

The background is a detailed illustration in a muted, sepia-toned style. It depicts a city street scene. In the foreground, a woman with long dark hair is seen from the side, wearing a light-colored coat and holding a book titled 'FABLETOWN'. Behind her, a man with a beard and long hair is also in a coat, holding a long wooden staff or pole. In the bottom right corner, the head of a wolf is visible. The background is filled with various city buildings, including a large domed structure on the left and a water tower on the right. The entire scene is framed by a dark red border.

# Trouble in Fabletown

A CARD GAME BY  
ANTHONY CHEANG  
SAMMY CHUANG  
CARSEN DECKER  
JIANGHAO HU



[illegible]

Players start with a certain number of Items. They can either spend Items worth certain Glamour values to buy Followers or Scour for Glamour. The game ends after 2 Rounds and 3 Tommy Sharp Turns. At the end, the player who has the highest Glamour value accumulated from their Followers and Scoured Items wins.



## Materials

- 1 Game Board
- 1 deck of Items Cards
- 1 deck of Character Cards
- 1 deck of Follower Cards
- 4 sets of Action Cards (Buy Follower 1, Buy Follower 2, Scour for Glamour, Draw 2 Cards)
- 1 Priority Stand and Priority Player Card
- 1 six-sided Die

*(Please refer to the Card Specification Page for card details.)*

## Glossary

### Turn

In which each player chooses an Action. Once each player has performed their action or dueled if they had to, the Turn is over.

### Round

In which each player has been Priority Player once and it returns to the first Priority Player.

### Priority Player

The player with the Priority Stand is the Priority Player. That player has Priority #1--the highest Priority--that Turn. The player directly to their left is Priority #2, the next is Priority #3 and the last is Priority #4. Each Turn, the Priority Stand is passed in the clockwise direction and Priority Player and level of Priority for each player changes. In a duel, the Priority Player chooses whether they would like to Attack or Defend.

### Action Cards

The card that is played at the beginning of each Turn that indicates what action a player would like to take.

### Glamour

Each Item card and Follower card has a Glamour value. Glamour is important in determining the winner of the game, being able to survive when Tommy Sharp comes by and to buy Followers.

### Glamour Pool

The total value of the Glamour of your Follower cards and Scoured Item cards. Scoured Item cards are put into the Glamour Pool and cannot be put into a player's hand unless otherwise specified.



## Items

Each Item card as an Attack, Defense and Glamour Value. Attack and Defense are important in dueling. Unless otherwise stated on the Item, Glamour values are only important when an Item card is in your Glamour Pool and used to calculate your total Glamour at the end of the game or when buying a Follower.

## Followers

Players can purchase Followers, other residents of Fabletown with special abilities themselves that can be used to their owner's advantage. For Followers that have "Only usable once" abilities, only one of those Followers' abilities can be used per Turn. Once that ability is used, rotate that Follower's card upside down to indicate that its ability is no longer usable. Other abilities are applicable throughout a Player's Turn.

## Innate

Characters that always look human (Snow White, Rose Red, Boy Blue, Cinderella) have innate abilities: abilities that can be used at any point throughout the game.

## Beast Mode

Characters that naturally don't look human go into Beast Mode when the number of cards in their hand drops below a certain threshold indicating low Glamour (each character has a different Beast Mode threshold that is indicated on the bottom right of their card). In Beast Mode, non-human Fables revert to their original fairytale state and unlock special abilities. Rotate the Character's card upside down to indicate Beast Mode and rotate back to normal when out of Beast Mode.

**\*\*Note:** the Character 'Beauty and the Beast' is a special exception to this.

# Setup

-- Lay out the board. Place the Items deck into the box labeled Items facedown.

-- Place the Follower Cards into the box labeled Followers facedown. Flip over the top two Followers and put them in the Follower 1 and Follower 2 boxes.

-- Each player chooses a Character. Each Character starts with one Follower (as indicated in the chart below or on the Follower cards).

**\*\*Note:** Starting Followers of Characters that are not played in the game do not go into the Followers deck and will not be available for purchase during the game.

Character	Starting Follower
<i>Bigby Wolf</i> -----	<i>The North Wind</i>
<i>Snow White</i> -----	<i>The Cubs</i>
<i>Rose Red</i> -----	<i>Clara</i>
<i>Boy Blue</i> -----	<i>Red Riding Hood</i>
<i>Cinderella</i> -----	<i>Prince Charming</i>
<i>Beauty and the Beast</i> -----	<i>Bliss</i>
<i>The Three Little Pigs</i> -----	<i>The Trio of Giants</i>



-- Each player places their Character card in the Character box and the starting Follower in the Glamour Pool. All future Followers each player buys and Scoured Glamour Items go into their Glamour Pool box.

