

# FINE SAND

The deck deconstruction game for 1-4 players, from Friedemann Friese, for ages 10 and above

## AIM OF THE GAME

You are at the beach during your vacation. Everything is peaceful and in harmony. Out of a pure love of life, you start to build a sand castle. Wait...What are your neighbors doing? Everywhere, sand castles rise up. But it was you, who wanted to build the best, highest, biggest sand castle. Suddenly, everybody is in the middle of a competition.

Everybody builds by themselves with the materials on hand. Who will deplete all their materials and win the sand castle competition? Every player for themselves, and all against each other, that's what's going on here. Frequently, you can "off-load" your neighbors some unwelcome materials, but ultimately you are your own builders and only the player who uses their options best wins!

## COMPONENTS

- 236 cards (59 each per player)



- 25 wooden coins



- 4 wooden rings



- 4 Player boards



- 4 wooden discs



## BEFORE THE FIRST GAME

Open both card packs. PLEASE DO NOT SHUFFLE THESE CARDS! All cards are presorted, thus you give them to the players as follows:

The first card pack includes 4 stacks, one stack per player, and each containing 30 cards. Separate the stacks by checking for the player symbols on the bottom left of the front side of the cards. Each player takes a stack of starting cards and places it, WITHOUT SHUFFLING, face down in front of themselves. For the first game, we already presorted these stacks.

The second card pack contains 4 Fable stacks, one stack per player, and each containing 29 cards. The Fable stacks are separated from each other by white cards (you do not need these white cards for the game). Place the top most 2 cards from each Fable stack (the Symbol card and the yellow action card with your player symbol) next to your starting playing stacks. You do not need the remaining Fable stacks for the first game.

If you are playing with less than four players, place the surplus cards (starting stacks and Fable stacks) separated by player symbols in the plastic bags.



The first card pack contains the four starting stacks, which you distinguish by their player symbols: glove, shovel, bucket, and bottle.



The second card pack contains the four Fable stacks, separated by white cards. For now, you only need the

Symbol card and the yellow action card with your player symbols.

# GAME PREPARATION & BASICS

**2.** Take the following components:

- 1 player board, 1 wooden ring, and 1 wooden disc in your player color
- 1 starting stack (30 cards), 1 Symbol card, and 1 yellow action card with your player symbol

Place the wooden coins for everybody close at hand in the center of the table. During the first game, you only need them near the end of the game.



**3.**

Place your draw stack face down to the left of your board. You try to build ALL these cards or try to get rid of them in another way. (All players start the game with the same cards in their draw stacks.)

For the first (learning) game, these cards are presorted. Do NOT shuffle your draw stack, immediately start playing.

At the start of the game, draw 6 cards from the draw stack and take them into your hand. Check the cards at the bottom of this page.

**1.**

**This is your building site.**

Here, your sand castle will rise up.

You are in control / you play / you win!

**4.**

Place your board in front of yourself with enough space above and below for cards built during the game.

Place your wooden disc on top of your draw stack, and the wooden ring onto the space of your board.



**9.**

Place your Symbol card between your and your left neighbor's work area. During the game, your left neighbor receives cards you "off-load" to them, which you place face down on this card.



**7.**

These are your first 6 cards in hand.



**8.**

Place the yellow action card to the left of your work area. You can use it during each turn once out of sequence.

With this card, you "off-load" one of the cards in your hand to your neighbor. What's gone is gone!

**7a.**

You build green cards in the first column.

With this card you can draw 1 additional card.

**7b.**

You build red cards in the second column.

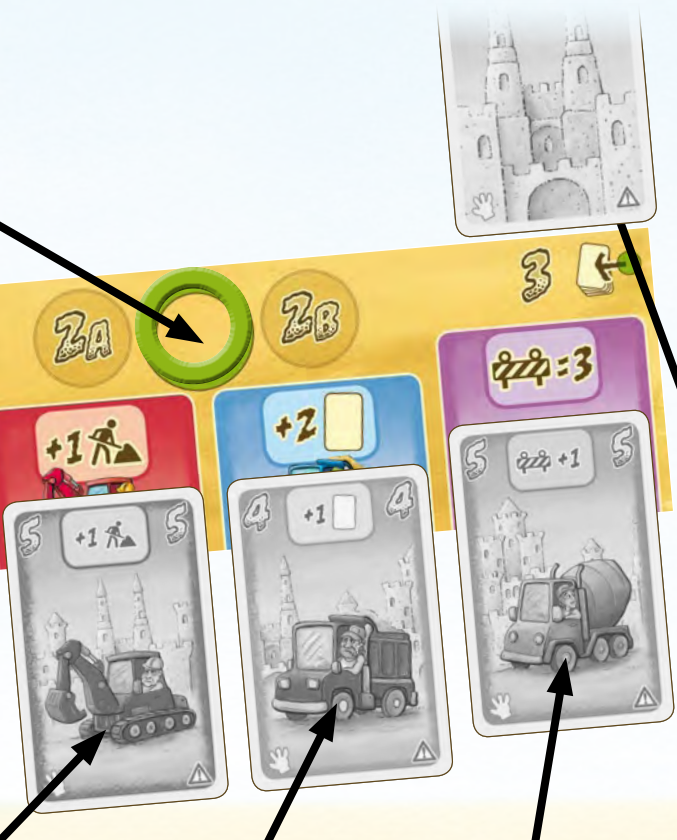
If you choose to build cards, having this card allows you to build 1 additional card.



