

Making Your Own Print-n-Play Magical World of Disney Epic Card Game

Instructions:

You will need the following:

- 8.5" x 11" 60 lb. (or heavier) Matte photo paper or cardstock
Premium presentation double-sided photo paper recommended.
- Color Printer (recommend setting to "borderless" printing)
- Craft knife and metal ruler (or scissors)
- Black Marking Pen (optional)
- Artists' Fixing Spray - Gloss or Satin (optional)
- 1/8" or 1/16" Corner Rounder (optional)
- 2 ½" x 3 ½" and 3 ½" x 5" Card Sleeves (optional)

Download and print the Game Rules PDF found on the web site.

Next, download the Dice and follow the instructions to create your own set of dice needed to play this game.

Download the Location Backs and Game Card Backs files.
(optional)

Print pages 2-17 of this document on the matte photo paper or coverstock.

Using your craft knife and metal ruler (or scissors), carefully cut along the outside of the black edges of each card. This will give a 1/8" black boarder around the cards. If you have a black marker, you can use that to clean up any slivers of white around the edges of the cards.

Print page 18 of this document on one side and then page 19 on the reverse side of your matte paper or cardstock. The two sides of the cards may not match up perfectly as the paper may shift slightly in the printer.

*The rest of these instructions are optional...

Put the game card pages (smaller cards) you've printed back in the printer and on the reverse side, print the Game Card Backs file on each sheet. Place the Location card pages (the larger cards) next into the printer and on the reverse print the Location Backs file.

To protect your cards and help them last longer, use cards sleeves when playing with the cards.

BUILDING A HOUSE OF STRAW

3



EVENT

Add a Non-Wood and Non-Stone Home Exterior Location anywhere in your Storyline.

Three Little Pigs - 1933

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"I BUILD MY HOUSE OF HAY."

0



EFFECT

Decrease to 0 all numbers in the game text of target Home Location.

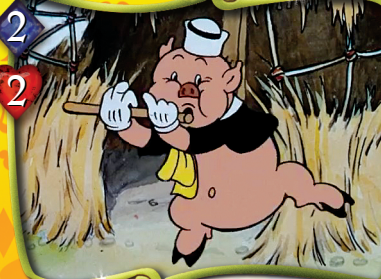
Three Little Pigs - 1933

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FIFER PIG

2

2



CHARACTER

Pig • Musician • Male • Prime

Vitality is +1 at the same Location as **Fiddler Pig**.

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BUILDING A HOUSE OF STICKS

2



EVENT

Add a Wood Home Location anywhere in your Storyline.

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PRISMATIC FLARES

1/4



OBJECT

Tool • Metal • Wood

Equipped Character is Vitality +1/4. Construction Objects may be played to the same Location for free. May be played to Exterior Home Locations for free.

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SAW

1/2



OBJECT

Tool • Metal • Wood

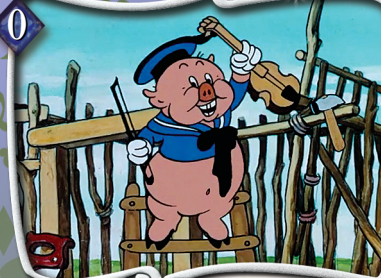
Equipped Character is Vitality +1/2. Construction Objects may be played to the same Location for free. May be played to Exterior Home Locations for free.

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"I BUILD MY HOUSE OF TWIGS."

0



EFFECT

Characters at target Musical Location are simultaneously Good, Neutral, and Evil.

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FIDDLER PIG

2

2



OBJECT

Pig • Musician • Male • Prime

Vitality is +1 at the same Location as **Fifer Pig**.

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BUILDING A HOUSE OF BRICKS

1



EVENT

Add a Stone Home Location anywhere in your Storyline.

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"I BUILD MY HOUSE OF STONE."

0



EFFECT

Increase the numbers in the game text of target Stone Home Location.

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"I HAVE NO CHANCE TO SING AND DANCE."

2



EFFECT

Dancers and cards with musical notes (♪) in their title may not be played.

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"CAUSE WORK AND PLAY DON'T MIX."

7



EFFECT

Archive all Home Locations and the cards in play at the Locations. Do not replace the archived Locations.