-- Each player starts with 5 Item cards in their hand and a set of Actions cards.

## A Typical Turn

You play as the character you choose. Characters can have Innate or Beast Mode abilities. You can use your Innate ability anytime and Beast Mode ability when you are in the Beast Mode.

To determine who is the first Priority Player, roll the die. The player with the highest roll is the first Priority Player. Put the Priority card on the Stand and use it to indicate who is Priority Player each Turn. At the start of every Turn, each player puts forward the Action card corresponding with what they would like to do facedown in their Action box. Reveal at the same time once every player has put forward an Action card. Actions include:

- **Buy the Follower in the "Follower 1" box.** Discard Item Cards that cumulatively have equal to or greater Glamour value than the Glamour cost indicated in the top right corner of their card for that Follower.
- **Buy the Follower in the "Follower 2" box.** Discard Item Cards that cumulatively have equal to or greater Glamour value than the Glamour cost indicated in the top right corner of their card for that Follower.
- **Scour for Glamour.** Draw the top card from the Items deck. This card goes into your Glamour pool, not your hand.
- **Draw two cards.** Add them to your hand.

When buying Followers or Scouring for Glamour, if two players' Actions conflict they must duel! If more than two players' actions conflict, the two players with the highest Priority duel. All other conflicting players get nothing.

*Please refer to **Duel** section for detailed rules.*

After a Turn ends, the Priority Player shifts to the next person in the clockwise direction.

## Duel

In a duel, the Priority Player gets to choose whether they would like to Attack or Defend. Attacker lays their cards down first. Once both players have laid out their cards, starting with the attacking player, take turns flipping cards over one at a time left to right. If there is a special ability on the card, the ability comes into effect at revealing. After all cards are revealed, check:



- If the cards the Attacker played have a cumulative Attack Value greater than the Defender's cumulative Defense Value, the Attacker wins the duel.
- If the cards the Defender played have a cumulative Defense Value greater than the Attacker's Defense Value, the Defender wins the duel.
- If it's a tie, both players discard the cards they used in this duel. Then they both draw the same number of Item Cards as they used from the pile. Neither player wins nor do they perform the action.

If dueling for a Follower, the winner adds that Follower to their Glamour Pool without needing to discard Glamour. Refill the Follower boxes afterward from the Follower deck. If dueling to Scour for Glamour, the winner Scours while the loser does not.

After a duel, discard all used cards in this duel. The loser then draws a number of cards equal to how many cards they used in this duel minus one.

At any point during the duel, you may retreat. If you do so, both players take back their unrevealed cards, put revealed cards into the Discard pile and the player that didn't retreat is counted as the victor.

## End of the Game

At the start of the third Round, Tommy Sharp will come investigate! Players that have less than 25 Glamour in their Glamour Pool are eliminated. On the next player Turn, players that have less than 30 Glamour in their Glamour Pool are eliminated. The next player Turn is the last in the game. Players that have less than 35 Glamour in their Glamour Pool are eliminated. At the end of the game, the player with the highest total Glamour wins the game.

During each Tommy Sharp round, players who are below the Glamour threshold can roll the die to see how much Glamour will be added to their Glamour total for that Tommy Sharp Turn only (it will not permanently be added to their Glamour Pool).



# Card Specification

5/6

## Character Card

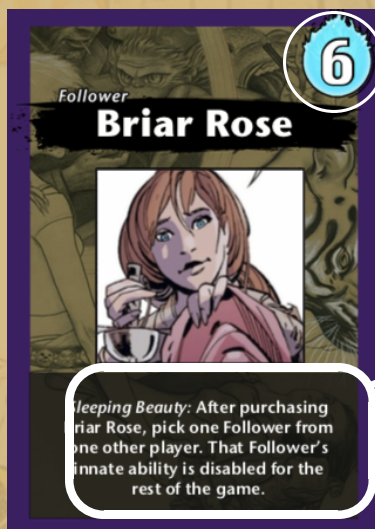


Character Abilities  
(Beast Mode/Innate)



Threshold for Beast Mode  
(Only for characters that have a beast mode)

## Follower Card



Glamour Value

Follower Ability



## Item Card

Attack Value (Only usable in duel)

Defense Value (Only usable in duel)

Glamour Value



Item Ability  
(Come to effect when revealed)

## Action Card

Details of this Action

