

## Quick Reference



### Safe Spot

- Creatures on a Safe Spot can't be photographed
- Players can't win with any characters on a Safe Spot



### Terrain Tile

- Play one tile on your turn to create paths for your creatures
- Creatures must move along brown paths (except Gnomes)



### Photo Spot

- Play a tile with a Photo Spot and move a Photographer from a corner to the new tile OR move a Photographer on the board one space



### Photographer

- If a Photographer is moved to a brown Landing Spot occupied by a creature:
  - Move the creature to a Safe Spot on a border tile
  - Collect a photo token
  - Return the Photographer to a corner



### Bigfoot

Can move one or two spaces on a turn if there are no obstacles.



### Unicorn

Can fly over one or more creatures in their path (not your own), cannot fly over a photographer.



### Gnome

Can pass through one row of trees on a turn or follow a path.

### Winning

Get your three creatures on brown Landing Spots connected by paths

OR

collect enough Photo Tokens.



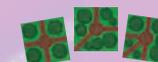
# MYTH FITS™

## RULES

The annual Fantasy, Imagination and Tall tales Symposium (FITS) is upon us! Be the first to gather your mythical creatures together in the forest. Watch out for the roving photographers who are determined to capture these elusive creatures on camera!

## Contents

72 Terrain Tiles



4 Bigfoot Pawns



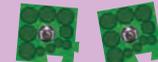
12 Border Tiles



4 Unicorn Pawns



4 Corner Tiles



4 Gnome Pawns



20 Photo Tokens



4 Photographers



## Set Up

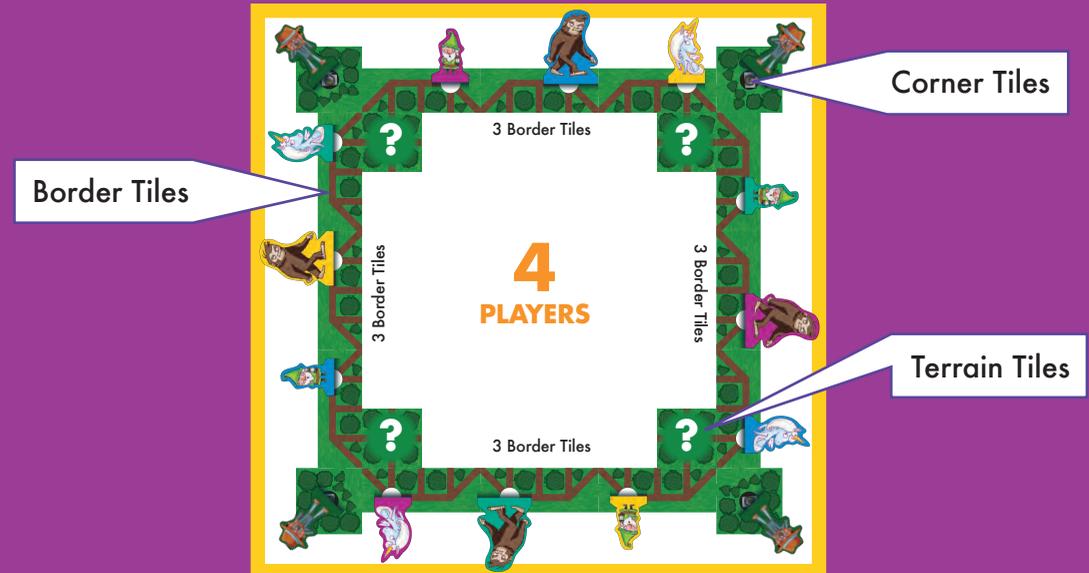
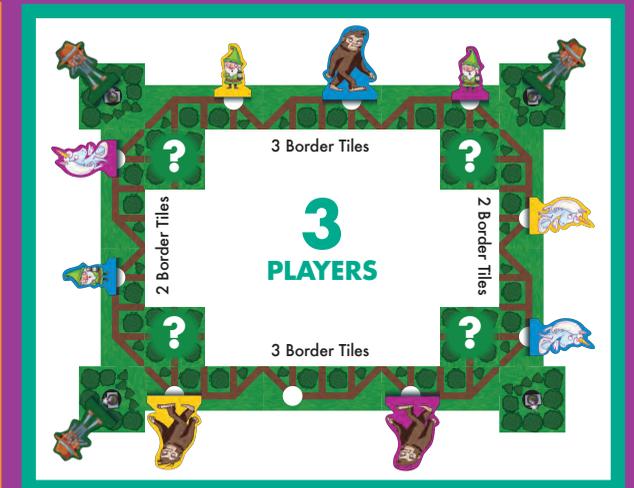
- The last player to have seen a unicorn will go first, unless no sightings have been seen in the last three days, then the youngest player will go first. In a three-player game, the blue player goes first. Each player selects a color and takes the associated creatures.
- Assemble the Border Tiles into a frame and place each player's creatures on the border, matching both the color and creature type (see next page).
- The number and layout of the Border Tiles and number of Photographers is determined by the number of players.
- Set the Photographers on the black camera spaces in the corners. It doesn't matter which corners are used.
- Shuffle the Terrain Tiles and take four tiles face-down and place one in each corner. Flip them all over face-up without changing the orientation.
- Deal three tiles face-down to each player.
- Divide the remaining tiles into roughly two stacks and place them side by side **face-up** next to the play area.
- Each player may look at their hand of 3 tiles.

