

3 Chapters



Choose · Play · Score



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10 years and up



2–6 players



About 30 minutes

Contents

50 cards
with values 1–50



115 point tokens:

50  gem tokens

50  heart tokens

15  star tokens

Object of the Game

Once upon a time, there was a magical fairytale book with three parts, known as the *3 Chapters*. Now you can be part of the story:

In Chapter I, choose your fairytale companions. In Chapter II, put them to the test in the trick-taking game, and in Chapter III, collect valuable points to complete your story.

Can you manage to master all 3 chapters and score the most points at the end?

Overview of the Cards

Each card shows a unique fairytale creature, and has a value between 1 and 50. Some creatures also have character types and abilities.



Character Types



Monster



Magical



Villain



Animal



Kid



Dwarf



Wonderland



Crown

Below you will find the rules for 3-6 players. The rules for 2 players are found on pages 11 to 15.

Setup

Shuffle the entire deck and deal **8 cards** face down to each player. Put the other cards back in the box without looking at them. Place the point tokens where everyone can reach them.

Playing the Game

The game is divided into 3 parts called *Chapters*:



In **Chapter I**, you choose your cards.

In **Chapter II**, you each lay down 1 card at a time and compare it with the others.

In **Chapter III**, you score all of the cards you have chosen.



Chapter I: Choose



Look at all 8 of your cards. Choose **1 of the cards** and place it face down in front of you. After each of you has chosen a card, pass the rest of your cards to the player on your left. Choose 1 card

from those you receive from the right and place it in front of you, then pass the rest. Continue in this way until you have all chosen a total of 7 cards. Return your last card to the box, face down. You won't need it anymore for this game. You can look at your chosen cards at any time. Now pick up your 7 chosen cards.

With 3 Players

Follow the same process as above to choose cards, then pass them along to the player on your left. Once each player has chosen 4 cards, lay the rest of the cards to the side. Now take the cards out of the box and deal 8 cards to each player again, then repeat the whole process. Once each player has chosen 8 cards in total, put the rest of the cards back in the box. So, when there are 3 players, you will play with 8 cards in your hand.



Card abilities are scored once in Chapter II and once in Chapter III, except for card abilities with a  or  seal. These abilities only count during the Chapter that matches the number in the seal.



Chapter II: Play



The player who last saw a rabbit lays down 1 card of their choice from their hand, face up. Then the others play in clockwise order, each laying down 1 card from their hand on their turn. Together, these cards form the “trick”. The player who laid down the card with the highest value in the trick wins and takes 1 star from the pile.

Next, look at the ability of the card **you** played: If you earn point markers as a reward, take them from the pile. Some cards have a requirement you must meet in order to use their ability. You can only gain point markers if you fulfill those requirements.

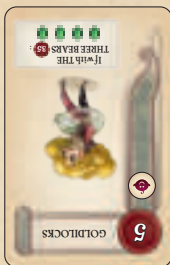
For example: After everyone has played a card in the trick, Fabio earns 1 star because he has played the highest value. Then each player looks at the ability on the card they played:

Fabio earns 3 hearts on top of his star, because he won the trick and GOLDILOCKS is in the trick. Jacob earns 4 gems because THE THREE BEARS is in the trick.

*Frieda **does not** earn **any** rewards because there is no  -type character in the trick.*

Astrid earns 1 heart because GOLDILOCKS also has the  character type and is in the trick.

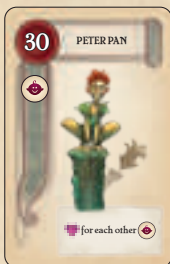
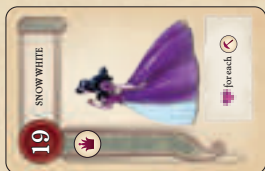
Fabio



Jacob



Frieda



Astrid



Now, place the card you played face up in front of you. You won't need it again until Chapter III. Make sure you don't get it mixed up with the cards that are still in your hand.

The player who won the trick starts the next one by playing a card from their hand. Play until you have no more cards in your hand.



Chapter III: Score



Now lay out all the cards you have played face up in front of you and score their abilities in any order you like.

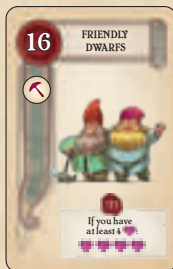
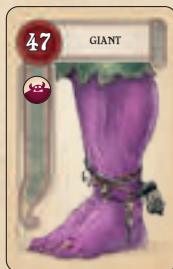
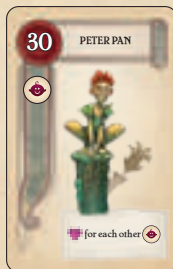
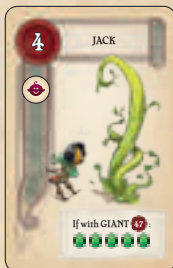
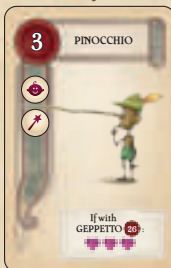
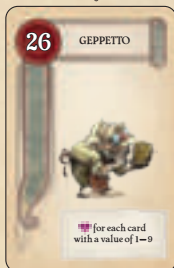
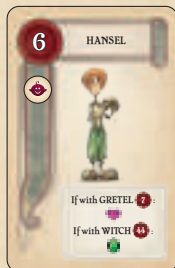
If you have earned point markers as a reward, take them from the pile. If there is a requirement attached to the ability, you only get the reward if it is fulfilled.