5.

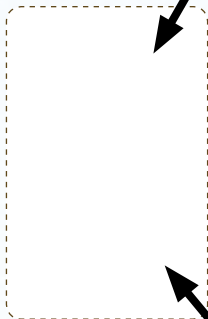
Your board shows what you are doing in each turn of the game.

1 Draw cards → 2a Build a card OR 2b Draw more cards → 3 Check hand limit. Done!



6.

This is your discard pile. During the game you discard cards face up onto this pile.

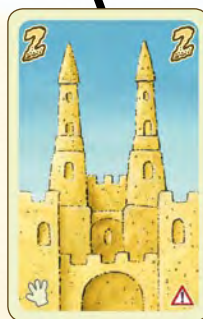


7f.

You cannot build coin cards, instead they give you more coins to build!

You can use ALL cards as 1 coin for building. This coin card even provides 2 coins!

After building, you discard all used cards face up on your discard pile.



7e.

You build sand castles above your board.

This card does not offer an action, but is very cheap to build. You want to get rid of all cards, thus sometimes you want to build cheap cards quickly, too.

7c.

You build blue cards in the third column.

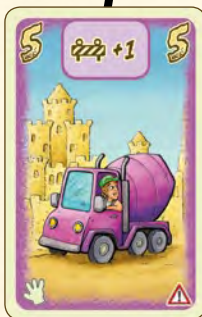
If you pass on building cards, with this card you can draw 1 additional card.



7d.

You build purple cards in the fourth column.

With this card you can keep 1 additional card in your hand at the end of the turn.



# HOW TO PLAY

After everyone has prepared their building sites, start the game.

**The unique part of this game:** You do not take turns one after the other. Instead, you take your turns simultaneously. **DON'T PANIC, Fine Sand** is not a real-time game. It is not about speed. Take as much time for your turn as you require, except your fellow players might start throwing paper balls or similar stuff if you take too long.

## What are you doing in each of your turns?

At the start of the turn, place your wooden disc in the center of the table.

**Step 1.** Draw cards from your draw stack and take them into your hand.

Then decide:  
**Step 2A.** Either you build cards ...  
**Step 2B.** ... or you draw additional cards from your draw stack.

**Step 3.** At the end of your turn, you can only keep a specific number of cards in your hand.

Finally, take back your wooden disc from the center of the table and place it again on top of your draw stack. Thus, the other players see that you finished your turn.

You can use your yellow action card in each turn once out of sequence. You do this after **Step 1. Draw cards** and before **Step 3. Check hand limit**.

**Start together:** On a common signal, all of you start the turn. Place your wooden disc from your draw stack in the center of the table. As long as your wooden disc remains in the center of the table, everybody can see that you are still taking your turn ("I am not done!").

Now you perform the following three steps and make your own decisions. Of course, your opponents have their own plans and most likely make different decisions.

**STEP 1. Draw cards** : Draw 2 cards from your draw stack, as printed on your board, PLUS additional cards for already built green cards. Take these cards into your hand.

For a faster start of the game, during game preparation you already drew 6 cards and took them into your hand. Thus, you do not draw cards in the first turn of the game!

**Example:** Rachel draws 3 cards from her draw stack, and takes them into her hand.

**STEP 2. Perform actions:** Decide if you EITHER perform the red actions OR the blue actions. Mark your choice by sliding your wooden ring to the left or to the right (we know from experience, that without the use of the ring you might quickly forget your choice and accidentally perform both actions).

**2A. Red actions - Build one card from your hand +1** : Build one of the cards in your hand, as printed on your board, and place it at the matching place on your board. Place green cards in the first column, red cards in the second column, and so on. Place sand castles above the board, as these cards do not offer any actions.


The cards have different building costs, as printed on the top of the cards. Pay these building costs with the remaining cards in your hand. Each card has a value of 1 coin, the special coin cards have a value of 2 coins or 3 coins, depending on the value printed on them. Discard all cards, which you use for paying the building costs, face up onto the discard pile.

You can only use newly built purple or yellow cards in the same turn. You can use newly built green, red, or blue cards only starting with the following turn.

If you already built additional red cards, you can build 1 additional card from your hand for each **+1**  card symbol, after paying the required building costs. A special red card gives you a *discount on building costs* - **check the section "Your 32 Start Cards"**.

**Example:** Rachel decides to build the blue card and places it in the third column. She pays the building costs of 4 coins by discarding the money card and two additional cards from her hand onto the discard pile.

OR

**2B. Blue actions - Draw additional cards** : Instead of building, draw 2 additional cards from your draw stack, as printed on your board, PLUS additional cards for already built blue cards. Take these cards into your hand.

