

The Enchantress of Dark Wood

Oh, Katrina! You've been living alone in the forest as a poor hermit ever since your mother and grandmother died years ago. Nobody would ever guess that you spent your childhood in the castle.

Your mother was the servant of the princess, that horrible, greedy, selfish girl (and bad-mannered, too)! After years of faithful service, your mother was dismissed for being too old, and you both were forced to leave the castle to live in a humble cottage with your grandmother, deep in the dark forest. There you lived a quiet life, learning all you could about nature and its many secrets.

Now the king has made arrangements for that vile princess to marry a prince of a far away land. Oh! He is so very kind and handsome! After a chance meeting at the lake, you fell deeply in love with him. The wedding is quickly approaching. The princess surely doesn't deserve him! You must act! And maybe, you will have your happy ending at last, along with a proper revenge upon all the people who despise you and your mother.

Object: Using the lore of nature learned from your grandmother, go to the rose garden to get a rose to enchant, and then go to the castle to lure the princess into a dreamless sleep (resolve a new card; you get no defense bonus for the princess). Return to the cottage to capture her forever; finally, use the powerful Polymorphism spell and go to the lake to meet your love, Prince Micah.

Setup: Use a new stat, Magic Power (max of 6), starting at 4. Start at your cottage. Put aside only two cards instead of three at the beginning of each stage. Draw tiles, move and resolve normally. You are a neutral enchantress, so the dangers of the place are applied normally to you.

Magic: As a magic user, you have at your disposal 3 spells, similar to the magic items from the fairy godmother: Blind Speed (equivalent to the Seven League Boots), Sybil Insight (Magic Mirror), and Protective Barrier (Magic Wand). Using a spell consumes 3 magic points, but does not require gold. If you rest, you restore 2 magic points and 2 health points. There are some places that have an affinity with magic. Passing through these tiles grants you +1 in magic: the bluebird and the cave in

the forest and the golden tree in the kingdom. The fountain of youth grants +3, and if you rest there, it restores all your Magic Power.

Ending: You must perform the Polymorphism spell (anywhere but the lake), but it will cost you 6 magic points and you must resolve a new card to complete the enchantment. In order to win, you must complete a turn at the lake fully transformed.

(All of the following scenarios are variants of the original Fairy Tale in My Pocket rules.)

Children's Version

For a child playing alone, Fairy Tale in My Pocket can be difficult to win. To adjust the difficulty level as children are learning the game, you can try the following:

- Remove two cards at the beginning of each stage.
- Start with a Gold level of 3.
- Choose when the knight will fight for you.
- Remove the farm from the kingdom tiles.
- Gain +1 defense when carrying the shield.

Once a child masters this scenario, he or she may wish to move on to the original rules.

Lancelot's Quest

This scenario allows you to be a real knight! Start with a Defense level of 3, but you cannot use any magic. You do not receive an item from the fairy godmother, and you cannot use the Magic Pouch, the Magic Lamp, or the Cloak (you may own these items, but you may not use their powers). However, the shield grants you +1 Defense as long as you are carrying it. You get no help from others to raise your Defense because knights won't accept aid from women or cats, and you get no benefit from the knight special event. Otherwise, play the game normally.

The Final Struggle

As the game ends, we reunite the prince with his princess. But what happened to the false princess? She is a powerful witch! Defeat her (stay alive after an encounter with her) to achieve the real happy ending! Once you've resolved the second card at the castle, add +1 in Defense, as the prince will help you fight. (If you entered the castle with the knight, add another +1.) The witch's strength varies depending on her mood. To find her strength, flip over one of the cards set aside at the beginning of the round and check the item cost, adding

Buying and Robbing from Peddlers: The peddlers charge you 1 extra gold per item because they don't trust you either. However, when you meet a peddler, you can choose to rob him instead of buying legally (hey, you're just using your skills to save the kingdom, right?). To rob you can bribe the villains to avoid a fight. Surrender the same amount of gold as the damage they would do to you. If you bribe a villain when you have the magic pouch, then you must surrender it completely to the villain and lose all of the money in it. When performing a good deed, you receive 1 gold fewer than the amount indicated on the card. Fairy tale citizens don't trust thieves.

Playing as the Thief: For each fight in which you equal or surpass the strength of the villain, steal 1 gold. Robbers will not steal your gold if your strength equals or surpasses theirs, and you get to take 1 gold. You can bribe the villains to avoid a fight. Surrender the same amount of gold as the damage they would do to you. If you bribe a villain when you have the magic pouch, then you must surrender it completely to the villain and lose all of the money in it. When performing a good deed, you receive 1 gold fewer than the amount indicated on the card. Fairy tale citizens don't trust thieves.

The Goodhearted Thief

In this scenario, you play as Prince Micah, who goes out by himself to rescue his love! Start with a Gold level of 6. You have not met the fairy godmother, so you do not receive a magic item. You may, however, use any magic items that you buy. Play the game normally.

Micah the Valiant

This number to 5. The bucket of water can be used to decrease her strength by 3. At the beginning of each stage, discard only two cards. Play the game normally.

The fairy godmother is running out of time, and she can't find a proper hero to rescue the princess! But wait, what's this? A thief inside the castle while everybody is busy below preparing for the wedding! Just as you get your hands on a lovely diamond necklace, that meddling fairy godmother suddenly appears and catches you in the act! However, she is ready to make you a deal: if you agree to save the kingdom, then she will not call the guards. Of course, you bravely accept your civic duty. After all, a kingdom dominated by an evil enchantress is a bad place for you. day... I mean, night job!

Scenarios created by Ruber Englebert. Art by Rebekah Bissell.

The fate of the kingdom rests in your skillful hands!

a peddler, shuffle all of the cards in the discard pile (including the peddler card) facedown and choose one randomly. Check the current event on the chosen card and resolve it as follows:

- If the event is anything but a villain or a peddler, you get to keep the item shown on the card free of charge, and you may choose to try to rob the peddler again if you wish.
- If the event is any villain, then the peddler spots you, but you are able to get away. You get to keep the item(s) you stole, but the peddler inflicts 1 point of damage *per item stolen*. As you must make a hasty getaway, you may not rest before your next turn.
- If the event is a Peddler, then you got a critical failure. You lose all items stolen this turn, and the peddler inflicts 1 point of damage *per item stolen*. (Note that if the peddler is the only card in the discard pile, then you are guaranteed to fail! Because of this, it is wise to avoid robbing peddlers who are low in stock.)

