

# FANTASTIQ

GAMES OF ART EXPANSION SET

## FANTASTIQAL LANDSCAPES

*Three new interlocking expansions by Alf Seegert*

### COMPONENTS

- 24 Fantastiqal Landscape cards (4 per Region)
- 1 Special “Castle in the Air” Region Tile
- 1 “Castle in the Air” Exhibit Quest card
- 8 Cloud Crystals
- 1 Gem Bag
- 4 Dragon Artiste cards

### I. CLOUD CRYSTALS

*You’ve overheard a secret at a tea party of talkative fairies! If you combine three Gems of identical color, they will magically transform into a valuable Cloud Crystal – the only way to gain admission to the Castle in the Air!*

### SETUP

- All Gems that belong in the general supply now go inside the Gem Bag.
- Set the Cloud Crystals to the side of the playing area – never put them in the Gem Bag.
- Players each begin the game with three Gems drawn at random from the Gem bag. Have players continue drawing until they each receive three Gems in all-different colors. Return extras to the supply.

### NEW RULES FOR GEMS

- **Unless stated otherwise, Gems are always drawn at random**, one at a time, from the Gem Bag (when placing Gems on Creature cards, collecting Gems as a reward for completing a Quest, etc.).

- **Your Dog is smart and will dig for any color of Gem you specify.** When using a Gem symbol on a Dog card, freely choose **any** color of Gem from the Gem Bag. *Good dog!*
- If you claim a Gem from another player (using a card like Rogue’s Purse) that player gets to decide which color of Gem you receive.

### RULES FOR CLOUD CRYSTALS

- As a Free Action on your turn, you may exchange any 3 identically colored Gems for one Cloud Crystal. (You are not required to do so.) If no Cloud Crystals remain in the supply, this action is not possible.
- **Cloud Crystals are worth 5 Gems in purchasing power. (!)** Return spent Crystals to the side of the playing area – they do not go in the Gem Bag.
- **Cloud Crystals count as one single Gem in the eyes of the Mischievous Raven.** In other words, whenever the Raven appears, only count the **number** of individual Gems and Crystals in your supply against yourself, not their total value.
- You may not exchange Cloud Crystals for individual Gems, and no change is given from a Cloud Crystal if you use one to pay for something worth less than 5 Gems.
- Cloud Crystals may not be stolen by other players (though they are vulnerable to the Mischievous Raven).
- **Cloud Crystals are required for admission to the Castle in the Air.** (See below.)
- If you prefer to use the Cloud Crystals and Gem Bags as a stand-alone expansion (without including The Castle in the Air or Dragon Artistes and Fantastiqal Landscapes) you are welcome to do so.

## II. THE CASTLE IN THE AIR

*The Castle in the Air is an exotic, exclusive, and largely inaccessible Region of Fantastiqua, filled with all conceivable Artifacts, Beasts and works of fine art. A special Flying Carpet service is eager to convey you to its cloudy abode.... if you have the Cloud Crystals to pay for admission!*

### SETUP

- Place the Castle in the Air Region Tile in the area normally used for the lower Open Quest card. **When playing, still put out both Open Quest cards as usual, but place them next to each other (along with +1 Bonus Tokens) in the area reserved for the upper Open Quest Card.**

### RULES

*To visit the Castle in the Air requires one Turn Action, along with the following conditions:*

- You must occupy any of the four Regions diagonally adjacent to the Castle in the Air.
- The admission price is 2 Cloud Crystals (transportation by Flying Carpet provided), or only 1 Cloud Crystal if you provide your own means of transport (a Flying Carpet token or Flying Carpet card symbol).
- The Castle in the Air does not accept Gems for admission, no matter the number offered.
- On fulfilling these conditions, move your Adventurer to the Castle in the Air.
- At the Castle in the Air you have two options: either Purchase Open-Deck Cards or Exhibit Fantastiqua Landscape Paintings (not both).

#### Purchase Open-Deck Cards

- You may visit either the Castle in the Air's exotic Beast Bazaar or its top-shelf Artifact Tower (not both). (You could instead choose from either Curious Companions or Rarest Relics, should you have that Expansion Set as well.)
- When doing so, **examine the entire deck in question** (including discards) and purchase ANY cards you choose at the prices marked on each card. As usual, purchased cards go into your Discard Pile.
- When you are finished, reshuffle the deck and replace it, face-down as usual.

#### Exhibit your Fantastiqua Landscape Paintings

- See details below, under "Dragon Artistes and Fantastiqua Landscapes."

Your turn action now ends by moving your Adventurer to any Region diagonally adjacent to the Castle in the Air.

## III. DRAGON ARTISTES and FANTASTIQUAL LANDSCAPES

*Four of Fantastiqua's Peaceful Dragons have just returned from Art School at Academie Fantastiqua, eager to paint the landscapes of Fantastiqua and exhibit their work at the Castle in the Air! (In exchange for a nominal payment from their patron, of course.) Begin your new Quest as Fantastiqua's patron of the arts!*

### SETUP

- Each player shuffles 1 Dragon Artiste card into her starting deck of cards (it's pronounced emphatically as "DragOWN ArTEESTE!").
- Sort all 24 Fantastiqua Landscape cards by Region. Tuck 1 card per player beneath each matching Region tile on the table. (Return unused cards to the box.)
- Tuck the Exhibit Quest card beneath the Castle in the Air tile.
- A longer game is required when playing with Dragon Artistes. Choose the Quest Goal with the highest number of points for the number of players in the game.

### RULES

#### Painting Fantastiqua Landscapes

- If you hold a Dragon Artiste card in your hand on your turn, as a Free Action you may spend one Gem to have him paint your current landscape.
- If you do so, immediately claim one of the Fantastiqua Landscape cards tucked beneath your current Region. Place it face-up in front of you for all players to see (you may want to partially overlap these cards to save space).
- You may never claim more than one identical Fantastiqua Landscape card.
- Place the Dragon Artiste card in your discard pile. **Strategy tip:** use Reshuffle Tokens to help bring Dragon Artistes back into your hand!

#### Exhibiting Fantastiqua Landscapes

- At the Castle in the Air you can complete the Quest to exhibit your Fantastiqua Landscape Paintings. **The first player to exhibit a full collection (all 6 Regions) claims the "Castle in the Air" Exhibit Quest card (worth 6 points) and immediately adds its Quest value to his score.**
- If the Exhibit Quest card has already been claimed, you may still exhibit what you have. In this case your consolation prize is 1 Gem per painting exhibited. **Important:** you may immediately use these Gems (and any other Gems/Cloud Crystals in your supply) to purchase Open-Deck cards (see above).
- Either way, after you have Exhibited your paintings, **remove your Dragon Artiste from your deck** and place him with your Fantastiqua Landscape cards in front of you. He remains with the Exhibit in the Castle in the Air.

*Acknowledgments: Thank you to Natasha Seegert, Rick Soued, Jacob Cassens (who suggested the name "Cloud Crystals"), Clinton Coddington, and Benny Sperling. The illustration for "The Castle in the Air" is Simon Cook's Temple in the Mountain, licensed with permission by Bridgeman Art Library. Special thanks go to Mike Mayer for his inspiring "Goat King" fan-expansion on Board Game Geek, which suggested the idea of a new Region accessible only by flight. A conversation with Shane Smith helped inspire the Dragon Artistes, and the Fantastiqua Landscapes are a tribute to Sean MacDonald's beautiful art game Pastiche. Thanks to Paul Incao for once again offering helpful feedback, and for long ago encouraging me to add Region-based set-collection to Fantastiqua.*