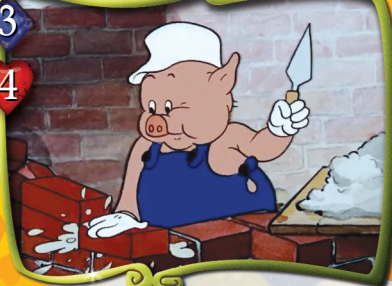
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PRACTICAL PIG

3

4



CHARACTER

Pig • Musician • Mason • Male • Prime

Fifer Pig and **Fiddler Pig** are Vitality +1 each at the same Location. Tools may be played to equipped this Character for free.

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WOLF PROOF PAINT

3



OBJECT

Paint • Liquid

Equip to target Home Location. Wolves may not enter the Location.

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TROWEL

1



OBJECT

Tool • Metal • Wood

Equipped Character is Vitality +2 at Home Locations.

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PILE OF BRICKS

4



OBJECT

Stone • Construction

Evil Characters may not enter equipped Home Location.

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PRACTICAL FENCE

2



OBJECT
Architectural • Wood

Whenever a Character is about to enter equipped Exterior Home Location flip a coin. If the result is heads they may enter, else they may not move. More than one copy may be in play. You may have more than three copies in your Library. Immovable.

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PRACTICAL POTTED PLANTS

0



OBJECT
Flower • Plant • Ceramic

Characters at equipped Exterior Home Location are Vitality + $\frac{3}{4}$.

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PRACTICAL FLOWER BED

0



OBJECT
Flower • Plant

Characters at equipped Exterior Home Location are Vitality +1. Immovable.

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PRACTICAL WATERING CAN

3



OBJECT
Tool • Water • Metal

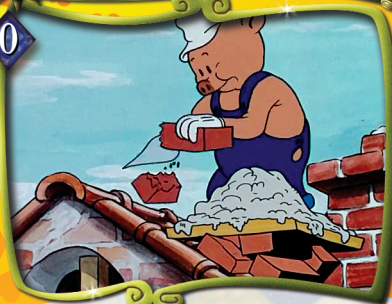
More than one copy of Flower Objects may be in play at the same Location. More than one copy may be in play.

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CUTTING A THREE-QUARTER-BAT

0



EVENT

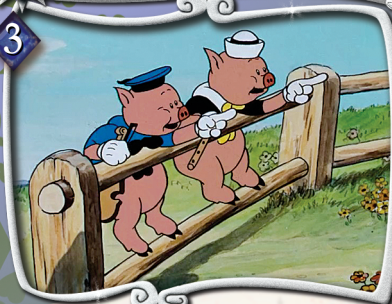
If the Cost of a Construction Object is ≥ 1 , then the Cost is $\frac{3}{4}$.

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"HE DON'T TAKE NO TIME TO PLAY."

3



EFFECT

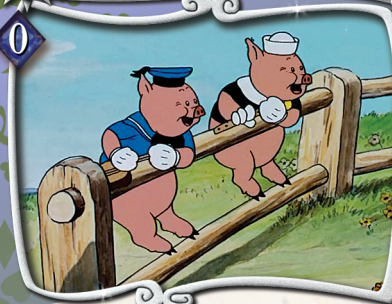
Target Prime Good Male Character at the same Location a Prime Neutral Character may not move.

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"ALL HE DOES IS WORK ALL DAY."

0



EFFECT

Cards with musical notes (♪) in their Title may not be played to the same Location as target Good Prime Male.

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"DON'T THINK YOU CAN MAKE ME SORE."

0



EFFECT

Target Good Prime Male may not be affected by Neutral cards with musical notes (♪) in their title.

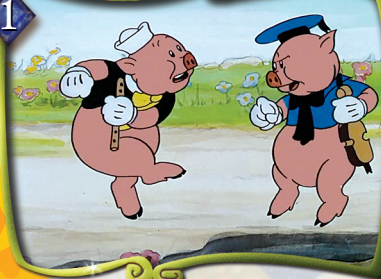
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§ "I'LL KICK HIM IN THE CHIN!"

1



EVENT

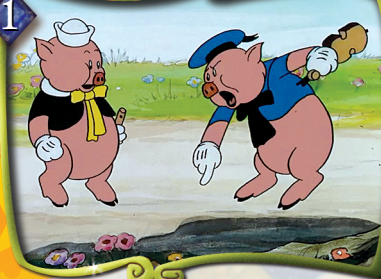
Target Evil Prime Male is Vitality -1/2.

