

Fantasy Realms: Deluxe Edition

Objective: Players compete to build the highest scoring hand of cards.

Setup

The Cursed Hoard: The Deluxe Edition of *Fantasy Realms* comes with *The Cursed Hoard* expansion which includes two optional modules that can be added to the base game either separately or together.

1. Shuffle the cards into a face-down deck.

- *Jester* and *Phoenix* are promo cards and can be added to the deck without any additional rules.

Extra Suits Module: If playing with the Extra Suits module, shuffle the cards showing a Skull icon () icon on the bottom of the card, next to the card number (5x **BUILDING** cards, 5x **OUTSIDER** cards, 5x **UNDEAD** cards, and the *Garden* card) into the deck.

- Before shuffling in the cards, remove the *Bell Tower* **LAND** card from the game as the alternate *Bell Tower* **BUILDING** card will be used instead.

2. Deal 7 cards to each player.

- Skip this step if playing with 2 players.
- If playing with the Extra Suits module, each player receives 8 cards instead of 7.
- Place the remaining deck nearby, within reach of all players.

3. Randomly select a starting player.

4. **Only perform this step if playing with two players:** Players take turns to build their hand, drawing cards until each player has 7 cards in their hand, or 8 cards if playing with the Extra Suits module. During each turn a player takes one of the following options:

- a) Take one face-up card from the discard area into their hand.
- b) Draw 2 cards from the deck, adding one to their hand and placing the other face-up in the discard area.

- The discard area is a central area for cards to be discarded to; cards in the discard area should be spread out so all of the cards are visible to all players.

5. **Cursed Items Module:** If playing with the Cursed Items module, shuffle the Cursed Items cards into a face-down deck and deal each player one face-up Cursed Item card.

- Place the remaining deck nearby, within reach of all players.

End of Game

The game ends when there are 10 cards face-up cards in the discard area, or 12 face-up cards in the discard area if playing with the Extra Suits module.

Two-Player Variant: When playing with two players, the game ends when there are at least 12 cards in the discard area, or 14 face-up cards in the discard area if playing with the Extra Suits module.

Each player scores their hand by adding up the Base Strengths of the cards in their hand and applying any Bonuses or Penalties.

- Ignore any cards that are **BLANKED**.
- Cards only consider the cards that are in the owner's hand; the only exceptions to this are *Mirage* and *Shapeshifter* which can copy the name and suit of a card the player does not have.

Cursed Items Module: If playing with the Cursed Items module, each player scores their face-down Cursed Item cards (most of which score negative points).

The player with the highest scoring hand of cards is the winner.

Tie-breaker: In the event of a tie, the player with the hand containing the fewest points from total Base Strength is the winner.

General Rules

Card Contradictions: In an instance where two or more cards contradict each other, the cards are resolved in the following order:

1. Decide what *Doppelgänger*, *Mirage*, and *Shapeshifter* are duplicating, in that order.
2. Resolve the Bonus on the *Book of Changes*.
3. Follow any instructions that call for the clearing of Penalties or parts of Penalties.
4. Apply all Penalties, beginning with cards not **BLANKED** by any other cards.

Face-down Cursed Item Cards (Cursed Items Module): A player may look at their own face-down Cursed Item cards, but not those of their opponents.

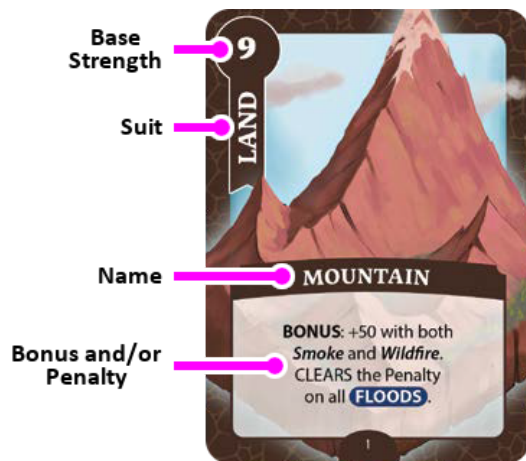
The Cursed Hoard Expansion Card Limits: At no point during a game with any of the expansion modules may a player have more than 9 cards in their hand; if at any point a player has more than 9 cards in their hand, they must immediately discard cards to the discard area until they have 9 cards in their hand.

- Cards discarded in this manner may not have already been used to draw extra cards.
- If playing with the Cursed Items module, but without the Extra Suits module and a player ends the game with 9 cards in their hand, they must discard down to 8 cards.

Card Anatomy

Each card has four pieces of information:

- There are 3 additional suits (**OUTSIDER** , **BUILDING** , and **UNDEAD**) included in the Extra Suits module of the *Cursed Hoard* expansion than can be included in the game. These cards are marked with a Skull icon () next to the number on the bottom of the card.



