

HUNGARIAN FOLKTALES - THE BOARD GAME RULES

Hungarian Folktales - The Game-

2-6 players each take on the role of a Hungarian Folktale hero and go through a journey filled with adventure, unique experiences, and collect magical items to help accomplish tasks. The first person to reach the Castle after completing his task and collected the required magical items for his character wins!

The Goal Of The Game

The players move around the game board by rolling a dice. Players travel to distant lands and land on different fields, some containing adventure where players will either battle a Foe or help Friends by finding something they lost. Players will also be able to collect resources such as food, weapons, helpful tools and even gain companions while traveling. Some fields will give players extra rolls, others will require giving up a resource. Players will find additional challenges in getting ahead in areas that are hard to navigate through and slows them down, such as the Dark Woods or Glass Mountain.

Game Components

6 Folktale Hero playing pieces and character tokens

3 dice

14 Folktale cards

6 character boards

1 game board

3 salt tokens (can only be used by the Littlest Princess character)

36 biscuit tokens

24 Advice tokens

15 Gold Coins

6 Movement tokens

2 x 6 pieces of Starting item tiles (The extra set is simply that. Extra)

5 x 6 pieces of Magical item tiles

3 x 5 pieces of Animal tiles

4 x 3 pieces of Useful item tiles

1 Trickster tile

Getting Ready To Play

Each player chooses a character from the 6 Folktale Heroes

The players can choose a folktale hero from the available characters, which are based on well-known and beloved figures from the world of Hungarian Folktales: Son of the White Mare, Fairy Beauty Ilona, Peter Carved of Wood, Starry Eyed Shepherd, The Clever Girl and the Littlest Princess.

Each Folktale Hero has a unique ability described on the character board.

Each player picks a random Folktale card

There are 14 Folktale cards included in the board game. Before starting a new game, each player needs to pick a Folktale card randomly. Essentially, the players participate in a quest where each character needs to

battle the Foe or complete a task for the Friend that corresponds to their Folktale card. Any Useful Item tiles or Animal tiles needed to complete the quest need to be discarded. Once the player completed his quest and collected the magical items required of him, he can race to the Castle for a final challenge to win the game.

(mesehatya kep) Friend or Foe the player needs to find
item needed for the quest
magical items needed to take to the castle

Tip: An interesting variation to play with 2-3 people is for the players to pick 3-4 Folktale cards. In this variation, the quests need to be fulfilled in order of the cards picked (except for collecting magical items. These are not needed for this version and are ignored) then players race to enter the Castle to win.

Folktale Cards:

Facing the Foe: Players will battle the Foe with the help of the Lucky Throw dice (8-sided yellow dice) and various weapons or Magical items. They do this by landing on the Adventure Field of the Foe by rolling the exact amount needed or using biscuits for bonus steps. All actions are done when the player needs to fight is done using the yellow 8-sided dice. (See Dice rules for details.) The quest is considered complete as soon as the player faces the Foe by rolling the Lucky Throw dice, regardless of the outcome.

Finding the Friend: Of course, not everyone the player meets is evil. Some of the Folktale card characters are gentle, kind and need some help from the player. One of the lessons in Folktales is that one good turn deserves another! To help a Friend, players need to find a lost item and return it, then try their luck with the Lucky Throw dice. See Dice rules for details.

Description on Folktale cards:

Witch (Boszorkány): Find the Wicked Witch in the Dark Woods and challenge her!

Magical Items to collect and take to the Castle: 7-League Boots and the Enchanted Sword

Dragon (Sárkány): Cut the 12-Headed Dragon's heads off, who lives on the Glass Mountain.

Magical Items to collect and take to the Castle: the Enchanted Sword and the Wishing Table.

Devil (Ördög): The King of the Devils is waiting for you to fight to the death.

Magical Items to collect and take to the Castle: Magic Cloak and 7-League Boots

Wolves (Farkasok): Dangerous beasts prowl the Dark Woods. Find them and fight them!

Magical Items to collect and take to the Castle: Golden Comb and 7 League Boots

Robbers (Rablók): Robbers are causing mischief in the Dark Woods. Find them and chase them away.

Magical Items to collect and take to the Castle: Enchanted Sword and Magic Wand

Giant (Óriás): The Giant of the Glass Mountain lost his gold. take 2 Gold Coins to give him.

Magical Items to collect and take to the Castle: Golden Comb and Enchanted Sword

Lion (Oroszlán): In the Hill Country, a fearsome Lion awaits travelers. You have nothing to fear if you give him the Dove!

