

## OBJECTIVE

*As Cosmic Librarians, you mix and match plots and characters from across the literary cosmos. But now, a deadly mold infestation threatens the Library causing characters to flee their books.*

*Your mission, should you choose to accept it, is to work together using your talents to save classic books by rewriting them with other characters filling the roles of the missing and along the way, create the most whimsical books ever while keeping the mold at bay.*

*Fiction Impossible* is a fully co-operative game for 1-4 players. You and the other players are Cosmic Librarians. Your goal is to fill Books with Characters that can take on the roles of the missing (that is, they match at least 1 of the original's roles) while those Books collect Mold.

When a Book's Character spots are all filled, it is complete. You read aloud its summary using the substituted Characters, return its Mold to the containment, and add a token to the Bookshelf.

Each turn, you add cards to the Infestation Pool. When the Infestation Pool grows larger than the current threshold, the Mold attacks. You then add Mold from the containment to Books remaining on the table. If you have to place Mold on the last Mold space on a Book, that Book is destroyed, and its Mold is removed from the game.

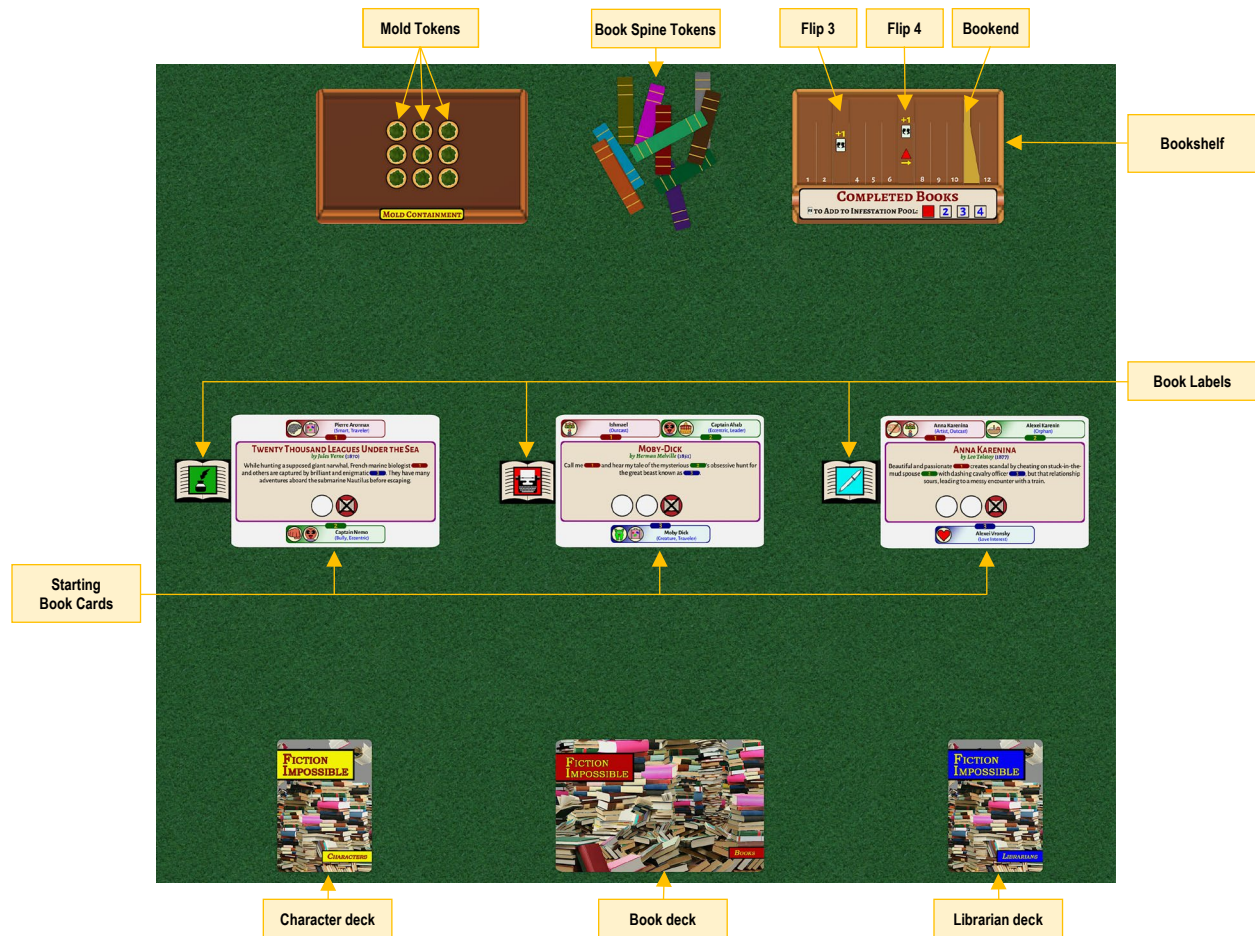
The game ends in one of two ways. If you fill the Bookshelf, everyone wins. If you reach a point where you cannot add Mold from the containment when needed, everyone loses.