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§ "WE'LL PUT HIM ON THE SPOT!"

1



EVENT

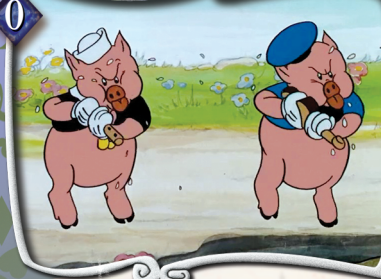
Target Evil Prime Male is Vitality -1.

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§ PRETEND MACHINE GUNS

0



EFFECT

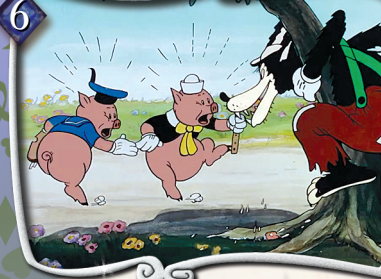
Add "Weapon • Gun" to the keywords of target Prime Good Character. Evil Characters at the same Location are Vitality -1/4.

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§ REALIZED DANGER

6



EVENT

Good and Neutral Characters at Locations adjacent to a Location occupied by an Evil Prime Character are Vitality 1/2.

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§ ATTEMPTED CAPTURE

3



EFFECT

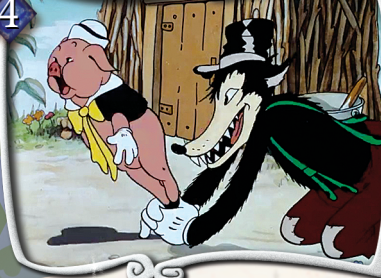
Flip a coin. If the result is tails, you may banish one Good or Neutral Prime Character at a Location adjacent to a Location occupied by an Evil Prime Character.

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§ SLIPPERY PIG

4



EVENT

If target Character is to be archived or banished by a card that makes use of an Evil Character at an adjacent Location, put the Character into their controller's hand.

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§ PULLING IN THE WELCOME MAT

2



EVENT

Archive all Objects equipped to target Home Location.

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§ "OPEN THE DOOR AND LET ME IN!"

4



EVENT

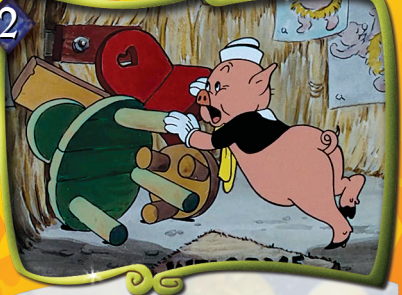
If an opponent wants to move an Evil Character to a Location that is blocked to that Character, roll the six yellow Story Points dice. If the result is ≥ 4 , that Character may enter. Only the roll of the four Blue Story Points dice, or Story Points in your cache may be used to first play this Event.

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BARRICADED DOOR

2



EFFECT

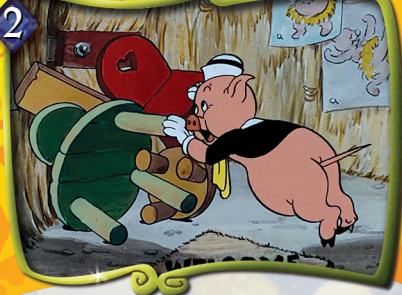
Evil Characters may not enter target Interior Locations at which four or more Furniture Objects are in play.

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"NOT BY THE HAIR OF MY CHINNY CHIN-CHIN!"

2



EFFECT

Evil Characters may not enter a Location occupied by target Good or Neutral Character until the beginning of your next turn.

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PORCINE PIN-UPS

1



**OBJECT
Paper**

Male Pigs at the same Interior Location are Vitality +1/2.

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"T'LL HUFF, AND I'LL PUFF, AND I'LL BLOW YOUR HOUSE IN!"

3



EFFECT

If **Big Bad Wolf** is at a Non-Stone Home Location, place two Time Counters on the Home Location. **Big Bad Wolf** may neither move nor be moved to the Home Location until the Time Counters are removed.