Magical Items to collect and take to the Castle: Magic Wand and Magic Cloak

Kind Fairy (Jótündér): The Kind Fairy lost her Golden Comb in the Great Sea. Find it and take it to her.
Magical Items to collect and take to the Castle: Magic Wand

Cottage (Házikó): Take 3 Biscuits to the hungry children living in the Round Forest.
Magical Items to collect and take to the Castle: Magic Cloak and Wishing Table

Beggar (Koldus): The beggar lost his loyal dog. Find it and take it to him.
Magical Items to collect and take to the Castle: Wishing Table and Magic Wand

Dwarf (Törpe): The Dwarf lost his pickaxe! Find it and take it to him.
Magical Items to collect and take to the Castle: Wishing Table and 3 Gold Coins

Bear (Medve): A large brown bear is roaming the Round Forest. Find him and tie him up with the Rope.
Magical Items to collect and take to the Castle: Golden Comb and Wishing Table

Old Man (Öregember): Bring back the Old Man's lost cat. He will be grateful!
Magical Items to collect and take to the Castle: Magic Wand and 7-League Boots

Palace (Palota): The King lost the key to the Palace on the Glass Mountain. Find it and take it to him!
Magical Items to collect and take to the Castle: Magic Cloak

PAGE 3

Character Boards

Each player is given their chosen Folktale hero's character board which explains any special abilities the character has. It also serves as a satchel, on which players can keep track of resources collected along the way as well as how many Biscuit tokens, Advice tokens, and Gold Coins they have. The number of tiles and tokens a player can have at any one time is limited to space on the character board.

Special Abilities as described on the Character Boards:

Son of the White Mare (Fehérlófia) has great strength. Whenever Son of the White Mare faces a Foe with -3 points or higher (marked on the Adventure Field of the Foe) he adds 1 point to the Lucky Throw roll.

Fairy Beauty Ilona (Tündérszép Ilona) has the ability to turn into a Crow and is able to simply fly over the Great Sea and the Gorge without having the required item (see Shortcut Fields in the rules) in 1 turn. When using the shortcut the Griffin guards, she does not need to pay a Biscuit and is able to move to the other side in 1 turn.

Peter Carved of Wood (Fából Faragott Péter): Since he is made of wood, it is easy to put him back together! When Peter loses after facing a Foe (rolls 2-4 with the Lucky Throw), he does not have to lose a turn.

Starry Eyed Shepherd (Csillagszemű Juhász): Bad Luck Fields have no effect on him.

The Clever Girl (Okos Lány) is very smart and is able to think her way out of the most difficult situations. She may exchange 1 Biscuit token for 1 Advice token on every turn.

Littlest Princess (A Legkisebb Királylány) knows salt is very valuable. Each Salt token allows the Littlest Princess to reroll her steps once per turn. Used Salt tokens need to be discarded.

The players receive their starting pieces

Each player will receive and place 2 Biscuit tokens, 1 Advice token, and 1 Gold coin on their character board, as well as their character token which later will be placed on the gameboard by the field of the Foe or Friend they, need to find.

Place the Folktale heroes on the Village field

The village is the Starting Field on the board where the heroes will start their adventure!

Each player rolls the dice to decide who goes first. The player with the highest number goes first.

The play is done in clockwise order. Before the game starts, the last player chooses a Starting item, and then the rest of the players pick one in counterclockwise order.

Playing The Game

Order of actions for each player's turn:

1. Player rolls and takes the number of steps he rolled. This number can be affected by bonus steps of the White Stallion or step modifiers depending on what challenge areas he is traveling through.
2. Depending on the field he lands on, the player will do an action. If the player gets a bonus roll, he repeats this sequence. (Possible actions include trying one's luck against a Foe, collecting various resources, picking up Magical Items etc.)
3. The player's turn is over and hands the dice to the person on his left.

The players take turn rolling the dice and move ahead the number of fields indicated. If they land on an Adventure Field or Unique field, they simply perform the given action to complete their turn and the next player can roll the dice. An interesting feature of this game is that players are allowed to change direction and are free to take forward or backward steps. Players can change direction after they roll the dice, however, are not allowed to split the number of moves of any one roll to change direction.

If 2 players land on the same field, they are able to trade magical items - which may be advantageous for their quest. Players occupying the same field are allowed to trade biscuit tokens, advice tokens and other item tiles (animals, useful items) as well, or they can test their bravery (see *additional rules*)!

If a player is on a road segment that ends in a dead end and his dice roll is higher than the number of steps he can take, the player simply stops on the last field and ends his turn. He will be able to turn around and change direction on his next turn to continue his journey.