After that, the player with the most gems earns 4 additional gems. If there is a tie for most gems, all tied players earn 4 additional gems each.

For example: Astrid looks at each of the card abilities in her hand.

*She **doesn't** earn **any** rewards for HANSEL, because she doesn't have GRETEL or WITCH in her hand. She earns 3 hearts for GEPPETTO, because she has cards with values 3, 4, and 6 in her hand. She earns 3 hearts for PINOCCHIO, because she has GEPPETTO in her hand. Astrid earns 5 gems for JACK because she has GIANT in her hand. She earns 3 hearts for PETER PAN because she has 3 other cards with the  character type. GIANT has **no** card abilities. Finally, Astrid earns 4 hearts from the FRIENDLY DWARFS*

card because she has already collected at least 4 hearts.



End of the Game

Use the point tokens to add up your points.



2 points



1 point



1 point

Gems are only counted as a pair. A single gem does **not** score half a point.

The player with the most points has built the most enchanted team and is the winner! If there is a tie, the one who played the card with the highest value wins.

For example: Astrid now totals up the point tokens she has collected in both Chapter II and Chapter III. She has a total of 1 star, 15 hearts, and 6 gems. She does not earn 4 additional gems because Jacob has collected the most gems.

1 Star is worth 2 points. Hearts are worth 1 point each, so that totals 15 points. Every 2 gems are worth 1 point, so she earns 3 points for her gems. In the end, Astrid has 20 points ($2+15+3 = 20$).



With 2 Players

Here are the rules for playing with 2 players: In addition to the 2 of you, there are "ghosts" in Chapter II who are "playing along" with you. In Chapter I, you both prepare a ghost deck while choosing your cards.

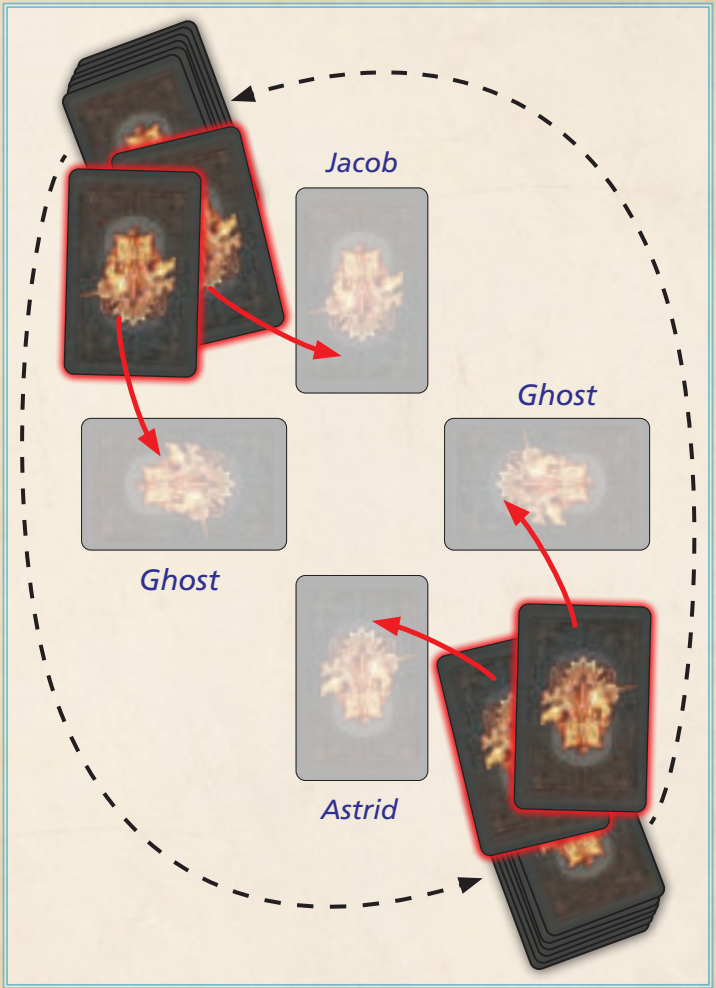
Playing the Game

Chapter I – Choose

Look at the 8 cards in your hand. Choose 2 cards and place 1 of them face down in front of you as usual. Place the other card to the right of you. That will be one of the 2 **ghost decks**. So, there will be 2 ghost decks between the 2 of you. Now, swap your 6 remaining cards with the other player. From these cards, choose 1 more for yourself and 1 for the ghost on your right. Keep doing this until you have no cards left. When choosing cards, you can look through your own deck as usual, but **not** the ghost's deck.

