

# Fantasy Realms

## DELUXE EDITION



20 Minutes



Ages 14+



3-6 Players

### COMPONENTS:

95 Cards

100+ Full Art Card Sleeves

1 Rulebook

1 Scorepad

*Fantasy Realms: Deluxe Edition* includes the original *Fantasy Realms* game, the *Cursed Hoard* expansion, and the *Jester* and *Phoenix* promo cards. You can play:

- The original game by itself
- The original game + *Cursed Items*
- The original game + *Extra Suits*
- The original game + *Cursed Items* + *Extra Suits*
- And you can add the two promo cards to any of the above!

## OVERVIEW

In *Fantasy Realms* you will draw cards from the deck or discard pile in order to form the best combos possible. Victory goes to the player with the highest points.

Every card contains four pieces of information: its name, its suit, its base strength, and its bonus and/or penalty.

- 1 Name** – Every card has a unique name.
- 2 Suit** – Each suit has its own color. There are ten suits: Army, Leader, Wizard, Weapon, Artifact, Beast, Land, Weather, Flood and Flame, along with three Wild cards.
- 3 Base strength** – Base strengths run from 0 to 40.
- 4 Bonus or Penalty** – Every card has either a bonus or a penalty (*some have both*), based on the other cards held in your hand. (See *SCORING* on page 2 for more information.)



**NOTE:** When *Extra Suits* appear on cards, they are marked with a Skull. You can ignore these when not playing with *Extra Suits*, as cards from those suits will not appear.

Example of game setup for 3 players.



## GAME PLAY

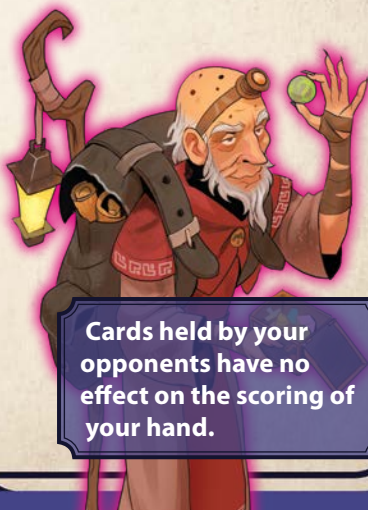
**Setup:** Deal every player seven cards. Choose a starting player randomly and play goes clockwise.

**Turns:** During each player's turn, they have a choice of drawing the top card from the deck or taking any one faceup card from the discard area. The player who goes first must draw a card from the deck. At the end of each turn, a player must discard a card to the discard area. All cards in the discard area should be spread out so that they are visible to all.

**End of Game:** The game ends when there are ten cards in the discard area. The player holding the highest scoring hand wins. In case of a tie, the hand with the lowest total base strength wins.

## SCORING HANDS

At the end of the game, add the base strengths, applying any Bonuses and Penalties, of all cards in your hand. Cards only care about what is in your hand (except for *Mirage* and *Shapeshifter* which can copy the name and suit of a card you don't have). Ignore any cards that are Blanked.



These are terms that are used in the Bonus and Penalty sections of cards:

## WITH

If a card receives a Bonus **WITH** a certain other card or type of card, then it may only receive that Bonus once.

**EXAMPLE:** You have the *Magic Wand* and two **WIZARD**. You only get the +25 Bonus once.



## FOR EACH

A card that receives a Bonus or Penalty **FOR EACH** of a particular kind of card may receive that Bonus or Penalty once for each card you hold of the variety named.



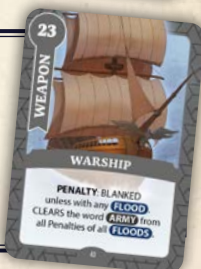
## BLANKS

Certain Penalties say that they **BLANK** certain other cards. A card which has been **BLANKED** has no name, no Bonuses, Suit or Penalties, and no base strength.



## BLANKED UNLESS

This card is **BLANKED**, according to the rules above, unless one of the named cards is in your hand.



## CLEARs

A special kind of Bonus is the ability to **CLEAR** Penalties or parts of Penalties from other cards. A card that has had its Penalty cleared still keeps its suit, base strength, and Bonus. Clearing takes place before any Penalties are applied.



All other Bonuses and Penalties should be self-explanatory.