Tip: To up the difficulty of the game, players could be required to roll an exact number to land on the last field of a dead end road.

Resources

Each player starts out with 1 item, which he may lose on his journey if he is lucky he may gain additional items which he can place in his satchel.

Important! Players are not allowed more than 5 items in their satchel at a time as indicated by the spaces on the character board.

The player can choose from 6 different Starting Item tiles before the game begins, starting with the last player, then the rest of the players each pick one tile in counterclockwise order. Each player should have a different tile. There is an extra set included in the game to replace missing pieces. The Starting Item tiles are tan with red edges.

Flute:

Adds 1 to the Lucky Throw dice roll (yellow 8 sided dice) when facing the Crow, Snake, Frog, Bear, Giant or Beggar. The music of the flute calms them.

Feather:

Adds 2 to the Lucky Throw dice roll (yellow 8 sided dice) when facing the Crow, other special abilities include being able to fly over the Gorge (see Shortcut Fields rules), turning your own animal tile into a Dove tile and not having to pay biscuits to the Griffin .

Satchel:

If a player is collecting apples, grapes or wild pears or drinks from the gourd, he may collect 2 biscuits instead of just 1.

Boot:

Can be only used when landing on a -1 field on the board. It simply cancels out the effect on the player when journeying through the Bare Lands or Dark Woods. The Boot tile cannot be used in the Glass Mountain or Great Sea areas.

Sword:

Adds 1 to the Lucky Throw dice roll (yellow 8 sided dice) when facing the Bear, Lion, Robbers or Dragon. It can also be exchanged in the City for an Enchanted Sword tile if the player pays 2 Biscuit tokens.

Staff:

Adds 1 to the Lucky Throw dice roll (yellow 8 sided dice) when facing the Fox, Wolf, Robbers, Witch or Devil. This is because they all fear the Staff.

Important:

When facing a Foe, the player is only allowed to use one weapon to help. For example, if a player faces the Robbers he cannot use both the Staff and the Enchanted Sword tiles to add extra points to his Lucky Throw.

Players can collect Useful Item tiles if they step on the corresponding field. These items will make the journey easier and can help the player out but can only be used once and need to be discarded after use.

Rope:

Players can climb over the Gorge instead of walking around. See details under the Shortcut Fields explanation.

Pickaxe:

Players can dig out the opening of the Secret Tunnel, which takes the player under the Glass Mountain. See details under the Shortcut Fields explanation.

Key:

Adds 3 to the Lucky Throw dice roll (yellow 8 sided dice) when a player is rolling to enter the Castle.

Trickster:

The Trickster tile can only be used when 4-6 people are playing. Adds 5 to the Lucky Throw dice roll (yellow 8 sided dice). Once the player uses the Trickster tile, he passes the tile to the player sitting on his right. The Trickster tile does not get discarded after each use but is passed around during the game. The first player to land on or pass a Red Field gets the Trickster tile. Red fields are rest areas where the player takes a break for a bite to eat, and the Trickster sits down beside him. The player can keep the Trickster tile in his satchel as long as it is unused, but counts against the 5 item tiles he can have at any one time. Using the Trickster tile to enter the Castle is not allowed. During a game, the Trickster tile can pass through the players multiple times.

Important:

The number of Magical and Useful item tiles and animal tiles is limited in a game to what is available. For example, if a player lands on a field where he could get a Rope tile but there are no more Rope tiles available, the player will not receive anything. Tiles become available again after players discard them.

Magical Items

Magical items are especially valuable. One of the goals of the game is for players to collect specific Magical Items according to each player's Folktale card. Each Magical Item tile is legendary from the beloved Hungarian Folktales. They are all are enchanted and given special abilities, they can be recognized by the purple edges.

There are four ways for players to collect Magical Item tiles:

- when players land on a field with the picture of the Magical item
- with a Lucky Throw (8-sided yellow dice) on Adventure Fields
- magical item tiles can be purchased in the City and the Palace with 2 gold coins and 1 biscuit token or players can get them from the Sorcerer of the Dark Woods.

Players are not allowed to have duplicates of a magical item. For example, if a player steps on the Magic Wand field and already has a Magic Wand tile, he will receive an Advice token instead. Players are allowed to use different types of Magical Items per turn. For example, the player can use the Magic Cloak and Golden Comb during the same turn.

Magic Cloak (can only be used once):

It can be used anytime to move 7 in the direction of the player's choice. Magic Cloak tiles come in especially handy when a player's Lucky Throw roll does not work in his favor against a Foe - simply use the Magic Cloak to slip away!