## GAME COMPONENTS

*Fiction Impossible* has the following components:

- 30 Book cards (Jumbo size)
- 90 Character cards (Poker size)
- 4 Reference cards (Jumbo size)
- 1 Bookshelf card (Jumbo size)
- 1 Mold Containment card (Jumbo size)
- 10 Librarian cards (Poker size)
- 12 Mold tokens
- 3 Book Label tokens
- 12 Book Spine tokens
- 1 Bookend token
- 1 Infestation Pool Threshold marker
- 1 Wooden cube

# SET-UP



1. Give each player a Reference card.
2. Place the Mold Containment and Bookshelf cards on the table.
3. Add the number of Mold tokens shown on the "Set-Up Table" on page 3 to the Mold Containment card.
4. Place the Book Spine tokens in a pile near the Bookshelf card.
5. Place the +Card, +Card and Threshold, and Bookend tokens on the Bookshelf card with their front sides up in the slots indicated by the "Set-Up Table" on page 3.



7. Shuffle the Librarian deck and deal 2 cards to each player. Each player selects 1 of their 2 Librarian cards and places it face up in front of them and discards the other.

**Solitaire Game Note:** Some Librarians are not available in a solitaire game. Others may have their power slightly modified.

8. Shuffle the Character deck and deal each player 3 Characters (or the number specified by their Librarian card). Place the deck face down with room for a discard pile next to it. Players place their cards face up in front of them.

9. Shuffle the Book deck and place it face down on the table. Place the top 3 cards of the deck face up in the middle of the table with room around each to add Character cards.
10. Place the Quill, Typewriter, and Ballpoint tokens beside the 3 starting Books (one per Book).
11. Designate space for the Infestation Pool. There must be room for up to 6 Character cards laid side-by-side. Designate one end as the starting end and place the Infestation Pool threshold marker immediately after where a third card from that end would be placed.
12. The player who last finished reading (or listening to) a book becomes the First Player.

## SET-UP TABLE

Players	Mold Tokens	+Card	+Card & Threshold	Bookend
4	9	Slot 3	Slot 7	Slot 11
3	9	Slot 3	Slot 7	Slot 11
2	9	Slot 2	Slot 7	Slot 11
1	9	Slot 2	Slot 7	Slot 11

**Designer Notes:** The best values for different player counts still need to be determined. I am thinking of maybe having two tables (one for a short game, one for a long game).

## ADJUSTING SET-UP PARAMETERS

For a different experience (longer or shorter, harder or easier, length of game, etc.), you can adjust the starting parameters. For example, starting with more Mold tokens makes the game easier while increasing the number of Books that must be completed (that is, moving the Bookend token) makes the game harder. Players are encouraged to experiment to find the best set of parameters for their group. Tabletop Simulator Setup



To run the automatic set-up script on Tabletop Simulator, ensure that all cards are back in their respective decks (you may want to reload the game to do this) and press the "Setup" button at

the top of the table near the timer.

The script does the following:

- Shuffles all decks.
- Places the +Card, +Card & Threshold, and Bookend tokens as well as the wood cube on the Bookshelf card.
- Places the Book label tokens and the Infestation Pool Threshold marker.
- Deals each player 2 Librarian cards and 3 Character cards.
- Places the 3 starting Books.
- Sets the timer to 0 so you can easily measure the actual time playing the game.

After running the set-up script, each player chooses one of their Librarian cards and places it in the Librarian slot of their color and discards the other.

