

THE FAIRY TALES ARE ALL TOPSY-TURVY!  
A MAGICAL TORNADO MESSED UP EVERYTHING. HELP THE FAIRY TALES  
BY RECREATING TALES TO AMAZE THEM ONCE AGAIN.

GAME COMPONENTS

**1** board (A) in three parts to assemble  
with 5 landscapes including the plain (A1), the river (A2),  
the meadow (A3), the mountain (A4), the sky (A5).  
It represents the scene, still empty, where the tale will take place.

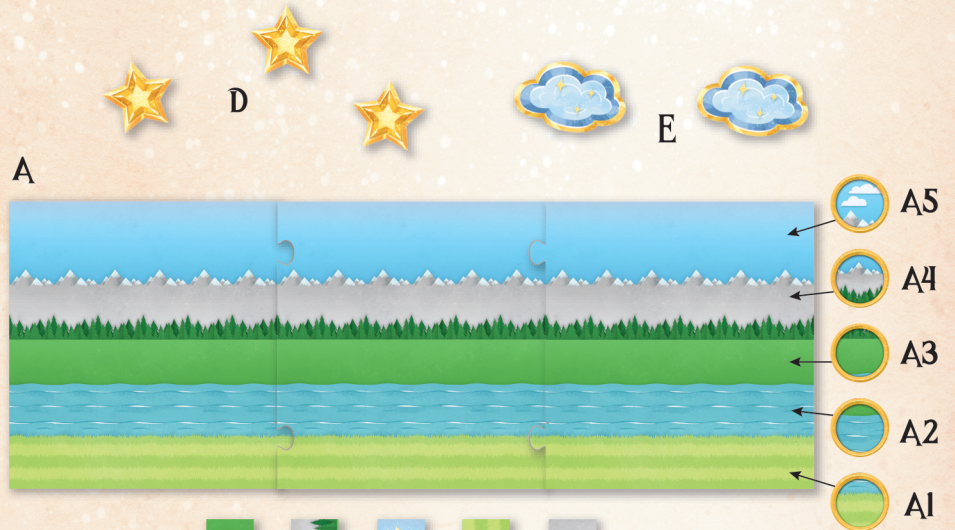
**60** Character tile, 12 for each landscape (B)  
These are the characters of the story. They are "Characters"  
in the broad sense, some are places or vehicles  
but are still considered as characters here.

**64** Tale tokens (32 blue/easy and 32 yellow/difficult) (C)  
They allow a characterisation of the characters.

**3** wondrous star with a bright side and a dark side (D)  
They give access to clues during the game and indicate  
the level of amazement of the tale at the end of the game.

**2** Clouds with a bright side and a stormy side (E)  
Ils sont retournés sur le côté orageux si les conteurs  
et conteuses se trompent dans l'histoire.

**1** Collection of tales (F)  
To keep track of your tales.



F

SETUP

- Assemble the board and place it in the centre of the table (A).
- Place 3 Wondrous stars above the board on their bright side (D).
- Also place the 2 Clouds, on their bright side, next to the stars (E).
- Shuffle and divide the Character tiles in 5 stacks of 12 tiles face up next to the board (B).
- Shuffle the blue and yellow Tale tokens. Each storyteller receives a certain amount based on the number of players.

2 storytellers → 7 tokens

3 storytellers → 5 tokens

4 storytellers → 4 tokens

5 storytellers → 3 tokens

The storytellers keep them in front of them, face up (C).

Setup for 3 storytellers

FOR A FIRST GAME

Only play with the blue Tale tokens,  
Put the yellow tokens back in the box.  
Each storyteller receives a certain amount  
based on the number of players.

2 storytellers → 6 tokens

3 storytellers → 4 tokens

4 storytellers → 3 tokens

5 storytellers → 2 tokens