Fantastique

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8 and up

2–5 players

about 25 minutes

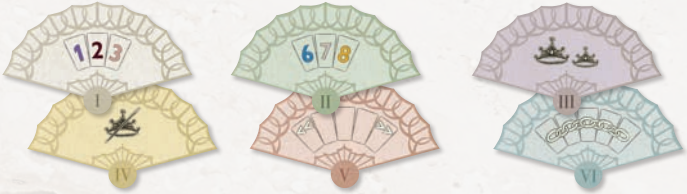
amigo-spiele.de/02651

Contents

100 fan cards
with values from 1–8
(16x1, 15x2, 14x3, 13x4, 12x5, 11x6, 10x7, 9x8)

21 medal cards
7x bronze (with the values 1, 2, 3, 4, 5, 6, 7)
7x silver (with the values 3, 4, 5, 6, 7, 8, 9)
7x gold (with the values 6, 8, 10, 12, 14, 16, 18)

5 double-sided *Grand Finale* medals
with the values 20 (gold) & 10 (silver)



3 double-sided *Grand Finale* fans
with the sides I, II, III, IV, V, VI

Game Idea

"Fantastique!" is what you want to hear when presenting your most beautiful fans. In each round, you will play fans from all over the world to win medals. At the same time, you want to gather suitable material for the upcoming rounds. Who will win the most medals over 7 rounds and be the best prepared for the *Grand Finale*?

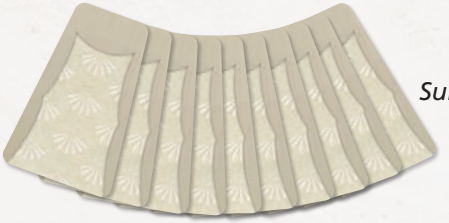
Setup

Choose one of the **3 double-sided *Grand Finale* fans** and pick one of the two sides. For your first game, we recommend fan side I. Place the *Grand Finale* fan with the chosen side face up in the center of the table for everyone to see. You do not need the other *Grand Finale* fans in this game.

Place 2 ***Grand Finale* medals** next to the *Grand Finale* fan, one with the golden side up (20 points) and the other with the silver side up (10 points). You will only need the other *Grand Finale* medals at the end of the game in the case of a tie.

Sort the **gold and silver medals** from highest to lowest value and place them face up in two columns in the center of the table. Place the cards in each column staggered on top of each other so that you can always see all the values. If you are playing with **4 or 5 players**, add a third column of bronze medals. You do not need the bronze medals if you are playing with **2 or 3 players**. Return them to the box.

Shuffle all the fan cards and deal out **10 cards** to each player. Place the remaining cards as a face-down draw pile on the table and keep some space next to it for a discard pile.



Suki

Samir

Kiano

Emilie

How to Play

You will play 7 rounds in total. Each round consists of the following 4 phases:

1. **Reveal** fan cards
2. **Play** fans
3. **Distribute** medals
4. **Take** new fan cards

1. Reveal fan cards

At the beginning of each round, reveal fan cards **one at a time** from the draw pile. Lay them out in a face-up row next to the draw pile until you have **5 stacks**. Place cards with the **same value** staggered on top of the **same stack** so you can see how many cards are in each stack. In this way, each stack consists of 1 card or several cards of the same value.

Important: No stack can ever have more than 3 cards. If you reveal a fourth card with the same value, begin a new stack instead.

Once you have placed a card on the fifth stack, stop revealing cards. In this way, the last stack never has more than one card. If the draw pile runs out of cards, shuffle the discard pile and place it face down on the table as the new draw pile.

Example: Suki, Kiano, Emilie, and Samir set up the display. They reveal a 2 for the first stack. Then they draw a 5 for the next stack. After that, they reveal another 2 and place it on the first stack. Then they draw a 4, another 5, an 8, then another 5, and a 7 as the last card.

2. Play fans

Whoever last waved a fan begins the first round.

On your turn, play a fan of your choice from your hand. A fan always consists of **one card or several cards of the same value**. Place the fan card(s) face up and spread out in front of you so everyone can see how many cards and which value you have played.