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BUILDING UP A DEEP BREATH

1



EFFECT

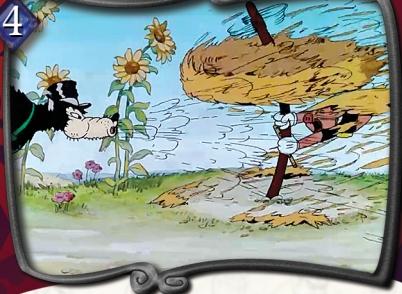
Remove one Time Counter from target Home Location.

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BLOWING IN A HOUSE OF STRAW

4



EVENT

If a Non-Stone Home Location has only one Time Counter and **Big Bad Wolf** is at an adjacent Location, remove the Time Counter and banish the Location and all cards in play at the Location. Under your control, replace the Location with the top Location from your Locations folio face-up and move **Big Bad Wolf** to the new Location for free.

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BLOCKED FROM ENTRY

4



EVENT

If target Character is left behind after a Location has been banished or archived, archive the Character,

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PUGILISTIC PIG POSTERS

1/2



**OBJECT
Paper**

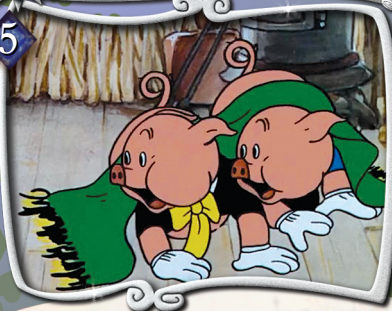
Males Pigs at the same Location are Vitality +1/4.

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COVERING UNDER A RUG

5



EFFECT

All Characters at target Interior Location must be played as written.

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ATTEMPTED BREAK-IN

2



EVENT

When target Evil Character is about to move to an Interior Location, roll a standard six-sided die. If the result is six, the Character may make the move.

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"CURSES!"

2



EFFECT

Target Evil Character is Vitality 0 until the end of your next turn. The Character may neither be archived nor banished.

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"WELL, THEY'RE TOO SMART FOR ME!"

4



EFFECT

Good and Neutral Characters at the same Location as target Evil Prime Character are Vitality -3 of the Evil Prime Character's Vitality.

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FAKING VANISHING STEPS

2



EVENT

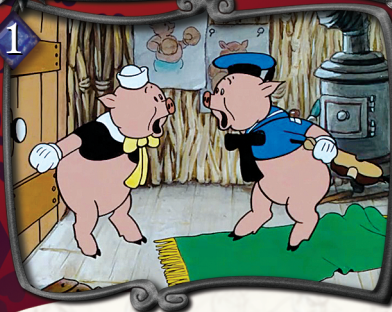
Face-down, play an Evil Character from your hand directly to an Exterior Location. The card is not yet considered to be in play. (*You still have to pay the Character's Cost.*)

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"HE'S GONE."

1



EFFECT

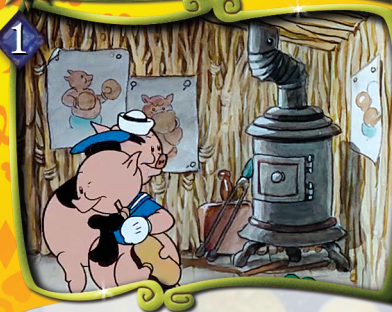
Good and Neutral Characters at the same Location as a face-down Evil Character are each Vitality 1.

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WOOD-BURNING HEATER

1



OBJECT
Fire • Metal

When first played, archive a Wood Object at the same Location. Characters at the same Interior Location are Vitality +2.

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RETURNING IN DISGUISE

3



EVENT

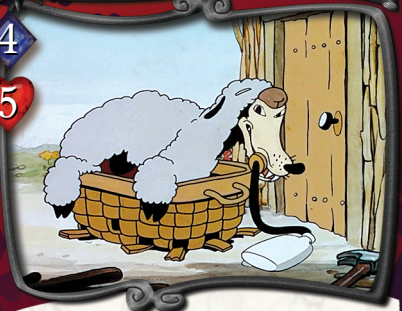
Replace target Evil Character you have in play with a different version of the same Character. The replacement is played directly to the same Location for free.

