deck Building and hand management
- Develops decision making, advance planning, flexibility, imagination, art appreciation and memory skills