Golden Comb (can be used twice)

Allows a player to roll again with the Lucky Throw dice on an Adventure Field if his first roll was not favorable. Turn the tile over after the first use. Once the player has used the Golden Comb tile twice, he needs to place his character token on it. The player can either discard or choose to keep the Golden Comb after its use. Of course, if the player has the Magic Wand, he can always turn the spent Golden Comb tile into another Magical Item!

Enchanted Sword

Adds 2 to the Lucky Throw dice roll (yellow 8 sided dice) when meeting a Foe. The Enchanted Sword can be used more than once during the player's turn if he stepped on more than one Adventure Field. But players need to be careful, using the Enchanted Sword with the Crow or Devil is ineffective!

Magic Wand (can be used twice)

The player who possesses the Magic Wand tile has the ability to perform magic. The Magic Wand tile can turn one item into another, with some limits of course. The player can only turn one Useful Item tile into a different Useful Item tile, one Magical Item into a different Magical Item tile or one Animal tile can be turned into another Animal tile. For example, a Rope tile can be transformed into a Key tile. But turning a Rope tile into a Golden Comb tile is not allowed. Turn over the Magic Wand tile after the first use.

Wishing Table

Supplies the player with biscuits when the player needs to eat (whenever the player lands on or crosses Red Fields, see Adventure Fields rules). Cannot be used for any other action involving biscuits. For example, the player cannot use the Wishing Table to gain biscuits to trade for other items, or is not allowed to ask for biscuits from the Wishing Table to give to the Griffin or the Sorcerer of the Dark Woods.

7-League Boots

Can be only used when landing on any -1 or -2 field on the board. It simply cancels out the effect of having to take away from the player's roll when journeying through the Bare Lands, trying to reach the Golden Comb at the Great Sea, Glass Mountain or Dark Woods areas.

Important: There are three different step modifier tiles, the Leather Boots, the White Stallion and the 7-League Boots tiles. Only one of these can be used in a turn by a player no matter how many he may have. If a player does not want to use his tiles with the ability to cancel out negative fields on his turn, he needs to indicate it by turning over the above mentioned tile or tiles *before rolling*.

Tip: Don't discard any Magical Items after using them! You may need them in your quest! Magical Items (except for the Enchanted Sword) can only be used once per turn.

Animals

Players will often have the chance to find different animals on their journey. The player can simply pick up the corresponding animal tile and place it on his character board (don't forget, it counts against the 5 allowed items a player is allowed to carry). If the player meets an animal he already has, he can simply pick up a Biscuit Token instead. Animal tiles have green edges.

Fish

One good turn deserves another! If you throw the Fish back in the water (discard), the King of the Fishes will take the player across the Great Sea in two turns. If the player gets in a tight spot, the Fish tile can be exchanged for 2 Biscuit tokens.

Dove

The Dove will show a player the shortcut through the Glass Mountain. The player who has the Dove tile does not need to take away from his roll. If the player gets in a tight spot, the Dove tile can be exchanged for 2 Biscuit tokens.

Black Cat

Cats make great companions! If the player has a Black Cat tile, fields with bad luck will have no effect on him, and is able to use the Secret Path that leads through the Dark Woods in 1 turn.

White Stallion

The White Stallion tile gives the player the ability to move faster by adding 2 to each roll, except on the Glass Mountain fields, where the player need to release (discard) the White Stallion.

Dog

Gives the player 2 extra points when using the Lucky Throw dice (8-sided yellow dice). Can be only used when the player faces the Giant from the Glass Mountain, or against the Robbers, Wolves or Witches of the Dark Woods. The Dog tile can be used along with the Staff or Sword tiles.

Tokens

Biscuits

In the game, food is represented by biscuits, which the player needs to eat (discard) whenever landing on or crossing a Red Field (See Playing Fields rule). Biscuit tokens can be used for moving as well. On the back of each Biscuit token, is a boot along with the number of steps the player can take (1, 2, 3 or 5). At the start of the game, each player gets 2 Biscuit tokens (with 1 and 2 steps on the back). The player is not allowed to hold more than 7 Biscuit tokens at a time. Whenever the player lands on a fruit or wheat field, he can draw a Biscuit token (boot face down). Biscuit tokens can be used to move forward or backward according to the number printed on the back but only one token can be used per turn. The player may use the Biscuit token for movement before he rolls. If the player lands on an Adventure Field, he needs to complete the action before he can roll. Or the player can use the Biscuit token to move after he rolls and completes any actions from his roll. Negative fields will not affect a player's movement when using the Biscuit token, however, it cannot be combined with any other tiles to boost the number of steps. For example, when the player is in the Dark Woods, he may use a Biscuit token with 3 printed on the back to move 3 steps but is not allowed to combine his move with the White Stallion tile and take an additional 2 steps.

