

Finding Buckleburgh!

An Adventure Through the Fields of Fable

Welcome to the Fields of Fable, a magical land where every creature carries a curious object with a story of its own.

This is your first challenge: **Buckleburgh Bound**

Your mission is simple:

➡ Be the first adventurer to reach Buckleburgh, the happiest place in all of Fairytale Land!

Along the way, you'll meet:

- Fable Friends who want to help you move forward
- Fable Foes who love causing silly trouble

How to Start

All players begin on Little, the first space on the board. Choose a coloured coin and character: There are 7 to choose from.

Red – Tripathy

Orange – Oggy

Yellow – Eedie

Blue – Fansily

Green – Laffity

Purple – Uni

Pink – Merpy

Everyone rolls the dice once.

- Highest roll goes first
- If there's a tie, roll again

▶ How to Play

- Take turns rolling the dice and moving forward
- When you land on a character, read their instructions out loud and follow them. If instructed to go back to a character stone, do not leave until your next turn.
- Fable Friends help you move ahead
- Fable Foes may send you back, make you miss a turn, or cause mischief

If you land on an empty space, nothing happens — continue on your next turn. To get to Oggy's swamp, jump onto the stone in the lake. It's perfectly safe!

The Journey Through the Fields of Fable

Tripathy Troll (Friend)

Tests your bravery by making you strong and sensible.

➡ Leap the swamp and continue forward to visit the Witch and Wonderly Woo.



ClipClops (Foes)

You feel weak from not eating enough fruit and vegetables.

➡ Go back to Tripathy to grow strong again.



Oggy (Friend)

Always cheerful. His Hair Comb helps him feel confident and brave

➡ Oggy helps you to feel confident and sends you to Witchy Woo. Don't worry. You will be safe there this time!



Witchy Woo (Foe)

Her potion bubbles with trouble.

➡ Drink it and miss your next turn.



Grant the Grump (Foe)

Blocks the path with his icy charm.

➡ Go back to Oggy to learn how to cheer him up.



Eddie the Elf (Friend)

Gives Magic Snowballs that never melt.

➡ Use one to send trouble flying and move ahead and move forward to Laffity.



Imposter Clover (Foe)

Looks lucky... but isn't.

➡ Your magic fades — miss a turn whilst you regain some magic.



Laffity Leprechaun (Friend)

His Golden Buckle glows when hope is near.

➡ Shout “Buckleburgh!” and move ahead to visit Merpy!



Fansily Fairy (Friend)

Her WhimsyWobble Box is full of helpful things!

➡ Your floppy hat is fixed — move forward to visit Uni, wave at Laffity as you pass!



Cranky Crow (Foe)

Steals shiny magic and hides it in an odd sock.

➡ Visit Witchy Woo to tell her Cranky Crow has her favourite sock.



Uni the Unicorn (Friend)

Zooms you forward with her Rainbow Ribbon.

➡ Hold tight and race ahead as you visit the Twiddle Troop!



Rainbow Ribbon (Tangled!) (Foe)

Too much swirl and sparkle!

➡ Miss a turn or return to Laffity for help.



Twiddle Troop (Foes)

Snatches your golden clover and scatters.

➡ Go back to Cranky Crow's Tree House to find your clover.



Merpy Merpal (Friend)

Merpy thinks you have become very wise.

➡ Take another turn.



How to Win

Accept help from Friends

Dodge the tricks of Foes



If you land on the Whopplebob Flower, you go straight to Buckleburgh! (You must roll the dice until you land on Whopplebob. If you roll too high, wait until the next turn)

✨ Only one player becomes Buckleburgh's Brightest Adventurer! ✨