If you draw additional cards, of course you cannot build and most likely must discard excess cards at the end of the turn.


**Hint:** During the first turn, you have 6 cards in your hand. It is highly recommended to build as least one of them, to most optimally begin the game. Wait for a later turn to use the blue actions to "draw additional cards".

### OUT OF SEQUENCE (OPTIONAL)

**Yellow actions:** You can use yellow actions in each turn once out of sequence. Usually, you do this after drawing cards and before checking your hand limit. After you use a yellow action, it is recommended you turn that card face down until the end of your turn as a reminder.

**"Off-loads" for your neighbor:** In each game you always have the same yellow action card at hand. When using that action, you give one of the cards in your hand to your left neighbor. Place that card face down on your Symbol card, which you placed to the left between you and your neighbor's building sites.

**Hint:** Giving a card to your neighbor is good, as you get rid of a card without needing to build it. Honestly, it is even better than most beginners think it is. Of course, you can use each card you keep as a coin during the next turn (if its action is not matching your plans or its building costs are too high). That is the reason why in the beginning you will shy away from giving away cards, except the times when you exceed your hand limit and are forced to discard cards. You will learn this.

**STEP 3. Check hand limit** : At the end of your turn, you check your hand limit. You can keep as many cards in your hand as stated by this limit. Thus, you can keep a maximum of 3 cards in your hand, as printed on your board, PLUS additional cards for already built purple cards. If you exceed that hand limit, choose surplus cards in your hand and discard them face up on your discard pile.

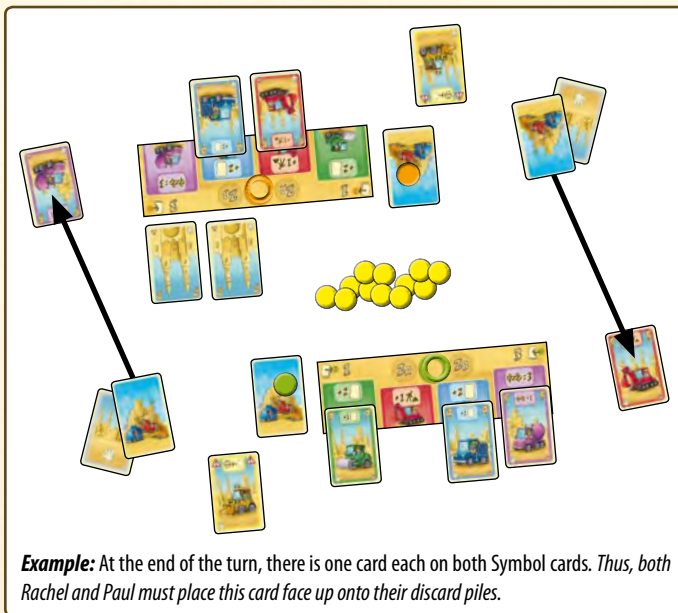
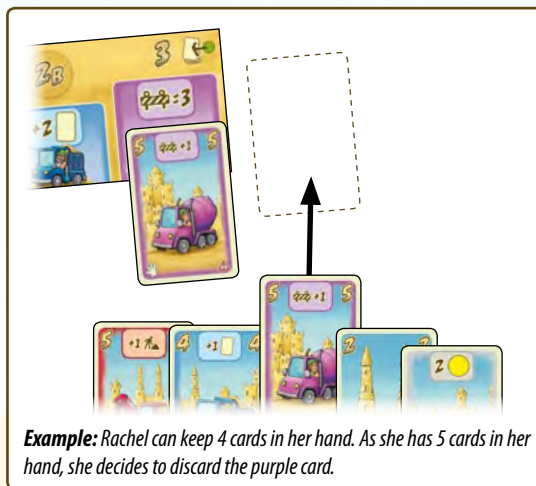
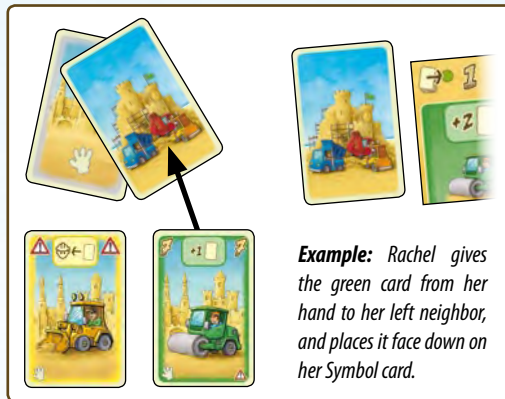
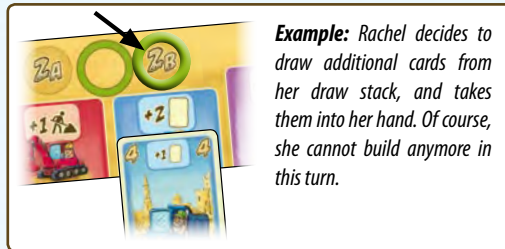
**End of the turn and "off-loads":** After checking your hand limit, take your wooden disc from the center of the table and place it back on top of your draw stack. This will provide a signal to other players that you have finished your turn. After everybody has taken their wooden discs from the center, together you check if you all received "off-loads".

