

Storybook Battles

For 2 (or 4 players see last section for team rules), ages 12 and up.

Playing time about 30 minutes (or 45 minutes for a team game).

A game of strategy and cunning in the world of fables and myths by:

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*Welcome, gentle reader, to a land of chaos and strife, where the fables of old have battled for countless generations for the prestigious honor of being remembered forever in the storybooks. Now **you** have been chosen to determine the fate of these stories. In this chapter, we find Peter Pan, the boy who won't grow up, or Alice, the girl who fell down the rabbit hole, confronted by Blackbeard's bosun Captain Hook or Her Majesty with a temper, the Queen of Hearts. Do you have the skill to make your story reign supreme? Let the **Storybook Battles** begin!*

Storybook Battles puts you in command of the characters from your favorite storybooks! Choose a side, grab an ally, and plan out a devious plot twist. Strategically place, maneuver, and reveal cards to overwhelm and capture your opponent's cards as you create your very own storybook adventure. Be the first player to capture 10 Plot Points, and the writers will remember your story forever!

Game Components

- 120 cards, including:
 - 40 card Neverland Set
 - 10 Hero Team cards
 - 2 Hero Plot Twist cards
 - 10 Villain Team cards
 - 2 Villain Plot Twist cards
 - 10 Ally Team cards (5 Hero Team, 5 Villain Team)
 - 4 Ally Plot Twist cards
 - 2 Reference Cards
 - 40 card Wonderland Set
 - 10 Hero Team cards
 - 2 Hero Plot Twist cards
 - 10 Villain Team cards
 - 2 Villain Plot Twist cards
 - 10 Ally Team cards (5 Hero Team, 5 Villain Team)
 - 4 Ally Plot Twist cards
 - 2 Reference Cards
 - 40 card Arabian Nights Set
 - 10 Hero Team cards
 - 2 Hero Plot Twist cards
 - 10 Villain Team cards
 - 2 Villain Plot Twist cards
 - 10 Ally Team cards (5 Hero Team, 5 Villain Team)
 - 4 Ally Plot Twist cards
 - 2 Reference Cards
 - This rulebook

Choosing Your Team

Before you can begin your battle for storybook supremacy, you will need to choose your team by following these steps:

Step 1: Choose Sides

One player will be playing as the Heroes, while their opponent will take on the role of the villains. Villain cards have a black border on the card back and  icons on the front.

Hero cards have a white border on the card back and  icons on the front.



Step 2: Choose your Champion

Each player now decides which Team they will use during the game. This set has several Teams to choose from for each side: The Hero player may choose from Alice  or Peter Pan , while the Villain player may choose the Queen of Hearts  or Captain Hook . Each Team consists of 10 cards that show various characters from a specific story. You can tell which cards belong to which team by looking at the Team icon in the lower right corner.

Step 3: Recruit an Ally

It's important to have friends, especially in the world of *Storybook Battles*! Each player now chooses an Ally for the game. Ally cards have the same color borders and card backs as your other cards, but they have a green Team icon. There are two Ally Teams to choose from in this set: Tinker Bell  and the Mad Hatter . Each Ally Team includes 5 cards.

Hint: You do not have to choose an Ally from your main Team's story! So, you can have Tinker Bell on the same side as Alice or even Captain Hook!



What a Twist!



Once you have built your team, it's time to pick your **Plot Twist!** Plot Twist cards have powerful special abilities that can drastically alter the situation of the game. But you can only use your Plot Twist **once per game**, so you have to time it carefully!

Take the two Plot Twist cards that match your Team and the two that match your Ally (you can identify them by the Team icon in the top left corner). Choose **one** of your four Plot Twist cards and return the others to the box. Be careful that your opponent doesn't see which Plot Twist you have chosen!

***Playing Hint:** Normally, you can only play a Plot Twist during your turn. However, some Plot Twist cards have an hourglass. These cards can be played only at a certain time, as described on the card—even if that is during your opponent's turn!*



Setting Up the Game

1. After you have built your Teams and chosen your Plot Twists, you are ready to set up the game.
2. First, the player who controls the Hero Team must place their **Leader Card** face up in the middle of the table. Your Leader Card is the one with the **star**  in the bottom left corner of the card, where the **Plot Points** are shown.
3. Then, both players shuffle their Team cards and Ally cards together. *Do not shuffle your Plot Twist card into your deck—it is always available for you to play when the time is right.*
4. After shuffling, the Hero player **Draws** four cards into their hand, then **Hides** (places face down) any two cards from their hand next to their Leader Card, in the spaces highlighted in green in the picture to the right, creating an “L” shape.
5. Finally, the Villain player **Draws** four cards into their hand, then **Plays** (places face up) any two cards from their hand, in the spaces highlighted in red in the picture.



