



THE SPIDERWICK CHRONICLES

The Fantastical Field Guide
Mystery Game
Instructions





Contents:

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| Game Board with 3-D Spiderwick Estate | 50 Movement and Tool Cards | 4 Object Tokens |
| 3 Grace Children Character Pieces | 6 Cage Tokens | Die |
| 3 Goblins | | |

Object:

The first player or team to get the Field Guide to their respective **Finish** wins! (The Grace players win if they reach Uncle Arthur Spiderwick with the Field Guide. The Goblin player wins if s/he reaches Mulgarath the Ogre with the Field Guide.)

Setup:

1. Push the two large plastic stands through the back of the game board. Insert the Spiderwick Estate (the House) into the stands.
2. Punch out the Grace children character pieces and the two different types of tokens (Object tokens have the "AS" logo; cage tokens have the goblin image). Place the Grace children character pieces into the small plastic stands.
3. Separate the cards into two decks: green for goblins and blue for Grace players. Shuffle the decks and place them next to the game board.
4. Each player chooses a playing piece. One player controls the goblins, while the other players play as the Grace children. The Goblin player plays with the number of goblins listed below:

Number of Players	Number of Goblins (all controlled by the same player)	Grace children (each moved by a different player)
2	1 Goblin	Jared
3	2 Goblins	Jared, Mallory
4	3 Goblins	Jared, Mallory, Simon

5. Players place their playing pieces at **Start**:
 - a. Grace players – inside the House
 - b. Goblins – the Goblin Camp
6. The Goblin player places one **object token** face down in each room of the house.
7. The Goblin player rolls the die, draws the number of **cage tokens** corresponding to the die roll and places them face up in front of him/her.

Playing the game:

This game has two different stages. Players take their turns as follows: Jared, Mallory, Simon, the Goblins.

STAGE 1: THE SEARCH FOR THE FIELD GUIDE

The Grace players search for the Field Guide inside the House, while the Goblin player tries to earn bonus turns for use later in the game.

Grace Players' Turns:

The Grace players must search inside the House and uncover four objects, in the following order:

1. The Dumbwaiter (takes them to the Secret Study)
2. The Key (opens the trunk)
3. The Trunk (holds the Field Guide)
4. The Field Guide

On each turn, players roll the die and move the number of spaces indicated (players do not have to move the full die roll). When a player lands on an object token, s/he turns it face up for all players to see. Tokens must be turned over in the correct ascending order (#1, #2, #3, #4). For example:

- If a player turns over a #2, #3 or #4, his/her turn is over.
- If the player turns over #1, s/he continues turning over tokens.
- If a player turns over a token out of order, his/her turn is over and the tokens are placed face down again. Another player must then land on #1 to reactivate the order.

Note: If there is only one Grace player, s/he can reactivate the order by a die roll of 2 or more, moving one space off the #1 token and then moving back onto it again.



- When a Grace player has revealed all four tokens in order, s/he receives the Field Guide token and places it in front of him/her. All Grace players then leave the house on their next turns and start down the path of orange leaves to Uncle Arthur Spiderwick.

Goblin Player's Turns:

On each turn, the Goblin player rolls the die. If the number rolled matches a number shown on one of the Goblin player's **cage tokens**, s/he wins that token and flips it over. Every token won represents one **bonus turn**. However, the Goblin player only keeps the bonus turns if s/he wins ALL the tokens. If the Goblin player has not yet won all of his/her tokens by the time the Grace players have exited the House, s/he has a choice to make: a) continue using his/her turn to try to win the tokens or b) chase after the Grace children and the Field Guide by starting down the path of goblin footprints. *Note: The Goblin player may not start to move along the path until at least one Grace player is on the path outside the House, even if all tokens are turned over.*

STAGE 2: THE RACE TO ARTHUR SPIDERWICK OR MULGARATH THE OGRE

Moving on the Game Board

- **Goblin Path:** The Goblin Path is marked with green goblin footprints.
 - **Grace Player Path:** The Grace Player Path is marked with orange leaves.
 - **Red Spaces:** If a goblin lands on a red leaf on the Grace Player Path, that goblin must go back to the Goblin Camp. If a Grace player lands on a red goblin footprint on the Goblin Path, the goblins battle the Grace player (see **BATTLES** below). Landing on a red space on your own path has no effect.
 - Players may switch over to the other route wherever the paths cross, but are safer on their own paths.
- Note: All players may move EITHER direction on the game board.*

Before each round of play, the Grace players decide which player will hold the Field Guide for that round. S/he places the Field Guide in front of him/her. Turns for all players follow the pattern below:

1. Roll the die.
2. Move a playing piece the number indicated on the die (the Goblin player chooses which goblin to move if s/he controls more than one).
3. Draw a card (green for the Goblin player, blue for the Grace players). If it's an action card, the player must respond immediately by following the directions on the card. If it's a tool card, with the words "*Keep until needed.*", s/he can add it to his/her hand and save it for use on another turn. *Note: The Grace players may show each other the tool cards in their hands, but may not trade or give their cards to each other. All goblin cards are held collectively by the Goblin player.*

4. BATTLES

When - No card is drawn and a battle occurs if:

- A goblin lands on the same space as a Grace player
- A Grace player lands on the same space as a goblin
- A Grace player lands on a red goblin footprint
- Any player lands on an intersecting sword space (when a goblin lands on this space, the Goblin player chooses which Grace player to attack)

Action - The Grace player chooses a tool card and places it face up on the table:

- If the Grace player does not have a tool card or if the Goblin player has the correct deflection card, then the Goblin player wins
- If the Grace player has more tool cards to play, play continues as above until:
 - The Grace player runs out of tool cards **or**
 - The Goblin player does not have the correct deflection card

Result - The loser of the battle must:

- Relinquish the Field Guide if s/he has it
- Discard any remaining cards in his/her hand
- Move back the number of spaces shown on the most recent die roll

Note: If the Grace player wins, the Goblin player must give up the Field Guide if s/he has it no matter which goblin participated in the battle.

5. After the Goblin player's turn, s/he can choose to use one bonus turn **cage token** if s/he has one.

Winning the Game:

The Grace players win if they reach Uncle Arthur Spiderwick with the Field Guide. The Goblin player wins if s/he reaches Mulgarath the Ogre with the Field Guide.