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BIG BAD WOLF • SHEEP'S CLOTHING

4
5



CHARACTER
Wolf • Disguised • Male • Prime
 Non-Human, Non-Animat Characters at the same Location are Vitality -2.

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UNEXPECTED KNOCK

2



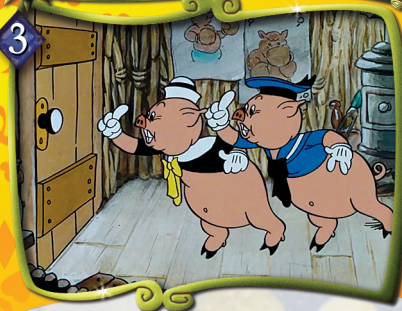
EFFECT
 Characters at target Musical Location are simultaneously Good, Neutral, and Evil.

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"YOU CAN'T FOOL US WITH THAT OLD SHEEP SKIN!"

3



EFFECT
 Negate the game text of target Evil Character with a bullet (•) in their title.

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DISTRESSED BASKET

1



OBJECT
Wood
 Good and Neutral Characters at the same Location as equipped Evil Character are Vitality -1.

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OLD SHEEP SKIN

1



OBJECT
Animal • Wool
 Good and Neutral Characters at the same Location as equipped Evil Character are Vitality -1.

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BABY BOTTLE

1



OBJECT
Glass • Rubber • Milk • Liquid
 Good and Neutral Characters at the same Location as equipped Evil Character are Vitality -1.

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BLOWING IN A HOUSE OF STICKS

4



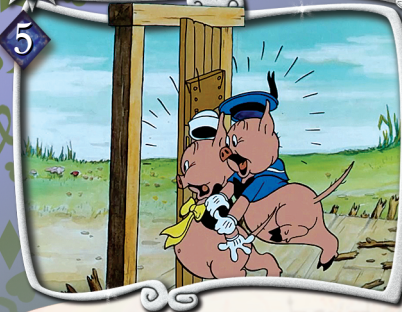
EVENT
 If a Wood Home Location has only one Time Counter and **Big Bad Wolf** is at an adjacent Location, remove the Time Counter and banish the Location and all cards in play at the Location. Under your control, replace the Location with the top Location from your Locations folio face-up and move **Big Bad Wolf** to the new Location for free.

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STURDY DOORWAY

5



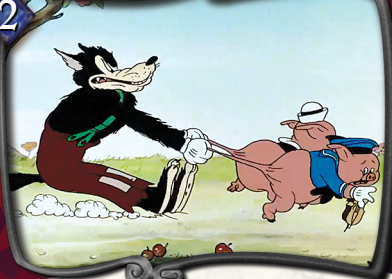
OBJECT
Architectural • Wood
 This Object may only be played when a Location is being banished at anytime. Characters at the Location that is being banished, and this Object, may neither be archived nor banished, and should be put back into play when the Location is replaced even if it is played face-down. The Characters are not in play until the Location is face-up, then archive this Object.

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GRABBED BY THE TAILS

2



EVENT

Archive up to two Non-Human, Non-Animat Characters at the same Location as target Evil Prime Character.

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INCONVENIENT APPLE TREE

0



EFFECT

Prevent up to two Non-Human, Non-Animat Characters from being archived at an Exterior Location equipped with a Tree.

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PILE OF APPLES

1



EFFECT

Target Evil Character at the same Location as a Tree may not move.

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SPOILED APPLE

0



EFFECT

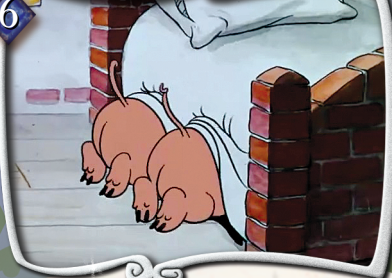
Target Evil Character at the same Location as a Tree is Vitality -1.

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COWERING UNDER A BED

6



EVENT

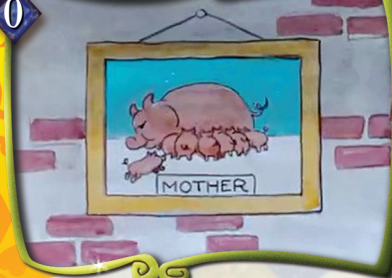
All Characters at target Interior Location must be played as written.