Note: *Draw, Hide, and Play are three types of Actions that you can take during the game.*

6. Now you are ready to begin!

Playing the Game

Storybook Battles is played in turns. The Villain player always takes the first turn, followed by the Hero player. You will continue to alternate turns until one player has captured 10 Plot Points.

During your turn, you have **5 Action Points to spend (we call them “AP” for short)**. You may spend your AP in any way you choose to take any combination of actions. You can take your actions in any order you want, and you can even repeat the same action more than once during the same turn. But, any Action Points you do not use during your turn are lost—you cannot save them for a future turn!

There are six actions to choose from. Each action costs between 1 and 3 AP:

- **Draw (1 AP)**
- **Reveal (1 AP)**
- **Spin (2 AP)**
- **Slide (2 AP)**
- **Play (3 AP)**
- **Hide (3 AP)**

After you complete all of the actions you choose to take (or you run out of Action Points), **all** characters that are next to each other will **Battle**, possibly **Capturing** an opponent’s character (and their Plot Points!). Once all of the Battles are complete, your turn ends and your opponent can begin their turn.

Remember: You can also play your Plot Twist card during your turn, at any time **before** Battles begin—see page xx.

What does Adjacent mean? Some of the actions mention cards that are “adjacent” to each other. Cards are **adjacent** if they share a card edge horizontally or vertically. Cards that touch only at a corner (diagonally) are **not** adjacent.

The Actions

Each action you may take costs between 1 and 3 Action Points. If you do not have enough AP to spend, you cannot take that action. Here are the different actions explained:

DRAW - Cost: 1 Action Point

Draw the top card from your deck and add it to your hand. If you already have 5 or more cards in your hand, you **cannot** take a **Draw** action.



REVEAL - Cost: 1 Action Point

Flip **any** one face-down card so it is now face-up. After you **Reveal** a card, the card's name will always be closest to the player who controls it.

Important: You may Reveal any face-down card, **even** your opponent's!

SPIN - Cost: 2 Action Points

Rotate one face-up card that **you control** 90 degrees (one card side) to the left or right. You **cannot Spin** face-down cards, and you **cannot Spin** your opponent's cards.



SLIDE - Cost: 2 Action Points

Move one face-up or face-down card that **you control** horizontally or vertically (you cannot move cards diagonally at any time)—in any direction you choose. The **Sliding** card moves one “space,” stopping as soon as it is adjacent to another card. The card continues moving until it is adjacent to another card. It cannot stop in an area of the table where it



is all by itself. It still counts as one **Slide** action, no matter how far the card has to move. If there is only one card in play, it cannot **Slide**. Also, a card cannot **Slide** in a direction that will take it away from all of the other cards in play. You can only **Slide** a card towards the other cards!

PLAY - Cost: 3 Action Points

Place a card from your hand **face up** adjacent to **any** card in play, with the name of the card facing you.

You can **Play** a card next to **any** card that is already in play, even one of your opponent’s cards!

HIDE - Cost: 3 Action Points

Place a card from your hand **face down** adjacent to **any** card in play. Like the **Play** action, you can **Hide** a card next to any card already in play, yours or your opponent’s.

Playing Hint: When you **Hide** a card, always place it with the arrows pointing towards you. That makes it easier to peek at your cards if you forget which card it is. You can peek at your own cards at any time, but you cannot peek at your opponent’s cards, ever! (You’ll have to use the **Reveal** action to do that.)

Using Plot Twists

Before the game began, you chose one Plot Twist card. Most Plot Twists can only be played during your turn. Unless it states otherwise, you can play your Plot Twist at any time during your turn **before** you start Battle. Remember: you can only use your Plot Twist **once** during the game.

Generally, a Plot Twist has some requirement that you must meet before you can play the card. For example, Peter Pan's *Pinnacle of Good Form* can only be played if your opponent has more cards in play than you have. If you cannot meet the requirements, you cannot play your Plot Twist.

If your Plot Twist has an Hourglass on it, then you may play it **at any time** if the requirements are met. For example, the Queen of Hearts *Come to the End* can be played any time your opponent has two or more cards adjacent to the Queen of Hearts.

When you play your Plot Twist, follow the instructions on the card. If the card has a lasting effect (like *Come to the End*), keep it face up in front of you until the effect ends. Otherwise, you can return it to the box.

Battle

After you have finished taking actions on your turn, it is time for the characters to battle each other! Only face-up enemy cards can battle, face-down and allied cards do not battle.