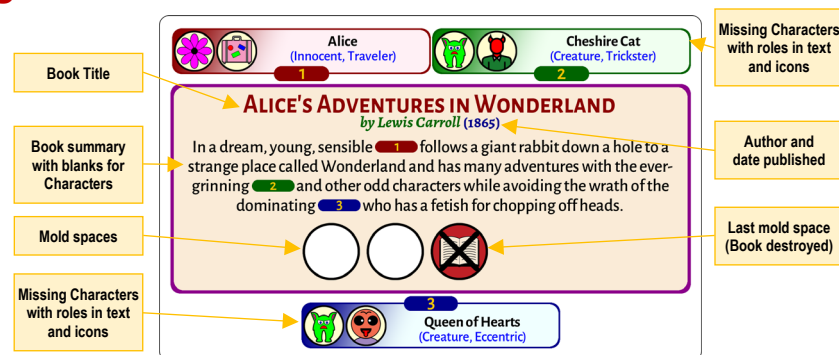
## DIFFERENCES

The TTS version of *Fiction Impossible* has some set-up differences:

- There is a trash can and a library return box that can be used to hold cards and tokens removed from the game (that is, returned to the game box in the physical version). They behave identically and can be used interchangeably. I originally only had the trash can, but some testers felt bad putting completed Books in the trash, so I added the library return box to provide a more positive alternative.
- The Book Spine tokens are in a bag above the Bookshelf card.
- There are explicit spots for the cards in the Infestation Pool.
- Reference cards are locked in place between the player position to make them easy to find. Each pair represents the front and back of the physical card.

## COMPONENT DESCRIPTIONS

### BOOK CARDS





CHARACTER CARDS

Character name

Roles (text)

Roles (icons)





Book Label

Character's Book


Character Power

Bookend

Robin Hood  
(Leader, Rebel)





*THE MERRY ADVENTURES OF ROBIN HOOD*  
by Howard Pyle (1883)


**REPLACE**  
Pick a player (including yourself).  
That player may discard and replace  
any number of 


LIBRARIAN CARDS

**OCTAVIUS**  
OCTOPUS LIBRARIAN

Start the game with 4 

If you discard your hand in the Draw  
phase, draw 3  instead of 2.

During your Upkeep phase, draw until  
you have 4  instead of 3.