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PORCINE FAMILY PORTRAIT

0



OBJECT

Paper • Wood • Glass

Pigs at the same Interior Location are Vitality+2.

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PIANO OF BRICKS

4



OBJECT

Musical • Instrument • Stone • Metal • Wood

Play only to a Stone Home. Musicians at the same Location are Vitality +3. Immovable.

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"SEE? I TOLD YOU WHAT WOULD HAPPEN."

0



EVENT

Good and Neutral Characters at the same Location as **Practical Pig** are Vitality -1/2.

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§ "ONLY BRICKS AND STONES ARE WOLF-PROOF!"

0



EFFECT

Wolves may not enter Stone Locations.

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§ NOW, AT LAST, YOU'RE SAFE AND SOUND!"

7



EFFECT

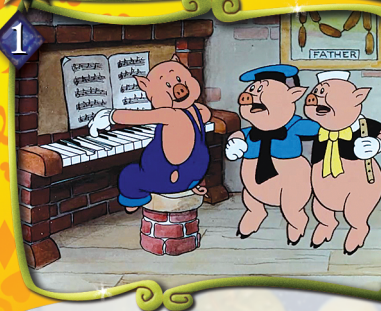
Good and Neutral Characters at Stone Location may not be affected by Evil Characters.

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§ "WHO'S AFRAID OF THE BIG BAD WOLF?"

1



EVENT

All Good Neutral Characters are Vitality +1 and may not be affected by **Big Bad Wolf** if he is in play.

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§ BIG BAD WOLF • FULLER BRUSH MAN

4 5



CHARACTER

Wolf • Disguised • Male • Prime

At the beginning of each of your turns, roll two six-sided dice. If the result is 12 this Character may move to any adjacent Location regardless of any movement restrictions.

Three Little Pigs (Revised Version) - 1948

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§ "I'M WORKING MY WAY THROUGH COLLEGE!"

1



EFFECT

Evil Characters at Academic Locations are Vitality +1.

Three Little Pigs (Revised version) - 1948

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§ TRYING TO FORCE A WAY IN

2



EVENT

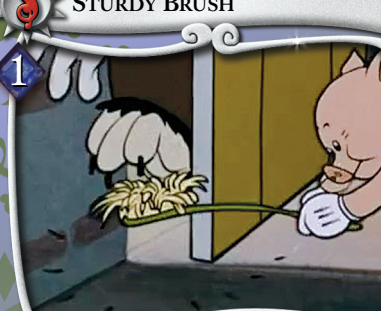
If an Evil Character is trying to move to an adjacent Location, roll a standard six-sided die. If the result is ≥ 4 they may move.

Three Little Pigs (Revised version) - 1948

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§ STURDY BRUSH

1



OBJECT

Tool • Wood

Add "Weapon" to the keywords of this Object if equipped to a Good Character. If this Object is a Weapon target Evil Character at an adjacent Location may not enter the same Location.

Three Little Pigs (Revised version) - 1948

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§ BANG ON THE HEAD!

0



EVENT

Archive a Weapon at the same Location as target Evil Character and the Character is Vitality -1.

Three Little Pigs (Revised version) - 1948

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PULLING IN A RUG

3



EFFECT

Target Evil Character is Vitality -2 at the same Location as a Good Character.

Three Little Pigs (Revised version) - 1948

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"BY THE HAIR OF YOUR CHINNY CHIN-CHIN..."

0



EFFECT

Play an Evil Effect to the same Location as target Evil Character for Cost -1.

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POPPED SUSPENDER

0



EFFECT

Target Evil Character equipped with an Apparel Object is Vitality -1/4.

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ATTEMPTED DESTRUCTION

0



EVENT

If an Evil Prime Character is at a Location adjacent to a Stone Home Location, roll two standard six-sided dice. If the result is ≥ 9 the Character may move to the Location for free regardless of any movement restrictions.

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ANOTHER POPPED SUSPENDER

0



EFFECT

Target Evil Character equipped with an Apparel Object is Vitality -1/2. May only be played if **Popped Suspender** has already been played.

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MUSICAL COUNTERPOINT

0



EVENT

At any time, if an Evil card is played, you may play a card with musical notes (♪♪) in the title for free.

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BLUE IN THE FACE

1



EFFECT

If the movement of an Evil Character has been determined by the roll of any dice, stop their movement.