When the player needs to pay for items or pay a fee with Biscuit tokens, each token is worth only 1 Biscuit regardless what number is printed on the back.

Tip: A player can pay 2 Biscuit tokens for 1 Advice token *before a Lucky Throw is rolled*. Can only be used once in a turn.

Advice

Players start out from the village with 1 Advice token each and can draw more when they step on a field marked with the advice symbol. Whenever a player lands on an Adventure Field, he will often need to try his luck by rolling with the Lucky Throw dice (8-sided yellow dice) and the outcome will depend on the number rolled. Advice tokens can be added to boost Lucky Throw rolls which can make all the difference! Each Advice token adds 1 to the player's Lucky Throw. For example, a player is facing a Foe with a negative 3 modifier. The player rolls 6 with the Lucky Throw dice but has 2 Advice tokens too. He adds up his points 6 + 2 and

takes away the Foe's modifier (3), which give the player 5 points. The player can collect 1 Biscuit token for overcoming the Foe. (See more details in the Adventure Fields rules.)

The player is not allowed to hold more than 7 Advice tokens at any one time.

Tip: Discard 2 Advice tokens and get 1 Biscuit token!

Gold Coins

Each player sets out with 1 Gold Coin and may collect more on his journey. Players may use Gold Coins to buy items in the Castle or the City. For the price of 2 Gold Coins and 1 Biscuit, the player can purchase a Magical Item of his choice. 1 Gold Coin will buy 1 Animal tile or 2 Advice tokens. Players can only have 3 Gold Coins on hand at a time.

Salt tokens

The Salt tokens are only used by the Littlest Princess character. The Salt tokens allow the Littlest Princess to roll the white dice again if she is not happy with her results. She is only allowed to use 1 Salt token per turn and has to discard the used tokens.

The Dice

(The translator is fully aware that the singular form of dice is 'die'. However, since the term 'die' is rarely used today when talking about 1 little block with dots or numbers on it, except by grammarists of course, the translator uses the term 'dice'.)

Players use 3 different dice in the game, one for steps, one for points and one to decide who goes first as well for bonus rolls.:

White Dice

Players use this special dice to move on the board. This white dice has numbers 1-5 with a blank side. If a player rolls the blank side, he may choose how many steps he wants to take between 1-5.

Tip: To make the game last longer, the player who rolls a blank side skips a turn!

Yellow Dice/Lucky Throw

Players use this 8 sided dice for their Lucky Throw whenever they land on an Adventure Field. This roll decides the fate of the player when meeting a Friend or Foe. The number rolled is the amount of points the player has. Add the Lucky Throw points to the number found on the Adventure Field (which can be minus) and any Advice tokens the player may have to earn a reward or lose a turn.

Blue Dice

This dice is used to decide at the start of the game which player goes first. Players use this dice on the blue Bonus Roll fields.

PAGE 6

The Game Board

The game board is full of adventure! Players travel to different lands on the board by the way of stepping on fields on a path to meet with characters from the Hungarian Folktales

The layout of the different lands:

On the top left corner of the game board is the Round Forest (Kerekerdő) where players can meet the Fox, the Bear or find the Cottage (Hazikó).

In the bottom left corner is the Village, where all players start their journey. Around the Village are the Wheat Fields (Mező). The Wheat Fields are colored yellow-green with a green border. Players add 1 to the number of steps they can take with their roll when stepping on all the fields within the green plant motif border. See more details in the rules under Step Modifying Areas.

Right next to the Village, to the east lay the Bare Lands (Pusztaság). The Bare lands are brown with a brown border. Players traveling through the fields within the brown border need to subtract 1 from the number of steps they take on each turn.

Close to the middle of the board (northeast from the Village & Bare Lands) is the Great Sea (Óperenciás Tenger) area. On the opposite shore of the Great Sea is the City, where players can take a rest and replenish their supplies. Players trying to reach the Golden Comb will find it challenging, the narrow fields leading to the comb are slippery and players need to take 2 away from their roll.

East of the Great Sea is the Glass Mountain (Üveghegy). Traveling around the Glass Mountain the players will meet the 12 Headed Dragon or the Giant. The Glass Mountain is transparent blue and its border is blue with small mountain motifs. Traveling the fields of the Glass Mountain slows the player's steps by taking away 2 from their rolls with the white dice.