BOOK LABEL TOKENS


  
Quill

  
Typewriter

  
Ballpoint

BOOKSHELF CARD

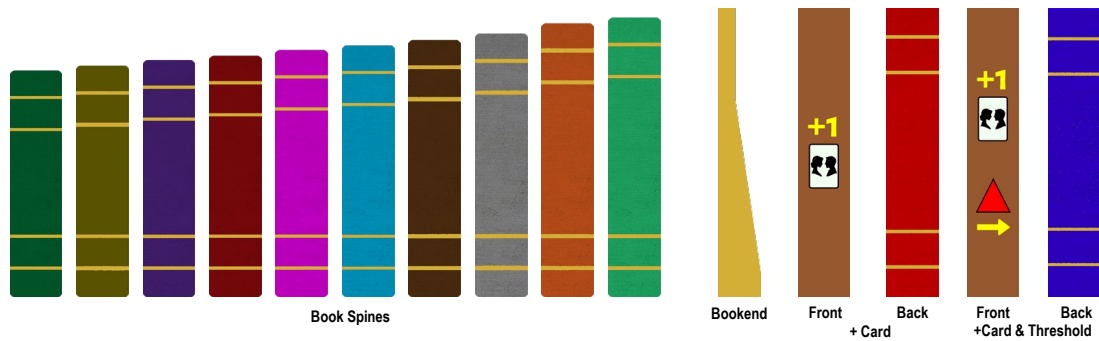
1 2 3 4 5 6 7 8 9 10 11 12

**COMPLETED BOOKS**  
 TO ADD TO INFESTATION POOL: 

1 2 3 4



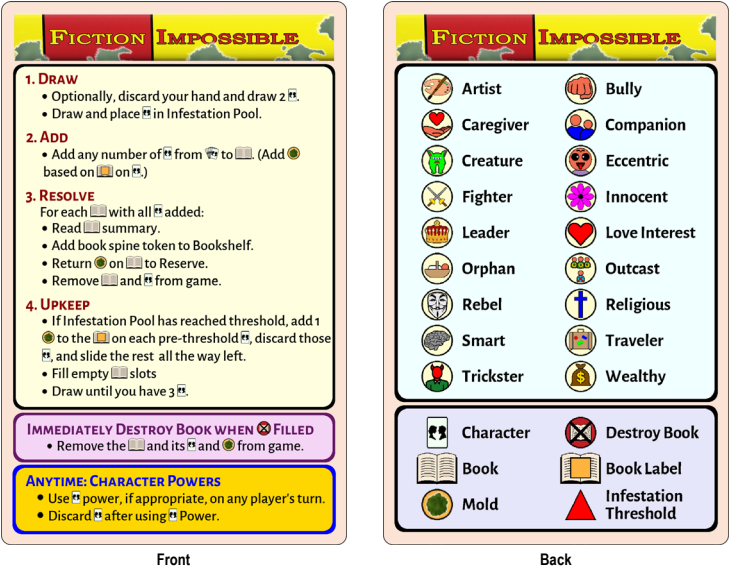
BOOKSHELF TOKENS



MOLD CONTAINMENT CARD



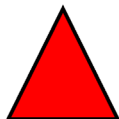
REFERENCE CARDS



MOLD TOKENS



## INFESTATION POOL THRESHOLD MARKER



## GAMEPLAY

In *Fiction Impossible*, beginning with the First Player and proceeding clockwise, each player takes a turn. Each player's turn consists of 4 phases.

### DRAW PHASE

1. **Refresh Hand (optional):** You may optionally discard your current hand and draw a new hand of 2 Characters.



### ADD PHASE

1. **Fill Character Slots:** Fill empty Character spots in Books with Characters from your hand.

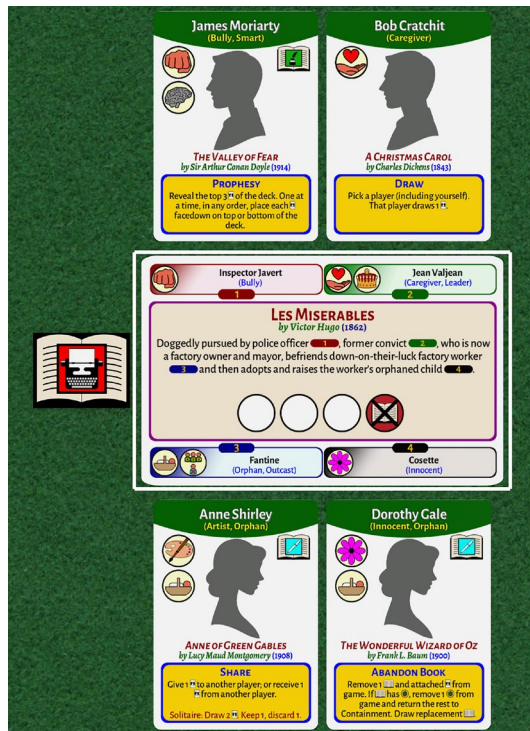
You can fill a Character spot with any Character who matches at least one of the original Character's roles. For example, in *Pride and Prejudice*, Fitzwilliam Darcy has the Love Interest and Wealthy roles. Possible substitutes for him would include Guinevere or Alexei Vronsky (who match Love Interest) and Ebenezer Scrooge (who matches Wealthy).

Adding a Character may also require adding Mold to 1 of the other Books. If the added Character has no Book label or the label matches the slot of the Book it is being added to, you may add the Character without adding Mold. However, if the Book label does not match the Book's current slot, you must add 1 Mold to the Book in the slot indicated by the Character's Book label.

For example, you want to add Ebenezer Scrooge (with Book label of Typewriter) in Fitzwilliam Darcy's spot in *Pride and Prejudice* (currently in the Quill slot). To do so, you would need to add 1 Mold to the current Quill Book. Adding Guinevere (with Book label of Quill) or Alexei Vronsky (with no Book label) in that spot would not require adding Mold to a Book.

There is one exception to this rule. You can always a Character to their proper slot in their own Book without adding Mold to a Book. For example, Tiny Tim Cratchit has a Book label of Typewriter. *A Christmas Carol* is currently in the Ballpoint slot. However, because Tiny Tim's proper slot is slot 3 in *A Christmas Carol*, he can be played there with no Mold cost, regardless of his own Book label or the Book's current slot.

When adding Characters, place them above or below the spot they are filling, depending on whether the spot is on the top or the bottom of the Book card.