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STURDY DOOR CHAIN

1



OBJECT

Security • Metal

Equip to target Interior Location. Characters may not be equipped to the Location.

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EVIL IDEA

3



EFFECT

At any time, you may play an Evil Effect for free.

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OPEN CHIMNEY

1



EFFECT

Evil Characters may enter target Location regardless of any movement restrictions.

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CLIMBING DOWN A CHIMNEY

1



EVENT

Locations depicting a chimney or fireplace, and/or have a card in play depicting a chimney or fireplace, may be entered by all Characters regardless of any movement restrictions.

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MEMENTO MORI

1



OBJECT

Paper • Wood • Glass

Fathers may not enter equipped Interior Location.

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BOILING CAULDRON

2



OBJECT

Kitchen • Metal • Water • Fire

Food and Poisons may be played to the same Location for free.

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TURPENTINE

3



OBJECT

Poison • Liquid • Metal

Archive this Object and target Character at the same Location may be banished.

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ADDING TURPENTINE TO THE MIX

3



EFFECT

Add "Poison" to the keywords of target Water Object.

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HOT AND PAINFUL PATOOTIE

2



EFFECT

Banish target Character at the same Location as a Poison Water Object.

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YOWLING!

4



EVENT

Move target Evil Character to the Title Card of their controller. The Character is Vitality -2.

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DRAWING HIS BUTT ON THE GROUND

3



EFFECT

Target mammal is Vitality ¼.

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PHONY DOOR KNOCK

3



EVENT

Sharply wrap on the underside of the play surface before you reveal this Event. The Characters of all startled Authors are Vitality ½ until the end of your next turn.

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PRACTICAL FENCE

2



OBJECT

Architectural • Wood

Whenever a Character is about to enter equipped Exterior Home Location flip a coin. If the result is heads they may enter, else they may not move. More than one copy may be in play. You may have more than three copies in your Library. Immovable.

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PRACTICAL FENCE

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Exterior

Good and Neutral Characters may enter for free.

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Exterior

Good and Neutral Characters may enter for free.

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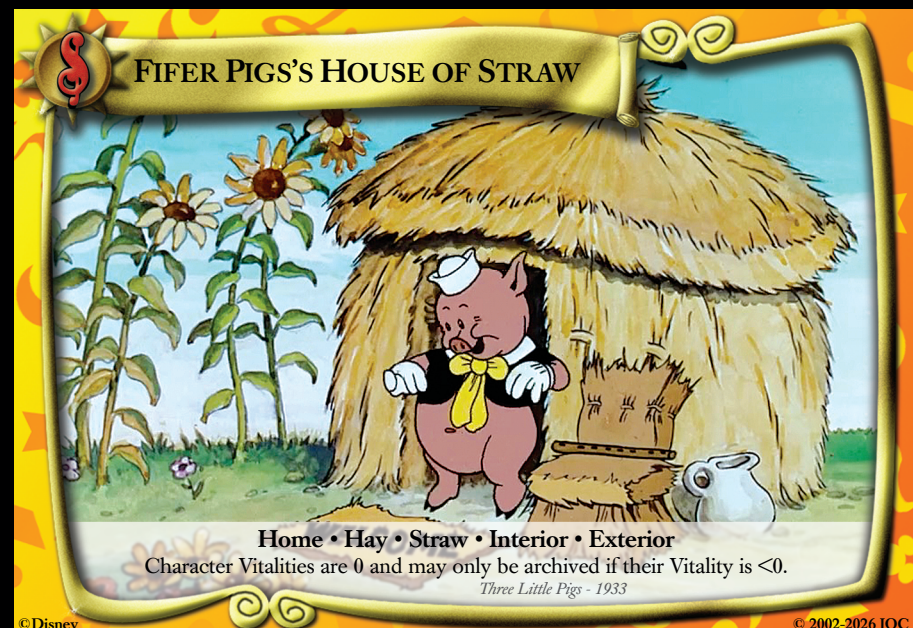
Exterior

Good and Neutral Characters may enter for free and are Vitality +1.