Now deal 8 cards to each player again and repeat the whole process. After you have distributed all those cards, shuffle the ghost decks separately, keeping them face down.

For example: Astrid is playing against Jacob. At the beginning of Chapter I, Astrid chooses a card for herself and places it face down in front of her. She also chooses a card for the ghost and places it face down to her right. Then she gives Jacob her 6 remaining cards.





Chapter II: Play



Decide which player will start. As usual, 1 player plays a card, then the player to their left plays a card. When it is a ghost's turn, you place the top card from that ghost's deck face up in the trick.

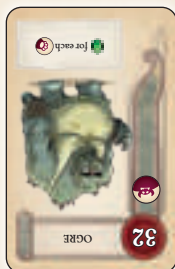
Then, as usual, apply the abilities on the card you played. You include **both of the ghosts' cards** when you apply your ability, counting their abilities and character types as needed, but the ghosts do not earn any point markers.

The player with the highest value card in the trick leads the next trick. If it is one of the ghosts, they still lead: Start by laying the top card from that ghost's deck in the middle of the table.

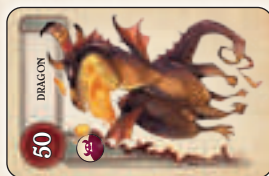
Afterwards, take the cards you played and place it next to you, as usual. Put the ghosts' cards to the side.

For example: Jacob comes away empty-handed. Astrid earns 1 heart, 1 gem, and 1 star because the DRAGON is in the trick. Neither Astrid nor Jacob earn the star for the highest value in the trick, because a ghost won the trick. That ghost will play the first card in the next trick.

Jacob



Ghost



Ghost



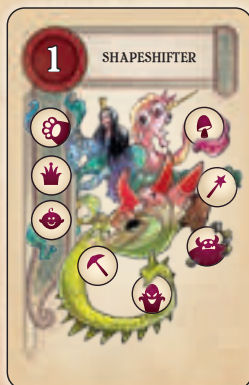
Astrid

Card Abilities in Detail

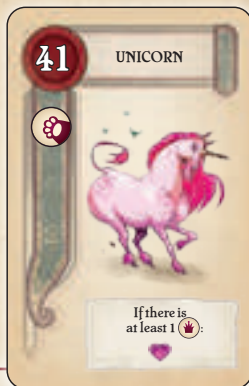
 for each 

 for each other 

Count how many times the character type appears to determine your rewards. If you see “for each other”, the character type on your card is **not** counted.



This fairytale creature counts as 1 of each character type.



To fulfill the conditions of the FROG PRINCE and UNICORN, there must be at least 1 other card with the  character type.

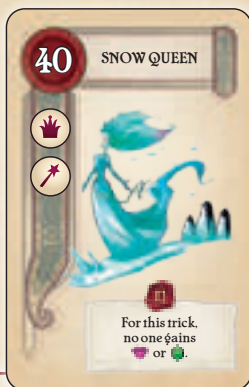
Additional cards with the  character type do not increase the ability of these cards any further.



The CINDERELLA card has 2 abilities that can be used separately from each other.



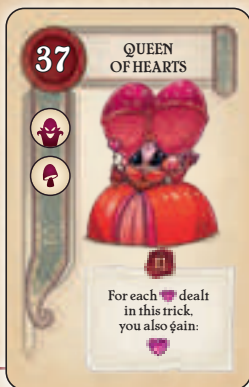
Take the reward you are owed, on top of the star you earn when you win the trick.



If the SNOW QUEEN is in the trick, no player earns hearts or crystals in that trick. It does not matter when or which other cards were played in that trick.

However, as usual, you still earn stars with your card abilities and by winning the trick.

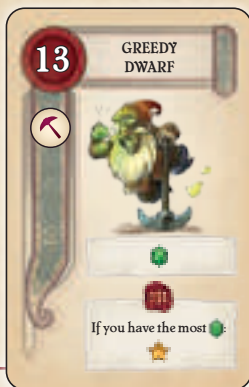
With 2 players: If a ghost plays this card, no one receives hearts or crystals.



Score the QUEEN OF HEARTS and CHESHIRE CAT cards after everyone else has scored their card abilities.

With 2 players: Also include the card abilities of the ghosts when counting the number of matching point tokens.





The GREEDY DWARF card has 2 independent abilities.

Top ability: You receive 1 gem in both Chapter II and Chapter III.

Bottom ability: As usual, at the end of Chapter III, check which player has the most gems. If it's you, you earn 1 star on top of the 4 gems.



Add up your hearts at the end of Chapter III. If you have at least 4 hearts at this point, you earn 4 more hearts.



If you did not win a trick in Chapter II, you earn 2 stars. Stars that you earned through card abilities don't affect this requirement.



Game Overview

Character Types



Monster



Magical



Villain



Animal



Kid



Dwarf



Wonderland



Crown



2 points



1 point



1 point

Gems are only counted as a pair. A single gem does **not** score half a point.

The player with the most gems at the end of Chapter III earns 4 more gems.