If there is at least one face down card each on ALL Symbol cards, you all take the topmost card from the right Symbol card and discard it face up on your own discard pile. Of course, this is worse, as you try to get rid of all the cards.

If at least one Symbol card is empty, nobody takes a card. All cards on the other Symbol cards remain where they are! Some of you got rid of a card, without directly getting back "off-loads".

### EMPTY DRAW STACK

Each time you draw the last card of your draw stack, immediately shuffle all cards from your discard pile and place them back face down to the left of your board as your new draw stack.



### You lost track? Do not worry!

When you take your turns simultaneously, during your first games you definitely will not keep track of the actions of your fellow players. As long as you are learning how to play this game, start your turns together by placing your wooden discs from your draw stacks to the center of the table. Afterwards, you should take your turns one player after the other, so you can check the actions of the others. After everybody has taken their turn once, you check for "off-loads" and together start the next turn. It would be bad if one of you misunderstands the rules and makes mistakes from turn to turn without realizing this. And it does not matter, if it would be to their advantage or disadvantage.

As soon as you feel confident that you understand the basically simple flow of the game, at any time during the game you can commonly decide to take your turns simultaneously. Then, the slightly faster players simply wait for the others at the end of their personal turns.

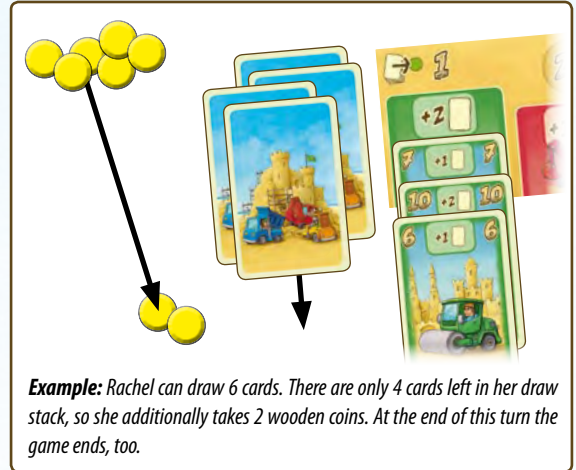
## GAME END

You trigger the game end when you draw ALL your remaining cards at the start of your turn, and both the draw stack and the discard pile are depleted. If you are allowed to draw more cards, take 1 wooden coin for each missing card from the center of the table. The game ends after you all finish your turn.

If you trigger the game end voluntarily, by passing on building and instead drawing additional cards, all players should complete their current turn and play one more turn before the game ends.

Each time you are allowed to draw more cards and none are available in your draw stack and discard pile, again you take wooden coins. The number of wooden coins in the center of the table are not limited. If you need more than supplied in this game, please substitute with any spare parts or coins you may have on hand.

You can use these wooden coins to pay the building costs.



## FINAL SCORING

After finishing the last turn, each of you checks how many cards you did not build: Count all cards in your hand, and all cards in your draw stack and discard pile. If there are still "off-loaded" cards on your Symbol cards, they remain there and you do NOT count them!

The player with the least number of unbuilt cards wins **Fine Sand!** In case of a tie, the tied player with most coins wins the game.

## CHANGES FOR THE GAME PREPARATION OF ALL FOLLOWING GAMES

After determining the winner, sort all cards according to their player symbols, and all of you take back your 30 cards. Instead of playing with presorted draw stacks, shuffle all your 30 cards before placing them face down as your new draw stack to the left of your board.

At the start of the game, draw 6 cards and take them into your hand (do not draw additional cards during your first turn). Because of the shuffled draw stack, things can be bad for you. Thus, before the game begins you can discard any number of the 6 starting cards (even 0 or all 6) and draw the same number of cards from your draw stack. You start your discard pile with these discarded cards.

If you want to play additional games with the presorted cards, you need to sort the 30 cards as follows.

The topmost card of the draw stack ...



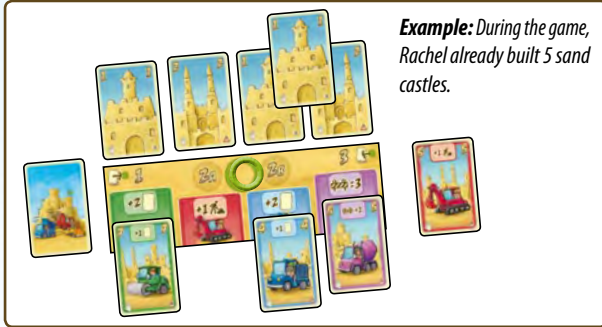
# YOUR 32 START CARDS



1x 5x 3x

**9 sand castles:** These cards do not offer an action, but are the cheapest cards in your card stack. You build these cards above your board and can stack them to form a bigger sand castle.

Building these cards costs 1, 2, or 3 coins.



*Example:* During the game, Rachel already built 5 sand castles.