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FIFER PIG'S HOUSE OF STRAW

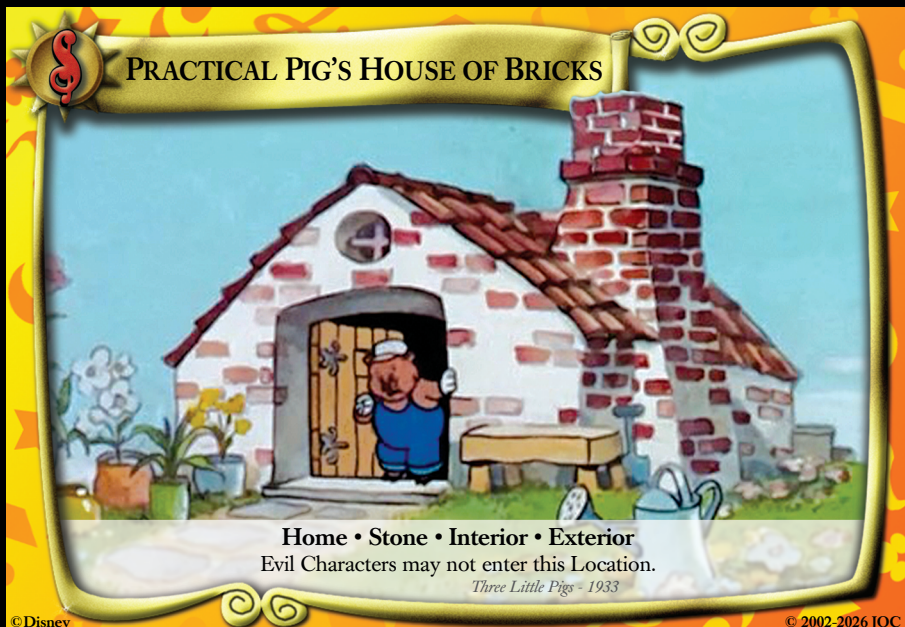
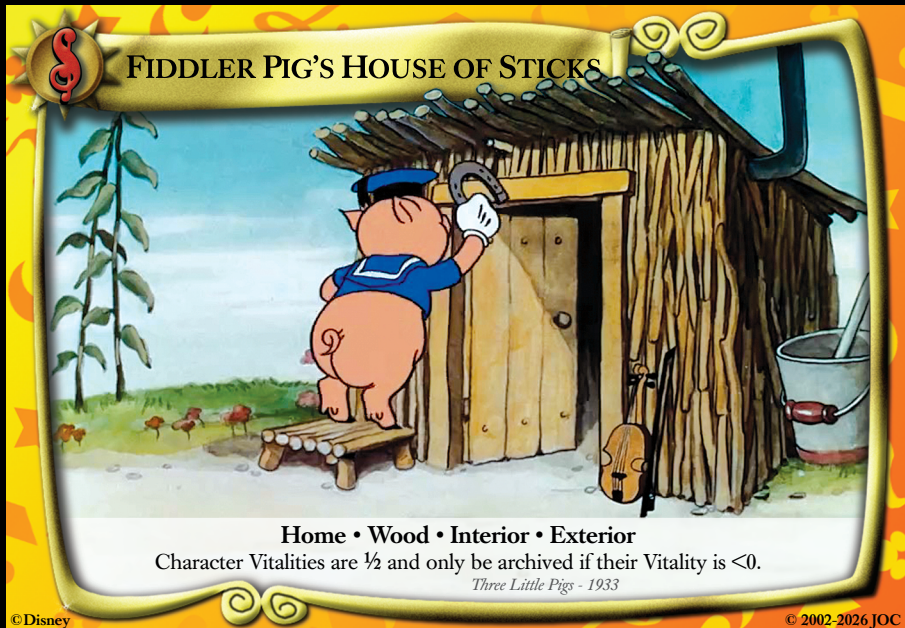
Home • Hay • Straw • Interior • Exterior

Character Vitalities are 0 and may only be archived if their Vitality is <0.

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"THREE LITTLE PIGS"

- 1 SP Draw one card from the top of your Library.
- 1 SP Move one Character you control one Location in either direction.
- 2 SP Choose a face-up Location in the Storyline and replace it (face-down) with the top card from the Locations Folio, placing the old Location on the bottom of the Locations Folio.
- X SP Play a card from your hand paying "X" Story Points where X is equal to the Story Point Cost in the Blue Gem on the card.

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