Then, the next player in clockwise order takes their turn. They also play a fan of their choice, consisting of one card or several identical cards from their hand. However, nobody is allowed to play **the exact same combination of value and number of cards** as somebody else in the same round. Play in clockwise order until everyone has played a fan.

Example: Suki starts and plays two 4s. Then it is Kiano's turn. He may play any combination of cards apart from exactly two 4s. He decides to play three 4s. Emilie plays a single 8 and Samir two 1s.

3. Distribute medals

Now, distribute the medals. The value shown on the medal is the number of points you will be awarded at the end of the game.

Whoever played the **most fan cards** this round wins the **gold medal**. Whoever played the second most fan cards wins the **silver medal**. When playing with 4 or 5 players, you win the **bronze medal** if you played the third most cards.

In case of a tie for the most played cards, the person

who played the higher value wins the more valuable medal.

When distributing the medals, award the cards at the bottom of the columns (for the first round, gold 6, silver 3, and bronze 1). In this way, the medals become more valuable each round.

Place medals you have won during the game as a face-up stack in front of you. Only the topmost medal, the one you won last, must be visible at all times.

Example: Kiano played the most cards with his three 4s and takes the gold medal. Suki and Samir played the same number of cards, so they compare their values. Since Suki's 4s are higher than Samir's 1s, Suki wins the silver medal and Samir the bronze medal. Emilie does not win a medal this round.

4. Take new fan cards

Each player now chooses one of the face-up stacks of fan cards from the table one after another. Add all the cards of your chosen stack to your hand. There is no limit to the number of cards you can have in your hand.

Whoever played the **highest value** this round chooses a stack first. Whoever played the second highest value chooses next, etc., until everyone has taken a stack.

In the case of a tie for the highest value, the person who played more cards chooses first.

Example: Emilie played the highest value with her 8 and chooses first. She picks the stack with three 5s and adds these to her hand. Suki and Kiano played the same value, but since Kiano played more cards, he chooses first. He picks the two 2s. Then Suki adds the single 8 to her hand and Samir takes the single 7.

Put all played fan cards and any remaining stacks of fan cards on the discard pile. Start a new round by revealing new fan cards.

The player who won the gold medal in this round begins the next round.

Game End

The game ends after 7 rounds. You will now score the **cards in your hand** for the ***Grand Finale***. To do so, place your cards face up on the table, including the cards you took at the end of round 7.

Push forward your fan cards that meet the scoring condition shown on the *Grand Finale* fan. Now compare who pushed forward the most cards: The player with the most cards wins the golden *Grand Finale* medal and the person with the second most wins the silver one.

In the *Grand Finale*, ties are friendly: **All** players who tie for a certain *Grand Finale* medal win the corresponding medal. In this case, use the *Grand Finale* medals you put aside during setup.

The silver *Grand Finale* medal is still awarded even if several players win the gold medal.

Example: Suki, Kiano, Emilie, and Samir are playing with Grand Finale *fan I, where they need to compare all their 1s, 2s, and 3s. Suki still has one 1 and one 2 in her hand at the end of the game. Kiano has three 2s, Emilie three 1s, and Samir two 2s and three 3s. Therefore, Samir has the most cards to score and wins the golden* Grand Finale *medal. Kiano and Emilie tie for second place and both win a silver* Grand Finale *medal. Suki does not win a* Grand Finale *medal.*

Suki

Kiano

Emilie

Samir

Now add up all your points from medals and *Grand Finale* medals. Whoever has the most points in total wins!

In the case of a tie, compare your medals. Whoever has the most valuable medal (excluding the *Grand Finale* medals) wins.

Grand Finale Fans

Fan I: Count all 1s, 2s, and 3s that you have at the end of the game.

Fan II: Count all 6s, 7s, and 8s that you have at the end of the game.

Fan III: Count all fan cards in the two values that you have the most of at the end of the game. For example, with the cards 1, 2, 3, 3, 8, 8, you score 4 cards (3, 3, 8, and 8).