## RESOLVE PHASE

1. **Complete Books:** For each Book that has all its Character spots filled, do the following, in order:
  - a. Read the Book's description aloud filling in the blanks with the names of the Characters that have been added in the corresponding slots.
  - b. Pick a random Book Spine token and place it in the leftmost space on the Bookshelf that does not contain a Book Spine.



If the +Card & Threshold token was flipped, also move the Threshold marker one card slot away from the starting end. There must now be 1 more card in the Infestation Pool before a Mold attack happens; however, when an attack happens, 1 more card is used to determine where and how much Mold is added.

If the filled slot is the last slot before the Bookend token, the game is over, and everyone wins. See "Game End" on page 10.

- c. Return any Mold on the completed Book to the Mold Containment.
- d. Remove the completed Book and the attached Characters from the game.



## UPKEEP PHASE

1. **Mold Attack Check:** If the number of Character cards in the Infestation Pool has reached the current threshold (starts at 3 in a standard game, increasing to 4 when the +Card & Threshold token is flipped), a Mold attack occurs.

If the Infestation Pool has not reached the threshold, no Mold attack occurs and you can proceed with the **Fill Empty Book Slots** step.

If a Mold attack occurs, look at each Character card on the starting end side of the Infestation Pool Threshold marker and add 1 Mold to the Book in the slot indicated by that Character's Book label. If a Character has no Book label or the indicated Book slot is empty, no Mold is added for that Character.

Discard the Characters used in the Mold attack (that is, all Characters on the starting end side of the threshold marker. Slide any Characters remaining in the Infestation Pool all the way to the starting end.

2. **Fill Empty Book Slots:** Draw Books from the Book deck to fill any empty Book slots.
3. **Fill Hand:** If you have less than 3 Characters in your hand, draw from the Character deck until you have 3 Characters.

After a player completes all 4 phases of their turn, play passes clockwise to the next player.

## ADDITIONAL GAMEPLAY DETAILS

### REMOVING ITEMS FROM GAME

When the rules or cards refer to removing items (for example, Books, Characters, and Mold tokens) from the game, it simply means to set them aside (perhaps in the game box). These removed items will not be used for the remainder of the game.

### ADDING MOLD TO BOOKS



If you are required to add Mold to a Book and there is no Mold in the Mold Containment, you have lost the game. See "Game End" on page 10.

### DESTROYED BOOKS



### INFESTATION POOL

The Infestation Pool determines when Mold attacks occur and the effects of those attacks. When the number of cards in the Pool equals or exceeds the current threshold (starts at 3 in a standard game, increasing to 4 when the +Card & Threshold token is flipped) at the start of an Upkeep phase, a Mold attack occurs immediately.

During a Mold attack, Mold is added to the Book in the slot indicated by the Book label of each Character card before the threshold marker. If a Character has no Book label or the indicated Book slot is empty, no mold is added for that Character.

After the Mold attack, discard the Character cards used in the attack and slide the remaining Characters to the starting end of the Pool.

Some Character Powers allow you to change the contents of the Infestation Pool by exchanging cards from your hand with cards in the Pool or discarding cards from the Pool. Some Librarian abilities also affect the Infestation Pool.

When cards are discarded from the Infestation Pool, they go to the Character card discard pile and remaining cards are slid towards the starting end to fill empty spaces.

### **CHARACTER POWERS**

Each Character has a Power. Instead of adding a Character to a Book, you may use their Power. To use the Power of a Character in your hand, you must discard the Character. You can use a Power at any time during your turn or another player's turn.

Some Character Powers require discarding additional Character cards. As noted in the descriptions of such Powers, those cards may be discarded from any player's hand or from a Book on the table.

### **LIBRARIAN ABILITIES**

Each Librarian has their own special abilities that they can use on their turn. If a Librarian ability requires discarding 1 or more cards, the player with that Librarian must discard the cards from their hand.

### **GAME END**

The game ends when all slots to the left of the Bookend token on the Bookshelf card contain Book Spines or when there is no Mold in the Mold Containment, and you must add Mold to a Book (or remove Mold from the game).

If you have filled the Bookshelf up to the Bookend, you have succeeded in stabilizing literature. Everyone wins.

If you have run out of Mold and need to add Mold or remove it from the game, literature has become completely unstable. Everybody loses.

### **PLAYTEST FEEDBACK**

If you playtest this game on Tabletop Simulator or using the Print and Play version, you can submit feedback to the following email address:

<mailto://FictionImpossible@rodc.ca>