## Objective

- Be the first to gather your creatures together on spots that are directly connected by open paths with no exposed spots between them.
- OR be the first to take the required number of Photos of the other players by moving the Photographer on your turn. The number of Photo Tokens you need to win depends on the number of players.



Number of Players	Number of Photo Tokens to win
2	3
3	4
4	5



Number of Players	Grid Size	Number of Tile Places	Number of Photographers
2	4x4	16	2
3	6x4	24	3
4	6x6	36	4

## On Your Turn

- From the 3 Terrain Tiles in your hand, choose one to place in the grid inside the border. You can rotate it in any orientation you like, but it must be played adjacent to another tile and it must align with the grid. You need a clear path to get from one spot to another.
- Move one of your creatures if you want; you are not required to move. To move from spot to spot, there must be a clear path with no trees. Each creature has a unique ability (see page 5) that it can use if it is not starting from a Safe Spot.
- When moving your creature, you can follow any clear path to its end, no matter how far that goes. You may move back to the Border Tiles if you want, but note that they are all Safe Spots. You may also move along the clear paths of the Border if the path is open. Creatures may not share Landing Spots.
- Draw a new Terrain Tile from either of the two tiles stacks and put it in your hand for your next turn.



## Terrain Tiles

### Clear paths



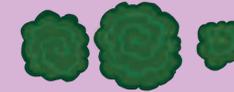
Clear paths are brown lines that your creatures can follow without stopping.

### Landing Spots



Brown Landing Spots, white Safe Spots and black Photo Spots are starting and ending points of a move.

### Trees



Trees block movement in other directions (unless you are the Gnome as described above)

## Unique Abilities



Gnomes are small and can find openings in the trees. Gnomes can move through one row of trees to get to an adjacent path. If there are two rows of trees blocking the way (one on each tile), Gnomes cannot get through to the Landing Spot.



Unicorns can fly for short distances. Unicorns can jump over another player's creature to the next available Landing Spot. Unicorns can jump more than one creature if the other players have several creatures in a row. They cannot jump over a Photographer and cannot jump over a player's own creatures.



Bigfoots can run fast. Bigfoots can move 1 or 2 spots on a turn if there are no obstacles or other creatures in the way.

## Photo Spots

If you played a tile that has a black Photo Spot on it, you have the option after moving your creature to either:

- Move a Photographer from a corner to the tile you just placed (if there is a Photographer still available),
- OR: Move a Photographer already in the grid to the next stop on a path.

If you move the Photographer onto the same spot as another player's creature, you take a photo which surprises the creature and scares it back to a Safe Spot on the Border Tiles.

You then:

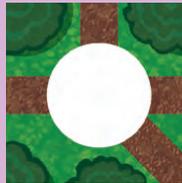
- Send the creature to a Safe Spot of your choosing on the border.
- Collect a Photo Token.
- Return the Photographer to one of the Corner spots to look at the snapshot. They are available to return to the grid when another player plays a black Photo Spot.

You may choose to move a Photographer even if you chose not to move your creature on your turn.



## Safe Spots

- White Safe Spots are hiding areas. Creatures cannot be photographed by a Photographer when they are on one.
- When a creature is hidden on a Safe Spot, it cannot be part of a winning group. You must move to another tile to form your group.
- The creature cannot use its special abilities when moving from a Safe Spot, it can only move to an adjacent, connected spot.



## When the Grid is Filled In

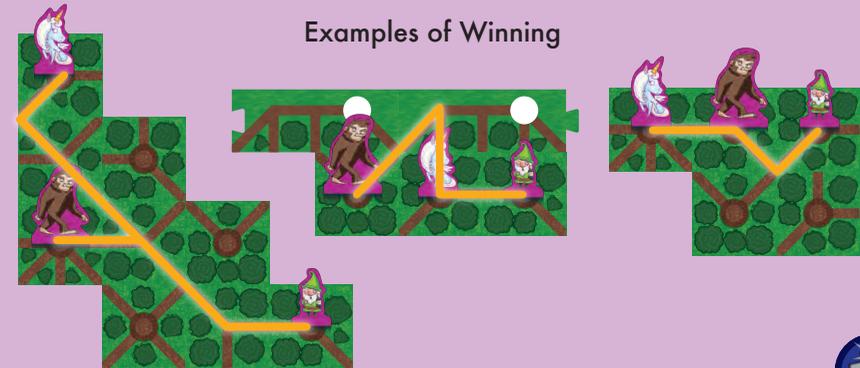
When there are no remaining empty spaces in the grid, each player may play a second tile on top of an existing one to create a second layer.

- The second tile can be placed in any orientation.
- No more tiles can be placed on top of the second tile.
- Second tiles can only be placed on unoccupied tiles.
- If there are not any open tile locations (all are occupied), you skip placing a tile but still move your creature.
- If the second layer is completely filled, no one places or draws tiles and all turns are limited to moving your creatures.

## Winning

**Option 1:** Fit Terrain Tiles in place to gather your three creatures together with open paths connecting all creatures and no exposed spots between creatures.

- Paths (brown lines) between the spots do not have to be a straight line. Two diagonal lines can meet to form a "V" and are still considered connected.
- You may use the paths in the Border (but not the Safe Spots) to form your group.



Examples of Winning



**Option 2:** Be the first to take the required number of Photos of the other players (see page 3).