Fan IV: Count all the fan cards in your hand at the end of the game, then subtract the quantity of your cards with the value you have the most of. For example, with the cards 1, 4, 4, 4, 6, 7, you score 3 cards (1, 6, and 7).

Fan V: Count all fan cards with the highest and lowest values that you have at the end of the game. For example, with the cards 2, 3, 3, 4, 8, 8, you score 3 cards (2, 8, and 8).

Fan VI: Count all fan cards in the longest run of consecutive values that you have at the end of the game. For example, with the cards 4, 4, 5, 6, 8, you score 4 cards (4, 4, 5, and 6).

Behind the scenes

I am Miriam Rowe, founder of the WanderingModa design studio and illustrator of Fantastique. My illustrations are inspired by my adventures around the world and my passion for historical craftmanship.

Oceania – Australia, New Zealand, Islands

Diving into a lively reef, there is movement everywhere: shifting light, dashing fish, and floating sea turtles. I used layers of colored pencils over a background of acrylic paint to bring that movement to the page. The maze-like markings of the Māori Wrasse fish were the perfect background texture, bringing motion to the lively water.

Materials: pencil, acrylic paint, heavy art paper
Frame: pearly shell, sand

Golden Halls – Western Europe

This design began with an early morning walk through an Art Nouveau neighborhood, sipping my coffee and admiring the glowing windows of beautifully decorated buildings. In my version, native European robins, yarrow, lavender, and lily of the valley shine together in a stained-glass pattern with that same sunrise warmth.

Materials: bright tonal glass, concrete, metalwork
Frame: warm sandstone architecture with etched flowers, inspired by Catalan Art Nouveau architecture

Jade Rim – Northeast Asia

I never understood the magic of cherry blossom season until I stood in a Tokyo park, surrounded by drifting petals. That memory inspired this calm country scene, painted with traditional ink techniques to capture distant temples and winding paths, framed by soft sakura blooms.

Materials: silk, calligraphy, ink
Frame: carved jade featuring a vase with chrysanthemums

Savannah Rise – West Africa

The roadside market stalls were the first thing that caught my eye on the way into Yaoundé. Brightly woven and patterned textiles made me want to collect them all. This geometric sunset illustration shows patterns from animals on the Savannah, with familiar ones like zebra, giraffe, and leopard… Can you find the tortoise and the puff adder too?

Materials: woven textiles, wood carving
Frame: carved woods, baobab tree

Amazonia – Brasil

São Paulo surrounded me with waves of vibrant colors: rich greens, electric pinks, and deep purples. I wanted to capture those vibrant colors with neon pigments, glitter, and textured pencil to create a Carnival-inspired picture of Amazon wildlife, featuring cacao, pitcher plants, and Royal Flycatcher birds.

Materials: glitter, neon paint, colored pencils
Frame: stylized feathers inspired by Carnival crowns and parrot feathers

Silk Road – Middle East

My time in Tbilisi expanded my admiration for this region's architecture, geometry, and unforgettable cuisine. Inspired by the bright, jeweled pomegranates sprinkled on Georgian meals and the elegance of flowering almond branches found on the western edge of this ancient crossroads, I painted this tiled composition with thin glazes in shades of turquoise and lapis.

Materials: ceramic tile, marble, layers of colored ceramic glazes
Frame: marble, turquoise, lapis lazuli

Spice Islands – Southeast Asia

When I think of the islands around the Java Sea, I remember loud, colorful birds darting through forests full of fresh spices: In this design, peppercorn plants and vanilla bean orchids weave around Birds of Paradise. Framed with intricate wood carvings of jungle plants, the weathered textures and layers of paint remind me of artisan market stalls full of handmade treasures.

Materials: wood, paint, weathered wood
Frame: Balinese-style carved wood

Sierra Ridge – Mexico

The flick of a fan, a quick turn on the heel, the swish of lace and satin… This design was inspired by vibrant fiesta dances. A bold bouquet of dahlia, hibiscus, and marigold is framed with delicate lace, carved shell, and gold, bringing back memories of music and celebration.

Materials: fabric, paint, lace, gold, lacquer
Frame: tortoise shell, gold

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