3x 1x

**4 coin cards:** The coin cards offer 2 or 3 coins for paying the building costs.

You cannot build these cards, so they remain in your card stack, except when you "off-load" these coin cards to your left neighbor.

**For Steps 1 to 3, you have cards offering different actions. If you already built them in former turns, you can use them in any order you prefer! You can even pass on using the actions of any cards.**

## Step 1



**Draw cards:** Draw additional cards from your draw stack.

Building these cards costs 6, 7, or 8 coins for +1 card or 10 coins for +2 cards.

## Step 2A

There are two different types of cards.



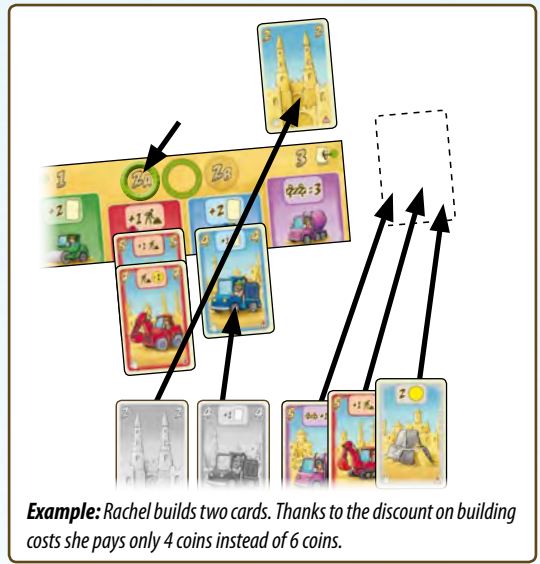
**Build cards:** Build additional cards. If you build several cards in the same turn, add their building costs and pay the total sum as best as you can with your remaining cards in hand. After building, you cannot keep left over coins.

Building these cards costs 4, 5, or 6 coins.



**Discount on building costs:** For each action "Build one card from your hand" pay 1 coin less. The minimal resulting building costs are 0 coins.

Building this cards costs 7 coins.



*Example:* Rachel builds two cards. Thanks to the discount on building costs she pays only 4 coins instead of 6 coins.

## Step 2B



**Draw cards:** Draw additional cards from your draw stack.

Building these cards costs 3, 4, or 5 coins for +1 card or 7 coins for +2 cards.

## Step 3

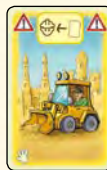


**Check hand limit:** Keep additional cards in your hand for the next turn.

Building these cards costs 4, 5, or 6 coins for hand limit +1 or 8 coins for hand limit +2.

## Out Of Sequence

There are two different cards, which you can use during your turn once out of sequence.



**"Off-loads" for your neighbor:** Place 1 card of your choice from your hand face down onto your Symbol card, to give your neighbor this card.

You can use this action in each game starting with the first turn.



**Discard and draw:** Discard 1 card from your hand onto your discard pile, to draw 1 card from your draw stack.

Building this cards costs 4 coins.

## Your Symbol card



Place your Symbol card between your and your left neighbor's building sites. During the game, you "off-load" cards to your neighbor with cards, which you place face down onto this Symbol card.

With these cards you can simply play again and again. This is the basic version of **Fine Sand**.

# THE FABLE CAMPAIGN

**Fine Sand** offers you a starting stack of cards, which you can use for the first few games. Additionally, you all have your own Fable stack of 27 additional cards, which you can use to start the **Fable Campaign**.

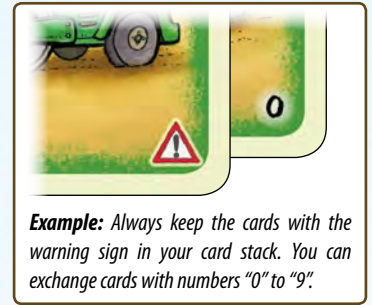
## Preparation of the stack of cards

Place your Fable stack face down next to your play area, **WITHOUT SHUFFLING THESE CARDS**.

Sort all cards according to their player symbols, and take back your 30 cards. The winner of the currently finished game shuffles their 30 cards and reveals cards, until they reveal 3 cards showing numbers at the bottom right. The cards showing warning signs always remain in your card stacks. Your starting card stack only includes cards with the warning sign or the number "0", in following games you add cards with the numbers "1" to "9".

All fellow players search their card stacks for these 3 revealed cards. Place these 3 cards face down below your Fable stack, before drawing the topmost 3 cards of your Fable stack, which show a "1" at the bottom right of the card, and shuffling them with the 27 old cards of your card stacks. Thus, you always start each game with the same set of cards.

Now, you can start the next game following the known game rules.



**Example:** Always keep the cards with the warning sign in your card stack. You can exchange cards with numbers "0" to "9".

## THE 27 FABLE CARDS

During the Fable campaign, in each game you add 3 new cards to your card stacks.

### 1st Fable Round



**Scaffold:** This is 1 coin, which does not count toward your hand limit. When you draw this card, place it face up in front of you, until you decide to pay building costs with this coin. After paying the costs, discard the card onto your discard pile. If you have this card at game end, you count it together with your other unbuilt cards.