Next to the Glass Mountain, in the upper right corner of the board is the Dark Woods (Sötéteredő), where Robbers, Witches, and Wolves lurk. But a player can also find help when needed from the old Sorcerer. Getting through the Dark Woods is not easy, players subtract 1 step when stepping on all the fields within its border (brown striped edge).

South of the Dark Woods, in the lower right corner of the board, is the Palace, where players can rest and buy supplies.

To the West of the Palace is the Hill Country (Domság) where the Lion and the Dwarf live.

Between the Bare Lands and the Hill Country is the Gorge.

Playing Fields

Depending on which field they land on, players will find adventure, meet different folk tale characters or animals, will get a bonus roll etc. Some of the characters are evil and the players will have to fight them while others may be friendly & helpful while others will require the player's help. Players need an exact amount of steps to land on the playing fields unless noted otherwise.

Adventure Fields

It is easy to recognize the Adventure Fields by the yellow Lucky Throw dice symbol on them and a dark brown ring around it. When a player steps on any space of an Adventure Field, he needs to try his luck by rolling the Lucky Throw dice. Then players add or take away the number indicated on the Adventure Field from their roll.

This number can be further modified by having Advice tokens, by each token adding 1 to the roll. Used Advice tokens need to be discarded. After all modifications to the roll are done, the final number is the amount of points the player has.

Players will notice that often an Adventure Field is made up of 2 or 3 adjacent spaces. Players can step on any of these spaces belonging to the same Adventure Field in order to complete the Lucky Throw action. If after completing the action, a player steps on an adjacent space which is part of the Adventure Field, the player does not need to repeat the Lucky Throw. However, once he steps out of the Adventure Field and returns at his next turn, he will need to try his luck again.

The final points will determine the fate of the player, which can be bad, good or not affect the player.

Final points:

1 or less Player loses 1 Gold Coin, or 1 Magical Item tile, or 1 Useful Item tile, or 1 Starting Item tile. If the player does not have any of these, he will not lose anything.

2-4 Player loses a turn

Tip: Place the Folktale Hero playing piece on its side to indicate the player's lost turn

5-6 Player gets 1 Biscuit token

7-8 Player gets 1 Advice token

9 or more Player gets to draw a Magical Item tile randomly. The player needs to draw again if he draws a tile he already has..

Tip: Younger players may choose the Magical Item they need to complete their quest.

Tip: Players can always choose one of the less favorable outcomes. For example, if a player's final points are 7, he may choose to take a Biscuit token instead of an Advice token.

Red (Rosetta) Fields

Every time a player lands on or passes a Red Field, he needs to immediately discard a Biscuit token, no matter which direction the player came from.

On any journey, travelers need to eat to sustain their energy and the Red Fields symbolize this in the game.

If a player does not have any Biscuit tokens to use, he takes a modifier -1 Boot token and has to take 1 away from all his rolls with the white dice. (This modifier does not affect any Bonus Rolls with the blue dice.) As soon as the player can discard a Biscuit token or collects the Wishing Table tile, he may discard the -1 Boot token and resume his rolls as usual. If a player who already has a -1 Boot token, lands on or passes another Red Field, he turns over the -1 Boot token to the -2 side and will have to take -2 from all his rolls. Players can only have -2 Boot token at a time, no matter how many additional Red Fields they step on or pass without being able to discard any Biscuit tokens. When a player has two of these modifiers, it is possible that he will not be able to move ahead on his turn. A player with two -2 Boot token have the choice of either discarding 2 Advice tokens or losing 2 turns, after which he may proceed with the game as usual (now well rested) and return the -2 Boot token.

Bonus Roll Fields (blue rosetta)

Players who land on a Bonus Roll Field can use the blue dice for a bonus roll. Players may not add bonus steps with the White Stallion tile to this roll, but are not affected by having any - Boot tokens either. If the player is journeying through areas where they automatically have to take 1 or 2 away from their steps, but land on a Bonus Roll field, the player is able to use his roll with the Blue Dice without taking any steps taken away.

Important: The number of negative modifiers a player is affected by cannot exceed -2. For example, if a player with a -1 Boot token step modifier enters the Glass Mountain area where all steps are automatically modified by -2, the player only needs to take away -2 from his steps. Once the player leaves the Glass Mountain area, the -1 step modifier will resume its effect on him as long as he has it.