Name: Each card has a unique name.

Base Strength: Each card has a Base Strength ranging between 0 and 40.

Suit: There are 10 suits of cards in the game (5 cards in each suit) and 3 Wild cards.

- The suits are:** Army, Leader, Wizard, Weapon, Artifact, Beast, Land, Weather, Flood, and Flame.

Bonus and/or Penalty: Each card has a Bonus, Penalty, or both based on the other cards a player has in their hand.

Bonus & Penalty Terms: The following terms are used in the Bonus and Penalty Sections of cards:

- There are some other terms included on cards but these should be self-explanatory.

With: The card receives a one-time Bonus **with** a certain card, combination of cards, or type of card.

For each: The card receives a Bonus or Penalty **for each** instance of the named type of card(s).

BLANKS: When a card **BLANKS** certain cards or types of cards, the **BLANKED** card(s) have no name, no suit, no Base Strength, no Bonuses, and no Penalties.

BLANKED unless: The card is **BLANKED** as per the rules above, **unless** one of the named cards is in the player's hand.

CLEARs: The card **CLEARs** Penalties or part of Penalties from other cards in the player's hand.

- A card that has its Penalty cleared keeps its name, suit, Base Strength, and Bonus; clearing takes place before any Penalties are applied.

Card and Interactions Clarifications

Book of Changes: The *Book of Changes* changes the suit of the other card, leaving all other aspects (including Base Strength) unchanged. This is done before any Bonuses or Penalties of any card are applied.

Doppelgänger + Basilisk: If the *Doppelgänger* duplicates the *Basilisk*, and there is no card that clears their Penalties, the cards with BLANK each other.

Necromancer, Genie (Extra Suits Module), and Leprechaun (Extra Suits Module): Cards drawn at the end of the game take place before any of effects take place (i.e. BLANKINGS, *Doppelgänger* etc.).

Rangers + Wildfire: The *Rangers* card does not protect Armies against *Wildfire* as the word **ARMY** is not in the Penalty section of the *Wildfire* card; as such, the Penalty cannot be cleared.

Shapeshifter and Mirage: The owner may choose not to use the effect of these cards and can choose to keep its original suit and name, or just its suit.

- The card duplicated is not required to be in the player's hand, it can be any card in the game of any of the listed suits, even if it is in the deck, discard pile, or another player's hand.
- The Base Strength of these cards remains 0 and they may be used as part of a run to fulfil the Bonus criteria for the *Gem of Order*.

Chapel (Extra Suits Module): *Chapel* requires exactly 2 cards from the suits listed, be it two different suits or two of the same suit.

Gem of Order (Extra Suits Module): If playing with the Extra Suits module, there is no additional Bonus for completing an 8-card run.

Judge (Extra Suits Module): Penalties that are only partially CLEARED still provide the *Judge* his Bonus.

Junkyard Map or Larcenous Gloves (Cursed Items Module): If a player uses *Junkyard Map* or *Larcenous Gloves* to take a Cursed Item card with 'Replace turn' on it, the player may not take a regular turn.

Turn Order (Single player turns in clockwise order)

Cursed Items Module: If playing with the Cursed Items module, on their turn a player chooses to perform one of the following three options for their face-up Cursed Item card:

- At the end of the game, each player scores their face-down Cursed Item cards (most of which score negative points).
 - At the end of their turn, a player should have one face-up Cursed Item card and can have any number of face-down Cursed Item cards in front of them.
- a) **Do Nothing:** The player does nothing with their Cursed Item card; the card stays face-up in front of them for use on a later turn.
 - b) **Discard:** The player discards their face-up Cursed Item card at the end of their turn, draws a new Cursed Item card from the deck, and places it face-up in front of them.
 - The discarded Cursed Item card is placed in a face-up discard pile, separate from the discard area.
 - If the deck of Cursed Item cards is empty, shuffle the discard pile to form a new face-down Cursed Items deck.
 - c) **Use:** Use the Cursed Item card. Some Cursed Item cards give an action that replaces the player's regular turn and others may be played at any time during their turn.
 - When a player uses their Cursed Item, they flip the card face-down and then draw a Cursed Item card from the deck at the end of their turn, placing it in front of them face-up to replace the one they used.
1. The player either draws the top card of the deck or takes one face-up card from the discard area and adds it to their hand.
 - The player who takes the first turn of the game must draw the top card of the deck.
 2. The player must place one card from their hand, face-up into the discard area.
 - The discard area is a central area for cards to be discarded to; cards in the discard area should be spread out so all of the cards are visible to all players.
 - A player should always end their turn with 7 cards in their hand, or 8 cards if they are playing with the Extra Suits module.