#### Step 1

**Take 1 wooden coin:** Take 1 wooden coin from the center of the table. Wooden coins do not count toward your hand limit, you can have any number of them. You can use wooden coins to pay the building costs. Taking these wooden coins does not trigger the game end.

Building this card costs 7 coins.



#### Step 2B

**Build additionally:** Build 1 card in your hand with printed building costs of 3 coins at max. You do not get any *discount on building costs* from red cards, and must pay the full building costs.

Building this card costs 5 coins.

### 2nd Fable Round



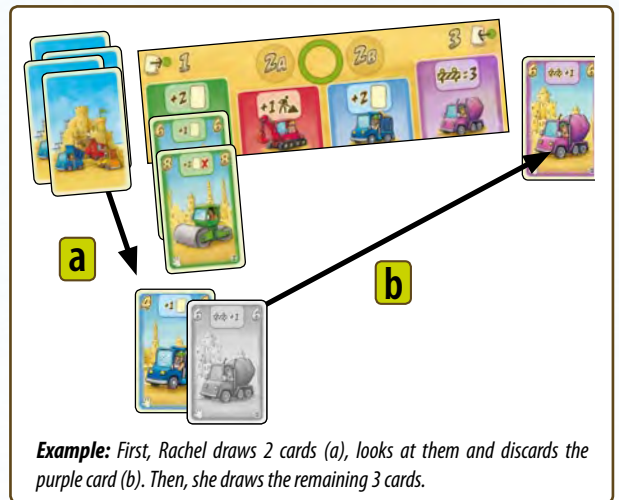
**Pit:** 0 coins. This card is only annoying, you cannot pay building costs with it or can build it. Get rid of it fast, by "off-loading" it to your neighbor.



#### Step 1

**Draw and discard:** Draw 2 cards. Then, discard one of these two cards onto your discard pile and take the other card in your hand.

Building this card costs 8 coins.



**Example:** First, Rachel draws 2 cards (a), looks at them and discards the purple card (b). Then, she draws the remaining 3 cards.

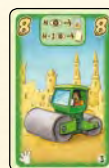


#### Step 2B

**Essentials from the discard pile:** Draw 1 card of your choice from your discard pile. If the discard pile is depleted, draw the topmost card from your draw stack. Are both depleted, take 1 wooden coin from the center of the table.

Building this card costs 5 coins.

### 3rd Fable Round



#### Step 1

**Draw a coin card:** Reveal one card after another from your draw stack until you reveal a coin card (sadly, this includes the *Pit* for 0 coins, too) or your draw stack depletes. Take the coin card in your hand, and discard the other revealed cards onto your discard pile. If you do not take care, and want to draw 1 coin card, you might deplete the draw stack without finding any such card. You do not get any card and must shuffle all cards to create a new draw stack.

Building this card costs 8 coins.





### Step 2B

**Cards to the limit:** Draw as many cards from your draw stack, until you get to your hand limit. Check the fourth column containing your purple cards for your actual hand limit.

Building this card costs 3 coins.



**Example:** Rachel only has 2 cards in her hand, and decides to pass on building. Instead she draws additional cards. First, she draws 4 cards to get to her hand limit of 6 cards, then she draws an additional 3 cards. When checking for her hand limit, Rachel must discard 3 excess cards from her hand.



### Out of sequence

**Remove junk:** Discard 2 cards from your hand onto your discard pile to remove 1 card from your hand from the game. Simply place the chosen card below your sand castles.

When preparing the next Fable round, shuffle the removed cards together with the other cards of your card stack.

Building this card costs 7 coins.

## 4th Fable Round



### Step 2A

**Build cheaply:** Build 1 card from your hand for a discount of 2 coins. You do not get any *discount on building costs* from red cards, thus you only save 2 coins.

Building this card costs are 10 coins.



### Step 2B

**Draw half:** Discard "N" cards from your hand onto your discard pile (in other words, as many as you like), to draw "+1/2N" cards from your draw stack (thus, half of the discarded cards rounded up).

Building this card costs 4 coins.



### Out of sequence

**Always build 1 card:** Discard 2 cards from your hand to get an additional build action. You do not get any *discount on building costs* from red cards, and must pay the full building costs.

Building this card costs 6 coins.

## 5th Fable Round



**Sand castle:** This is the most expensive sand castle without offering any action. It is still cheaper than most of the other cards, but can also possibly be a good "off-load" for your neighbor.

Building this card costs 4 coins.



### Step 3

**Shortly raising the hand limit:** After building this card, keep it on your board until you use the following action during this turn or a later turn: Increase your hand limit for the turn by 3 cards. At the end of the turn, you "off-load" this card to your neighbor and place it face down onto your Symbol card. This is an additional "off-load"!

**Solo campaign:** After using the action, place this card below your sand castles.

These buildings cost 3 coins each.



### Out of sequence

**Three for two:** Discard 3 cards from your hand onto your discard pile, to draw 2 cards from your draw stack.

Building this card costs 6 coins.

