



20 Mins



Ages 14+



3-6 Players

Fantasy Realms

You are the ultimate ruler of a far-away land. Your goal is to build up the mightiest realm in the world. You might build up a massive army to sweep all before you, but that is not the only path to victory. Perhaps your kingdom will take the form of a bursting volcano, or a terrible hurricane sweeping away all in its path. Perhaps you will gather an impressive collection of powerful artifacts or weapons. Perhaps you will control a great wizard in his fortress, remote on an inaccessible island and surrounded by impenetrable flames. The choice is yours, for no two realms will be the same.

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.)



Components

- 53 Cards
(ten suits and three wild cards)
- 1 Rulebook
- 1 Score Pad

Example of game setup for
3 players.



Draw pile



Discard Area



GAME PLAY

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

Turns: During each player's turn, he or she has a choice of drawing the top card from the deck or taking any one face-up 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*). Ignore any cards that are blanked.

Cards held by your opponents have no effect on the scoring of your hand.

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 (Bonus: +25 with any one Wizard) and two Wizards. 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 penalty cards say that they **BLANK** certain other cards. A card which has been blanked has no suit, no bonuses or penalties, and no base strength.



BLANKED UNLESS WITH

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

Player Name:		JOE									
Card One	Base	9									
	Bonus/ Penalty	+50									
	Subtotal	59									
Card Two	Base	40									
	Bonus/ Penalty	0									
	Subtotal	40									
Card Three	Base	27									
	Bonus/ Penalty	0									
	Subtotal	27									
Card Four	Base	32									
	Bonus/ Penalty	0									
	Subtotal	32									
Card Five	Base	13									
	Bonus/ Penalty	+40									
	Subtotal	53									
Card Six	Base	0									
	Bonus/ Penalty	0									
	Subtotal	0									
Card Seven	Base	4									
	Bonus/ Penalty	+45									
	Subtotal	49									
Total:	260										

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 ersatz **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 fake **Rainstorm**.



Card One



Card Two



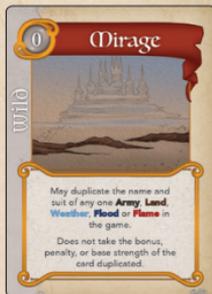
Card Three



Card Four



Card Five



Card Six



Card Seven

This is one of the highest scoring hands possible:

2 Candle

Flame



BONUS:
+100 with **Book of Changes**, **Bell Tower**, and any one **Wizard**.

Card One

3 Book of Changes

Artifact



BONUS:
You may change the suit of one other card. Its name, bonuses and penalties remain the same.

Card Two

4 Shield of Keth

Artifact



BONUS:
+15 with any one **Leader**.
OR
+40 with both **Leader** and **Sword of Keth**.

Card Three

5 Gem of Order

Artifact



BONUS:
+10 for 3-card run, +30 for 4-card run, +60 for 5-card run, +100 for 6-card run, +150 for 7-card run.
(This refers to the base strength numbers.)

Card Four

6 Queen

Leader



BONUS:
+5 for each **Army**.
OR
+20 for each **Army** if with **King**.

Card Five

7 Sword of Keth

Weapon



BONUS:
+10 with any one **Leader**.
OR
+40 with both **Leader** and **Shield of Keth**.

Card Six

8 Bell Tower

Land



BONUS:
+15 with any one **Wizard**.

Card Seven

Player Name:		Fantasy Realms									
Card One	Base	2									
	Bonus/ Penalty	+100									
	Subtotal	102									
Card Two	Base	3									
	Bonus/ Penalty	0									
	Subtotal	3									
Card Three	Base	4									
	Bonus/ Penalty	+40									
	Subtotal	44									
Card Four	Base	5									
	Bonus/ Penalty	+150									
	Subtotal	155									
Card Five	Base	6									
	Bonus/ Penalty	0									
	Subtotal	6									
Card Six	Base	7									
	Bonus/ Penalty	+40									
	Subtotal	47									
Card Seven	Base	8									
	Bonus/ Penalty	+15									
	Subtotal	23									
Total:		380									

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.

~ VARIANTS ~

1. Two-player Realms

Setup: Neither player starts with any cards. On each turn, a player has the choice of taking one face-up 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, he or she continues turns 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.

2. Chaos Realms for 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.



Q&A

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 **Floods**), a Great Flood (blanks **Flames** and **Lands**), a Wildfire (blanks **Lands**), 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 armies 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.



~ CREDITS ~

Game Design: Bruce Glassco
Illustrations: Octographics.net
Graphic Design: Patricia Rodriguez
Editing: Summer Mullins



Thank you to playtesters:

Lisa Glassco, Rick Glassco, Sylvia Glassco, Sarah Glassco, Elinor Glassco, Amory Fischer, Dave Platnick, Coleman Charlton, Morgan Dontanville, Meg Glassco, Julie Glassco, Peter Lewellen, Amy Lewellen, Wendy Qualls

© 2017 WizKids/NECA LLC. WizKids and related marks and logos are trademarks of WizKids. All rights reserved.

WIZKIDS
www.wizkids.com

NECA
www.necaonline.com