In this example, the Cheshire Cat has Bested the Crocodile (5 Swords vs. 4 Shields). The White Rabbit has also Bested the Crocodile (5 Swords vs. 4 Shields). At the same time, the Crocodile has Bested the Cheshire Cat (4 Swords vs. 4 Shields) and overwhelmed the White Rabbit (4 Swords vs. 1 Shield)! Neither Gentleman Starkey nor the Cheshire Cat can Best the other, since they both have more Shields than their opponent has Swords.



When cards battle, look at the side of the card that is pointed towards the opposing card. Compare the number of **Swords** on one card to the number of **Shields** on the opposing card. If there are **at least as many** Swords as there are Shields, that character has **Bested** their opponent. There are three possible results for each Battle:

- **Overwhelming Attack:** If a Character Bests an opponent with **at least twice as many** Swords as Shields, it has Overwhelmed them and Captured them! Remove the Captured card and add it to your Plot Points pile.

In the example, the Crocodile Overwhelms the White Rabbit, so the White Rabbit is Captured, giving 2 Plot Points to the Villain player!

- **Team Capture:** If two characters both Best the same opponent, they Capture that opponent. Remove the Captured card and add it to your Plot Points pile.

Since both the Cheshire Cat and the White Rabbit Bested the Crocodile, the Crocodile is Captured and 4 Plot Points go to the Hero player!

- **Keep Fighting:** Any character that isn't Captured (by being overwhelmed or by team capture) remains in play and can Battle again next turn.

The Cheshire Cat and Gentleman Starkey both stay in play, since neither of them were Captured by an opponent. Note that the Cheshire Cat was not captured despite being Bested by the Crocodile, because it was Bested by only one opponent and it was not overwhelmed.

Important: All battles occur at the same time, so it is possible for two characters to capture each other on the same turn! As soon as you have finished all of the Battles, your turn is over and your opponent can begin their turn.

Plot Points and Winning the Game

Each time you Capture an opponent's card, add it to your Plot Points pile. You immediately gain a number of Plot Points equal to the value printed in the lower left corner of the card.

The first player to collect a total of 10 Plot Points or more wins the game!

Since all Battles are simultaneous, it is possible that both players will reach 10 Plot Points at the same time. In this case, the player who has the most Plot Points wins. Overtime - If still tied, keep playing until one player achieves a higher Plot Point total at the end of any turn.

Example Turn

*It's Alice's turn. She spends 3 Action Points to **Play** the White Rabbit next to her opponent's Crocodile. Then she spends her last 2 Action Points to **Spin** the White Rabbit 90 degrees clockwise. Since she's out of Action Points, it's time for Battle.*

The Crocodile is Captured because both the Cheshire Cat (to his left) and the White Rabbit (to his right) have enough Swords to Best the Crocodile's Shields. At the same time, the White Rabbit is Captured because the Crocodile overwhelms his paltry 1 Shield. A brave sacrifice for the snowy hare!

Alice gains 4 Plot Points for capturing the Crocodile. She needs 6 more to win the game. Captain Hook gets 2 Plot Points for capturing the White Rabbit, so he'll need 8 more. But now it's Captain Hook's turn...

Possible back-of-box text or alternative intro text:

*Everyone thinks they know all of the stories: how Peter Pan defeated the nefarious Captain Hook with the help of the Crocodile, or about the time that Alice outwitted the Queen of Hearts in the middle of her croquet tournament. But do you really know every tale? How about the time Tinkerbell helped the Queen of Hearts whisk Wendy away from Peter Pan's Lost Boys? Or that time that the Mad Hatter joined up with Alice to take out Hook's band of pirates? Never happened, you say? Well, friend, in **Storybook Battles**, these unlikely alliances happen all the time!*

4-PLAYER TEAM RULES

All of the rules of the duel version of the game are the same, with the following exceptions:

- **Objective:**
Capture a total of 15 Plot Points worth of your opponent's cards and you win! In this version, you and your teammate have a combined capture pool, it doesn't matter which card or player captured it.
- **Choosing your Team:**
Each team must choose to play as the heroes or villains, you and your teammate cannot mix sides. For balance, it is recommended that all players play with a different team and ally and no two are the same amongst all 4 players - but you would need another copy of the game to accomplish this.
- **What a Twist!:**
As normal, each player can select one plot twist from their available pool of cards. Feel free to discuss options with your teammate before the game begins. **Even though you each get one plot twist, your team may only play ONE during the course of the game.**
- **Musical Chairs:**
Due to the way cards are placed during the game, teammates are to sit side-by-side. They can openly discuss plans, provided that their opponents can also hear them. You cannot directly reveal your hand to each other.
- **Turn sequence:**
Turns will alternate between teams and players. If **Villain player A** goes first, **Hero player 1** goes second, **Villain player B** third, and **Hero player 2** last. Repeat.
- **Setup:**
Setup is the same, except that the two heroes are adjacent. Teammates follow same order of setup together simultaneously.