## 6th Fable Round

All cards for this Fable round offer one-time actions. After you build these cards, you can use them in a later turn (except the yellow card, which you can use in the same turn). Afterwards, you discard them onto your discard pile.



### Step 1

**Draw 2 cards:** Draw 2 cards from your draw stack.

Building this card costs 2 coins.



### Step 2A

**Build for free:** Build 1 card from your hand without paying its building costs.

Building this card costs 5 coins.



### Out of sequence

**Draw an additional card:** Discard "N" cards onto your discard pile (in other words, as many as you like), to draw "N+1" cards (thus, one additional card than discarded).

Building this card costs 3 coins.

## 7th Fable Round



**Big sand castle:** At game end, remove 1 of your unbuilt cards from the game. Simply place that chosen card onto this sand castle. Thus, during scoring you have 1 card less.

When preparing the next Fable round, shuffle the removed card together with the other cards of your card stack.

Building this card costs 5 coins.



**Giant sand castle:** At game end, remove 2 of your unbuilt cards from the game. Simply place these chosen cards onto this sand castle. Thus, during scoring you have 2 cards less.

When preparing the next Fable round, shuffle the removed cards together with the other cards of your card stack.

Building this card costs 8 coins.



### Out of sequence

**Pallet:** During the game, you can place 1 coin card from your hand onto the *pallet*, and it does not count toward your hand limit. You can use that coin card to pay building costs, and afterwards discard it onto your discard pile. At game end, if you have a coin card on the pallet, consider it built.

Thus, during scoring you have 1 card less.

Building this card costs 4 coins.

### 8th Fable Round



**Beach chair:** Build the *beach chair* directly face up on the discard pile of your left neighbor. Let it be their problem ...

**Solo campaign:** Build the *beach chair* above your board next to the sand castles.

Building this card costs 4 coins.



**The big base:** This coin card gives you 4 coins for paying the building costs. Afterwards, remove it from the game. Simply place it below your sand castles.

When preparing the next Fable round, shuffle the removed card together with the other cards of your card stack.

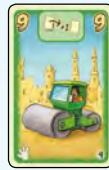


### Step 3

**Recycling:** As often as you want, discard 2 cards from you hand onto your discard pile, to draw 1 card from your draw stack, before checking your hand limit.

Building this card costs 3 coins.

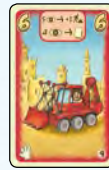
### 9th Fable Round



### Step 1

**Real essentials from the discard pile:** Draw 1 card of your choice from your discard pile. If the discard pile is depleted, draw the topmost card from your draw stack. Are both depleted, take 1 wooden coin from the center of the table.

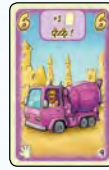
Building this card costs 9 coins.



### Step 2A

**Build as desired:** Reveal up to 5 cards one after the other, to build 1 of them. You do get a *discount on building costs* from red cards. Discard the other revealed cards onto your discard pile (all of them, if do not want to build any of the up to 5 cards).

Building this card costs 6 coins.



### Step 3

**Final delivery:** Draw 1 card from your draw stack, before checking your hand limit.

Building this card costs 6 coins.

### 10th Fable Round (and all following Fable rounds)

Starting with the 10th Fable round, you draw the 3 cards which you removed from your card stack at the beginning of the Fable campaign and placed below the Fable stack.

This way, you can continue to play any number of games while always changing your stack of cards differently before each new game.

Your game experience will always be different.

## THE SOLO CAMPAIGN

When playing the solo campaign, follow the known game rules while including the following changes.

The solo campaign runs for a maximum of ten games, and in each game you try to build as many cards as possible. You lose the campaign if you cannot strike off a scoring number at the end of one of the ten games. If you finish all ten games, try to get a new highscore.

### Game preparation

You start the first game with the 30 cards of the starting card deck, thus with all cards showing either the warning sign or the number "0" at the bottom right of all cards. Shuffle the stack of cards before starting the game. Place the sorted Fable stack to the side, you only need it after finishing the first game.

Place 13 wooden coins onto your Symbol card, which is usually between you and your left neighbor's building site.

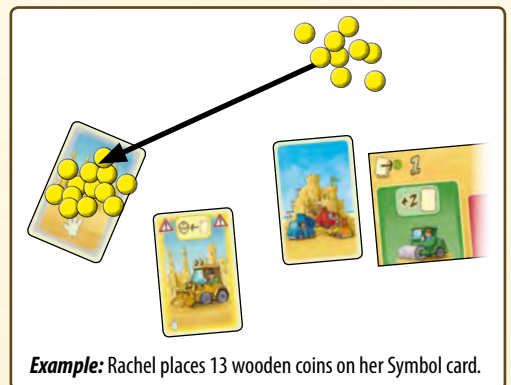
Additionally, you need a scoring sheet. You will find 4 scoring sheets on the back of this rules booklet, and a PDF on our website [www.StrongholdGames.com](http://www.StrongholdGames.com).

### How to play

During the solo campaign, you use the yellow action "**Off-load**" for your neighbor differently as in the normal game.