# SCORING EXAMPLES

Fantasy Realms DELUXE EDITION	
PLAYER NAME	JOE
1 BASE	9
+/-	+50
SUBTOTAL	59
2 BASE	40
+/-	0
SUBTOTAL	40
3 BASE	27
+/-	0
SUBTOTAL	27
4 BASE	32
+/-	0
SUBTOTAL	32
5 BASE	13
+/-	+40
SUBTOTAL	53
6 BASE	0
+/-	0
SUBTOTAL	0
7 BASE	4
+/-	+45
SUBTOTAL	49
8 BASE	
+/-	
SUBTOTAL	
BASE	
+/-	
SUBTOTAL	
<b>TOTAL</b>	<b>260</b>



Card One



Card Two



Card Three



Card Four

When scoring, the player announces that the *Mirage* takes on the name and suit of the *Rainstorm*.

Note that the actual *Rainstorm* would put out the *Wildfire* – but the *Mirage Rainstorm* doesn't give this Penalty.

The Penalty for the *Great Flood* would normally BLANK the *Wildfire*.

However, the *Mountain* clears this Penalty, so the *Wildfire* can continue to burn on the *Mountain* while the waves of the *Flood* lash below.

The *Air Elemental* scores 45 Bonus points for the *Smoke*, *Whirlwind* and *Mirage Rainstorm*.



Card Five



Card Six



Card Seven

This is one of the highest scoring hands possible:



Card One



Card Two



Card Three



Card Four



Card Five



Card Six



Card Seven

**Fantasy Realms DELUXE EDITION**

PLAYER NAME	JOE	
1	BASE +/-	2
	SUBTOTAL	+100
2	BASE +/-	102
	SUBTOTAL	3
3	BASE +/-	4
	SUBTOTAL	+40
4	BASE +/-	44
	SUBTOTAL	5
5	BASE +/-	+150
	SUBTOTAL	155
6	BASE +/-	6
	SUBTOTAL	6
7	BASE +/-	7
	SUBTOTAL	+40
8	BASE +/-	47
	SUBTOTAL	8
	SUBTOTAL	+15
	SUBTOTAL	23
8	BASE +/-	
	SUBTOTAL	
	BASE +/-	
	SUBTOTAL	
TOTAL		380

**\*The scoring sheet includes Card 8 and Additional Points sections to accommodate the Necromancer, and the larger hand size when playing with Extra Suits**

Note that you have to use the **Book of Changes** to change any of these cards into a **WIZARD** (aside from the Queen who is needed to wield the Sword and Shield) to get the **Candle** and **Bell Tower** bonus. Using the Book to change the suit of a card does not change a Bonus on any card that mentions the name of the card – just Bonuses on cards that need a particular suit.

**You can also keep score with the App of Scoring!**  
Available at: <http://wizkids.io/FRAApp>



## FAQ

### Q: What happens if two cards contradict each other?

**A:** There are rare circumstances where a chain of cards will affect one another. In these cases, first decide what the *Doppelgänger*, *Mirage*, and *Shapeshifter* are, in that order. Then use the *Book of Changes*. Then follow any instructions which call for the clearing of a Penalty or part of a Penalty. Finally, apply all Penalties, beginning with cards not BLANKED by any other cards.

**EXAMPLE:** You have a *Blizzard* (BLANKS **FLOOD**), a *Great Flood* (BLANKS **FLAME** and **LAND**), a *Wildfire* (BLANKS **LAND**), and *Cavern* (CLEARS Penalties on **WEATHER**). The *Cavern* CLEARS the Penalty from the *Blizzard* first. Since the Penalty is CLEARED, the *Great Flood* is unaffected by the *Blizzard*, so it quenches the *Wildfire* and drowns the *Cavern*. However, even though they are BLANKED, the *Cavern* still has successfully cleared the *Blizzard* Penalty. The active cards in the hand are the *Blizzard* and the **FLOOD**. If you did not have the *Cavern*, then the **FLOOD** would be BLANKED and the *Blizzard* and *Wildfire* would both be active.

### Q: What happens if the Doppelgänger copies the Basilisk?

**A:** If there is no card that clears their Penalties, both cards will be BLANKED. Magicians have long puzzled over exactly how the species reproduces.

### Q: How does the Book of Changes work?

**A:** The *Book of Changes* transforms the suit of one other card. This should be

done before any Bonuses or Penalties of any card are applied. It does not change the Penalties, Bonuses, or base strength of the card. The name of the card is also not changed, and any Bonuses on other cards which name this card remain the same.