Step Modifier Areas

Players traveling through the Wheat Fields, Glass Mountains, Dark Woods, Bare Lands, and Great Sea will find that these areas on the board have an automatic step modifier attached to all the adjacent fields. This affects all players landing on those fields, whether the effect is positive or negative. Areas on the board with step modifiers can be distinguished by a border which encircles the fields affected as well. For example, the Glass Mountain area is blue on the board and it has a darker edge. In the Great Sea only the 4 island fields in the water are affected by the negative modifier. Players only subtract step modifiers after entering these areas. For example, the player rolls and with his roll ends up on a step modifier field, he does not need to go back any steps. But on his next roll, the step modifier will take effect and the player will need to subtract the given amount from his roll. At the start of the game all players begin their journey on the starting field (Village) from the Wheat Fields area which has a +1 step modifier, and should automatically add 1 to their roll.

Of course having the right resources will counteract any negative step modifier areas. Having the Leather Boots or 7-League Boots tiles cancel out given negative areas. Another resource that helps is the White Stallion tile, which gives the player the ability to move faster by adding 2 to each roll, except on the Glass Mountain fields, where the player needs to release (discard) the White Stallion.

For example, a player traveling on the fields adjacent to the Bare Lands needs to subtract 1 from his roll. The player rolls 1. Since he has the Leather Boots tile, which allows him to cancel out the effect of the negative step modifiers of the Bare Lands, he may proceed and take 1 step as he rolled. However if the player has the White Stallion tile instead of the Leather Boots, which gives him an extra 2 steps, he will be able to take 2 steps (rolled 1 + 2 bonus - 1 step modifier = 2).

Unique Fields

Shortcut Fields

Shortcut entrances are marked with brown rosetta fields and players need an exact roll to enter them. When a player lands on a Shortcut field and has the appropriate resources (the path between the shortcut fields is marked with the picture of the animal, useful item or the number of biscuits) the player needs to have in order to take the shortcut. The Griffin requires 2 Biscuit tokens while the Wagon Driver takes only 1 Biscuit token to take a player on a Shortcut. The player will need to discard the resource he used to take the shortcut.

Each shortcut is made up of 2-3 fields, the field the shortcut starts is where the players can enter the shortcut (marked with the brown rosetta circles), and 1-2 fields on the shortcut's path (marked with the resource the player needs to enter the shortcut).

First the player needs to land on a Shortcut field after rolling. Then the player discards the resource(s) required to take the shortcut and moves his Folktale Hero to the field on the shortcut path. This concludes the player's turn.

On his next turn, the player proceeds to exit the shortcut and land on the field on the opposite side, except when using the shortcut in the Glass Mountain or the Vast Water areas, where the travel time on the shortcut lasts an additional turn. The player will simply move to the next field on the shortcut path from where he can exit the shortcut on his next turn. This would conclude the player's turn.

On the player's following turn he can resume the game as usual.

If a player uses the step(s) from the back of a Biscuit token to land on a Shortcut field, he will proceed to the field on the shortcut path after discarding the required resource and then he may immediately exit the shortcut on the other side. If the shortcut path has 2 fields, the player moves to the second field and on his next turn, he can exit the shortcut.

The Palace and the City

The Palace and the City allow players to buy resources and replenish their Biscuit supplies. Players are required to stop at both the Palace or the City if they pass that way. They do not need to roll an exact amount to step on the Palace or the City. Players simply stop, receive a Biscuit token and are able to purchase items before continuing their journey on their next turn.

Players are allowed to buy 1 Magical Item or 1 Animal Tile per turn while staying in the Palace or City. The cost of a Magical Item is 2 Gold Coins + 1 Biscuit token, an Animal Tile costs 1 Gold coin. For each turn the player stays in the Palace or City, he gets 1 Biscuit token, which he receives on his turn and can spend immediately.

Bad Luck Fields

Bad Luck Fields require the player to discard 1 Advice token. If the player does not have any Advice tokens, he may substitute 2 Biscuit tokens. If a player has the Wishing Table token, he simply needs to wish for biscuits and the Wishing Table will provide all that he needs!

If the player is unable to complete the requirements and is unlucky enough to not even have a Wishing Table, he will be cursed with -1 Step tokens, one for each Biscuit token the player is unable to discard to avoid bad luck. Remember, players can only have up to 2 negative step modifier symbols affecting them at any time.