As long as there are wooden coins on your Symbol card, you ignore this action, and do not place any cards from your hand on your Symbol card.

Instead, after checking your hand limit at the end of the turn, you remove 1 wooden coin from the Symbol card and place it back in the center of the table.



**Example:** Rachel places 13 wooden coins on her Symbol card.

At the start of the 14th turn, you have removed all wooden coins, and the Symbol card is empty. Now, during each turn you **MUST** give 1 card from your hand, and place it on your Symbol card. You cannot refrain from this!

## Game end

You trigger the game end as usual, when you draw ALL remaining cards, and both your draw stack and discard pile are depleted. As usual, for each missing card you also take 1 wooden coin from the center of the table.

## Final scoring

Count all your unbuilt cards. Take the scoring sheet and write down the following values in the two spaces:

**STACK:** All cards in your hand, and all cards in the draw stack and discard pile count 1 point.

**OFF-LOADS:** All cards "off-loaded" to your Symbol card count 2 points.

Add both values for your **TOTAL**. Of course, you try to score the lowest total as possible, and strike that number off on the scoring sheet.

During the whole solo campaign, you can strike off each of the numbers 1 to 20 once. If you already marked off a number in an earlier game, you now must strike off the next higher, still available number.

If you must strike off a number higher than 20, you lose the game and start a new campaign.

At the end of a game, if you have remaining wooden coins, strike off 1 space per coin in the area marked **WOODEN COINS**. Start in the top most row from left to right. If you fill a set of five spaces, once during the final scoring of a game you can subtract a certain value from your total, before striking off that total on your scoring sheet.

**Example:** Rachel has 5 cards left in her **STACK** (5 points) (a) and 6 cards on her Symbol card as **OFF-LOADS** (12 points) (b). Her **TOTAL** for this game is 17 points (c). She has 4 wooden coins, thus she now finishes the first set of spaces in the section **WOODEN COINS** (d).

Rachel already marked off 17 points in the first game. Thanks to the "-1" she strikes off 16 for this game (e).

#	STACK	OFF-LOADS	TOTAL
1	3	14	17
2	5	12	17
3	a	b	c
4			
5			
6			
7			
8			
9			
10			

WOODEN COINS	
e	<del>XXXXXX</del> ○○○○ -1
	-2 ○○○○ ○○○○ -2
d	-3 ○○○○ ○○○○ -3
	-4 ○○○○ ○○○○ -4
	-5 ○○○○ ○○○○ -5

20	
19	
18	X
17	X e
16	
15	
14	
13	
12	
11	☆
10	1
9	2
8	3
7	4
6	5
5	6
4	7
3	8
2	9
1	10

## From game to game - the Fable stack

At the end of each game, you add new Fable cards to your stack of cards.

Shuffle your stack of cards and reveal 6 cards with numbers in the bottom right (no warning sign!). Choose 3 of these cards, and place them back into the game box. Draw the topmost 3 cards of the Fable stack and shuffle them together with the 27 cards of your stack of cards.

Again, place 13 coins onto your Symbol card, before starting the next game of the solo campaign.

## The end of the solo campaign

You lose the solo campaign if you must strike off a number above 20.

You win the solo campaign after the 10th game. If you strike off numbers between 1 and 10, you get the victory points written next to these numbers (1 victory point for the "10", and up to 10 victory points for the "1").

In each new solo campaign, try to beat your own highscore!

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# SCORING SHEETS FOR THE SOLO CAMPAIGN

#	STACK	OFF-LOADS	TOTAL
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

**WOODEN COINS**




-1 ○○○○○○ ○○○○○○ -1

-2 ○○○○○○ ○○○○○○ -2

-3 ○○○○○○ ○○○○○○ -3

-4 ○○○○○○ ○○○○○○ -4


-5 ○○○○○○ ○○○○○○ -5



1 2 3 4 5 6 7 8 9 10

#	STACK	OFF-LOADS	TOTAL
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

**WOODEN COINS**




-1 ○○○○○○ ○○○○○○ -1

-2 ○○○○○○ ○○○○○○ -2

-3 ○○○○○○ ○○○○○○ -3

-4 ○○○○○○ ○○○○○○ -4


-5 ○○○○○○ ○○○○○○ -5



1 2 3 4 5 6 7 8 9 10

#	STACK	OFF-LOADS	TOTAL
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

**WOODEN COINS**




-1 ○○○○○○ ○○○○○○ -1

-2 ○○○○○○ ○○○○○○ -2

-3 ○○○○○○ ○○○○○○ -3

-4 ○○○○○○ ○○○○○○ -4


-5 ○○○○○○ ○○○○○○ -5



1 2 3 4 5 6 7 8 9 10

#	STACK	OFF-LOADS	TOTAL
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

**WOODEN COINS**




-1 ○○○○○○ ○○○○○○ -1

-2 ○○○○○○ ○○○○○○ -2

-3 ○○○○○○ ○○○○○○ -3

-4 ○○○○○○ ○○○○○○ -4

-5 ○○○○○○ ○○○○○○ -5



1 2 3 4 5 6 7 8 9 10