### Q: Do the Rangers protect my armies against Wildfire?

**A:** No. The wording on the *Rangers* card is, "CLEAR the word **ARMY** from the Penalty section of all cards." Since the word **ARMY** does not appear on the *Wildfire* card, the fire still BLANKS **ARMY** normally.

### Q: Can you explain the Shapeshifter and Mirage?

**A:** These cards take on the name and suit of any other card in the game from one of the named suits – it does not need to be a card in your hand. Usually, you will do this to give a Bonus to another card in your hand, so the name and suit of the card you're copying should be clear from that card. It's possible, though, that you don't care about what name a Wild card has, you just want to make it a particular suit, and that's legal.

For instance, if you need a **WEAPON** to fill out a *World Tree* hand and give a Bonus to the *Forge*, but you don't care which **WEAPON** it is, you can just say "The *Shapeshifter* becomes a generic *Weapon*."

Also, the base strength always remains 0 – which can be used as part of a run for the *Gem of Order*. You may also choose not to use a Wild card's ability, and keep its original suit and name.





## THE CURSED HOARD

Fantasy Realms: The Cursed Hoard expansion consists of two parts that can be added to the base game either separately or combined.

A hoard of Cursed Item cards forms a separate deck. These cards do not go in your hand but are played in front of you. When used, they are turned facedown and are usually worth negative points (*they are cursed after all!*) at the end of the game. Some provide positive points, but negative effects.

Three new suits representing new structures and inhabitants are added to your base game deck. They offer new ways to combo with other cards and expand the importance of the discard area.

### Setup and Rules Changes

Since the new suits will dilute the deck and make it more difficult to draw combos, the game has been expanded to restore the balance. At the beginning of the game, draw eight cards instead of seven, and maintain an eight-card hand throughout the game.

In addition, the end of the game is triggered when **twelve** cards are in the discard area, rather than ten.



## Part 1: Cursed Items

Cursed Items are a separate deck of cards from the regular deck (*they have different backs*).

At the beginning of the game, shuffle the deck, and deal each player a Cursed Item card faceup.

During your turn, you may choose one of three options for your faceup Cursed Item card:

**1) Do nothing** with your Cursed Item card. It stays faceup in front of you, and you may use it on a later turn.

**2) Discard** your faceup Cursed Item card at the end of your turn. It goes into a separate, faceup discard pile (*not the discard area*). Then you draw a new Cursed Item and put it faceup in front of you. If the deck of Cursed Items is used up, shuffle the discards and reuse them.

**3) Use** the Cursed Item card. Some cards give you an action which replaces your regular turn; others may be played at any time during your turn, including before you draw from the deck or discard area or after you discard. When you use a Cursed Item, flip it facedown and keep it in front of you. All facedown Cursed Item cards score at the end of the game. (*Most, but not all, will have negative points.*)

## Part 2: Building/Outsiders/Undead

There are three new suits that may be added to the deck: **BUILDING**, **OUTSIDER**, and **UNDEAD**. These cards can be identified by a skull icon on the bottom. You must add them (and the *Garden* card) as a group. You will also leave the **Bell Tower** as a **LAND** card in the box, as the **BUILDING** suit includes a different version.



At the end of your turn, draw a new Cursed Item card to replace the one you played.

No matter which option you choose, at the end of your turn you should always have exactly one faceup Cursed Item card, and any number of facedown cards. You may check your facedown cards at any time, but may never check your opponents'.

When playing with the 2-player rules (*drawing two cards and discarding one*), do not draw any Cursed Items until you have seven or eight cards in hand, depending on whether you are playing the base game or base game plus the new suits.





## THE SUITS:

### BUILDING

No special rules.

### OUTSIDER – hand expansion

The *Genie* and the *Leprechaun* in the **OUTSIDER** suit allow new cards to be added to your hand at the end of the game – similar to how the *Necromancer* works in the base game. These draws happen before any **BLANKINGS**, *Doppelganger* effects, etc. and before any **UNDEAD** score.

When using these three cards in any combination, there is a new rule: you may never have more than nine cards in your hand for any reason. This also applies to the *Portal* in the Cursed Items section of this expansion. If at any time you have more than nine cards in hand, you must immediately discard cards into the discard area until you reach nine cards. Cards discarded in this way may not have already been used to draw extra cards.