The Sorcerer

One of the goals of the game is to collect required Magical Items in order to win. Players will find help in the Dark Woods if they have trouble obtaining the required items they need. The Sorcerer will transform any item the player has into a Magical item for the fee of 1 Biscuit token. Be careful! The Sorcerer of the Dark Woods is a very old man and sometimes forgets the right words to his spells. Players may be surprised to find that the Pickaxe they wanted to be turned into a Magic Wand may in fact turn out to be a toad! To find out whether the spell worked or not, players roll the Lucky Throw dice. Rolls between 1-3 get the toad (their item simply becomes useless) and rolls between 4-8 get to replace their item for the chosen Magical Item! Players can add to their Lucky Throw with discarding Advice tokens or players can use the Golden Comb to roll again without having to pay a fee!

Players can try their luck again and hope that next time the Sorcerer will get the spell right and will be able to change their now useless item into something else! Of course, the Sorcerer's fee of 1 Biscuit token will still apply.

Castle

The first player to enter the Castle after having completed his quest and holds the Magical Items required, wins! Of course, the makers of the game did not want to make it too easy to get into the Castle. Once the player arrives in front of the Castle (does not need to be an exact roll), he may want to prepare to spend a few turns there. To enter the Castle, the player needs to roll an 8 with the Lucky Throw dice, one try per turn is allowed. Fortunately, the makers of the game are not quite as heartless as they may appear to be at first. Players are allowed to use Advice tokens to add to their rolls (1 Advice token adds 1 to the roll) or try again on the same turn if they have the Golden Comb. And while the players sit in front of Castle gates, they will receive 1 Advice token at the beginning of their turn, thereby increasing the chance to win! Players using the Key tile, which adds 3 points to a Lucky Throw roll do not need to get exactly 8 in all. As long as the sum of the roll and the bonus from the Key tile equals 8 or more, the player wins! Using the Trickster tile is not allowed to add points to a roll.

Additional Rules

A couple fun twists to try

Test of Courage

When 2 or more players land on the same field, they can not only trade items with each other, but they can test their courage as well! The players who are willing to take a risk roll at the same time using the white dice and blue dice to see who rolls the highest number. In this case, the blank side of the white dice counts as 6. The winner gets to take 1 Biscuit token from the loser. If the players roll a tie, they both get to draw 1 Biscuit token from the game supply. Of course, if a player does not have any Biscuit tokens to wage, he may not try the Test of Courage. Using the Wishing Table tile is not allowed either.

Group Game

When 4 or 6 people are playing, they can form teams of 2 or 3 and work together to complete their quests. All players will still need to draw individual Folktale Hero cards, but the team members work together to collect Magical items and are allowed to face someone else's Foe or seek out the Friend to help - as long as it is a team member's. Any team member can enter the Castle to win for their team - as long as they collected all the Magical Items they needed.

When 4 people play in teams of 2, it is recommended that the players only play with 3 of each type of Magical Items. This makes the game more challenging and exciting!

Table of Contents

Goal of the Game

Game Components

Getting Ready To Play

- Folktale Cards
- Character Boards

Playing the Game

Resources

- Starting tiles
- Magical Items

- Animal tiles
- Tokens (Biscuit, Advice, Gold, Salt)

The Dice

The Game Board

- Playing Fields (Adventure, Red & Bonus Roll Fields)
- Unique Fields (Shortcuts, Palace & the City, Bad Luck, the Sorcerer & the Castle)

Additional Rules

Acknowledgments

First, I would like to highlight my graphic designer, Balazs Gracza. He created a unified image of the Hungarian Folktales we all know and love, from which the television cartoon series was created. Special thanks to Mikulas Ferenc, director of Kecskemétfilm who owns the rights to the Hungarian Folktales TV series and who supported this project from the beginning. Gizella Neuberger, for tirelessly searching the archives for the smallest of details and for coming up with the amazing game board. I owe thanks to the many extraordinary people who sacrificed their time to help not only test the game but shared advice and creative ideas from the start. And last but not least, I would like to thank Miklos Tuska, Janos Baranyai, Vilmos Horváth, Norbert Kovács, Istvan Szauer, Andrea Lőrincz, Richard Ámann, Peter Fuchs, Krisztian Cseterics, and many others if only I had the room.

I would like to mention the helpful members of the Facebook group “Társasjáték” for sharing ideas and advice. I owe thanks to even the aggressive trolls who pushed me to include new ideas to make the game better. I would like to thank my wife, Fatime who warned me when the game got off the right track and my oldest son, Bulcsú who showed great talent and creativity and deserves the co-creator title.

The story is not over, a new adventure awaits!

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Graphics: Balazs Gracza & Gizella Neuberger

Published by Kard és Korona Kft., Address: 2013 Pomáz, Cseresznyés u 16/b. - Tax ID: 25042799-2-13

Printed by Keskeny & Tarsai 2001. Kft.

Partner: Kecskemétfilm Kft.

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