**NOTE:** If playing with Cursed Items but not Extra Suits and you end the game with nine cards, you must discard down to eight.



## CURSED HOARD FAQ

The *Gem of Order* provides no additional Bonus for an eight-card run.

The *Judge* gets a Bonus for Penalties in the hand that are not CLEARED. Penalties that are partially CLEARED (like the word **ARMY** with the *Rangers* and *Warship*) still give him the Bonus.

*Chapel* requires exactly 2 cards from among the suits listed. This means you can have 2 **LEADER** or an **OUTSIDER** and an **UNDEAD**, but you won't get the Bonus if you have 2 **WIZARD** and an **UNDEAD** or 1 each of **LEADER**, **WIZARD**, and **OUTSIDER**. You can have any number of the other suits not listed in your hand.

If you take a "Replace Turn" card with *Larcenous Gloves* and *Junkyard Map*, you may not take a regular turn.





## VARIANTS

### Two-player Realms

**Setup:** Neither player starts with any cards. On each turn, a player has the choice of taking one faceup card from the discard area, or taking two cards from the deck and discarding one. This continues until both players have seven cards.

**Turns:** After a player has seven cards, they continue their turn as in the Basic version above.

**End of Game:** The game ends when both players have seven cards and there are at least twelve cards in the discard area.

**If playing with Extra Suits:** Continue as described in setup until both players have eight cards. The Game ends when there are at least fourteen cards in the discard area.

### Chaos Realms (3-7) Players

**Setup:** All players receive seven cards. Choose a time limit. Five minutes is good for experienced players; inexperienced players may need a bit longer. It's a good idea to play this in an open space where people can move around. Instead of its regular text, the player with the *Necromancer* may, after the trading period is over, draw three additional cards from the deck and choose one to add to his or her hand.

**Play:** Start timing. During the trading period, anyone may trade cards with anyone else at a one-for-one rate.

**End of Game:** When the time limit has expired, all players add up their scores. Whoever has the highest score wins.

**If playing with Extra Suits:** All players receive eight cards



SUITS	CARD NAMES
ARMY	Dwarvish Infantry, Elven Archers, Knights, Light Cavalry, Rangers
ARTIFACT	Book of Changes, Gem of Order, Protection Rune, Shield of Keth, World Tree
BEAST	Basilisk, Dragon, Hydra, Phoenix♦, Unicorn, Warhorse
♣ BUILDING	Bell Tower*, Castle, Chapel, Crypt, Dungeon
FLAME	Candle, Fire Elemental, Forge, Lightning, Wildfire
FLOOD	Fountain of Life, Great Flood, Island, Swamp, Water Elemental
LAND	Bell Tower*, Cavern, Earth Elemental, Forest, ♠ Garden, Mountain
LEADER	Empress, King, Princess, Queen, Warlord
♣ OUTSIDER	Angel, Demon, Genie, Judge, Leprechaun
♣ UNDEAD	Dark Queen, Death Knight, Ghoul, Lich, Specter
WEAPON	Elven Longbow, Magic Wand, Sword of Keth, War Dirigible, Warship
WEATHER	Air Elemental, Blizzard, Rainstorm, Smoke, Whirlwind
WILD	Doppelgänger, Mirage, Shapeshifter
WIZARD	Beastmaster, Collector, Enchantress, Jester♦, Necromancer, Warlock Lord

\* Bell Tower is considered a Building if playing with the Extra Suits.

♣ These cards are only included when playing with Extra Suits.

♦ These are promo cards. They may be included in the game whether you're playing with or without either the Cursed Items or Extra Suits.

## CREDITS

**Game Design:** Bruce Glassco

**Illustrations:** Anthony Cournoyer

**Graphic Design:** Patricia Rodriguez

**Editing:** Summer Mullins

### Thank you to playtesters:

Amory Fischer, Amy Lewellen, Chris Fishel, Coleman Charlton, Dave Platnick, Dave Platnick, Elinor Glassco, Julie Glassco, Lisa Glassco, Morgan Dontanville, Peter Lewellen, Rick Glassco, Roderick Schertler, Sarah Glassco, Sarah Glassco, Sylvia Glassco, Wendy Qualls, and Meg and David Glassco-Polsdorfer.

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