A Fantasy Life

1-2 Players • 15-20 Minutes

Overview

A Fantasy Life is a fantasy reskin of A Simple Life v1.3.3 by Clint Ghosn. Spend dice to harvest crops, befriend residents, upgrade tools, explore the Enchanted Forest, tame pets, and collect relics. Complete every selected goal by the end of Day 10 to win, then count your score.

Set up the game

Print one play sheet and have a pencil ready. A solo game uses five six-sided dice. Keep the dice you can still use beside one side of the sheet and move spent dice to the other side so your available and used dice are always easy to see.

Roll one die and select the goal with the matching number on the sheet. Circle its dotted outline. To increase the difficulty, repeat this process to select additional goals.

You begin with one moonfruit, one starbloom, and one coin. These starting resources are already marked in your inventory.

How a day works

At the start of each day, cross the next space on the calendar and roll all five dice into your available pool. Spend dice to visit locations in any order. Finish one visit before beginning another; you may visit a location more than once each day. When no dice remain, or when you pass, move all unspent dice to the used area. After Day 10, the game ends. Otherwise, begin the next day.

Completing your goals early does not end the game. Keep playing through the end of Day 10 so you can improve your score.

Reading your marks

When you gain a resource, circle its leftmost unused inventory symbol. When you spend it, cross its leftmost circled, unspent symbol. Tick the matching progress space when an action advances a garden plot, resident bond, tool upgrade, pet, or relic. Cross an explored Forest cell. Cross each calendar day in Standard play.

An isometric die icon means any die value may be used. A flat die icon shows a specific value. Stars are points. In the Shop, the left side of an exchange is what you pay and the right side is what you receive.

Moonfruit rerolls

At any time, spend one moonfruit to reroll any number of rolled dice available to you, including unused dice in your daily pool and dice currently being resolved at a location. Accept the new result or spend another moonfruit to reroll again. Rerolling does not recover spent dice or undo completed actions.

Town

The Shop, Residents, and Crystal Forge share one Town action die.

The shared Town die

Spend one available die and place it in the Town tray. The face showing on that die is the number of Town actions you may take during this visit. Each purchase, sale, bond check, or tool upgrade costs one Town action. After each action, rotate the die down by one. When it reaches zero, move it to the used dice area and the Town visit ends. You may mix Shop, Resident, and Crystal Forge actions in any order while that die still has actions remaining.

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The Shop

Each Shop exchange costs one Town action. Choose one trade, pay the resources shown, then receive the resource on the other side. You may repeat a trade as long as you can afford it and still have Town actions left.

Trade	Pay	Receive
Buy	1 coin	1 moonfruit, 1 starbloom, or 1 crystal
Sell	1 moonfruit	1 coin
Sell	2 starblooms	1 coin
Sell	2 crystals	1 coin

Residents

Spend one Town action and pay the starblooms shown in a resident's row, then tick the leftmost empty heart-shaped progress space. Each of the first three residents costs one starbloom per check and needs three checks. The final resident costs two starblooms per check and needs two checks.

Complete every progress space in a resident's row to befriend them. Immediately gain one heart and the pictured gift, then cross the gift to record that it has been claimed. From top to bottom, the gifts are one moonfruit, one crystal, one starbloom, and one heart. The final resident therefore awards two hearts in total.

Crystal Forge

A tool upgrade costs one Town action and two crystals. Choose a tool and tick its next upgrade level. Level I must be purchased before Level II. Tool effects are passive: once a level is unlocked, its bonus applies automatically whenever you use the related location. If both levels are unlocked, use only the Level II effect rather than adding the two levels together. When a tool reaches Level II, circle its tool symbol in your inventory so it can be counted during scoring.

Garden and Enchanted Forest

Garden

A Garden visit costs one die. Choose a plot whose printed die value matches the die you assigned. A 6 is wild in the Garden and may be used on any plot. Tick the lowest empty growth circle in that plot, working upward toward its harvest.

When you tick the top growth circle, immediately gain the moonfruit or starbloom shown for that plot. A plot can be harvested only once. If your Watering Can gives extra checks, those checks stay in the same plot. If the plot finishes before you use every extra check, the remaining checks do not spill into another plot.

Enchanted Forest

Spend two available dice and reroll both. Choose one result as the row and the other as the column. Apply any Compass adjustment, then cross the cell where they meet. If the cell was already crossed, gain nothing. Otherwise, gain its pictured rewards and fight each beast separately.

A beast in the cell must be resolved separately, but it does not cancel the other rewards. To face a beast, reroll one of the two dice used for this Forest visit. On a 5 or higher, you defeat or drive away the beast and circle one skull in your inventory. On a lower result, cross one unused skull to record that the beast escaped. Do not cross a skull that was already circled from a previous victory. If a cell contains more than one beast, resolve them one at a time. You may spend moonfruit on these combat rolls before accepting a result.

Tool effects

Each tool changes the location connected to it. Only the highest unlocked level applies.

Tool	Location	Level I	Level II
Watering Can	Garden	Add 1 extra growth check in the chosen plot.	Add 2 extra growth checks in the chosen plot.
Compass	Enchanted Forest	Add or subtract 1 from one Forest die.	Add or subtract 1 from each Forest die.
Bell	Mystic Glade	Add 1 to the capture reroll.	Add 2 to the capture reroll.
Rune Sword	Enchanted Forest	Defeat a beast on 4+.	Defeat a beast on 3+.

Compass adjustments apply only to the dice used to choose a Forest cell, with results kept between 1 and 6. The Bell bonus applies only to the capture reroll in the Mystic Glade.

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Mystic Glade

A visit to the Mystic Glade costs one die. The value of the assigned die chooses a column: 1-2 selects the left column, 3-4 the middle, and 5-6 the right. Within that column, choose any target that has not already been ticked or crossed. A target with only a first-failure ring around it is still available.

After choosing the target, reroll the same die. Add your Bell bonus, if any, and compare the result with the target row. The three rows require 3+, 5+, or 6+. You may spend moonfruit to reroll before you record the final outcome.

Success and failure

On a success, tick the target and immediately claim the reward shown. If it is a pet, also tick that creature in the Pets tracker. If it is the Lantern, tick the Lantern in Relics. The cache awards one gem and one coin. A successful target cannot be claimed again.

On the first failure, circle the target. You may attempt it again on a later visit. On the second failure, cross the target; it is unavailable for the rest of the game. A target allows at most two resolved attempts.

Pets and relics are trackers

Pets and Relics are trackers and cost no dice. Tick the matching item when you gain it. Coral, Idol, and Egg come from the Enchanted Forest; Lantern comes from the Mystic Glade. The Moon Coin labels the relic category and is not a fifth collectible.

Your goals

Tick a selected goal as soon as its requirement is met. Every selected goal must be complete by the end of Day 10 to win Standard play. Selected goals award no bonus points.

Die	Goal	Complete it when...
1	Harvest all	All 10 Garden plots have their top growth circle ticked.
2	Befriend all	All progress spaces in all 4 resident rows are ticked.
3	Fully upgrade all	All 4 tools are at Level II.
4	Tame the Rainbow Kitsune	The 10-point Rainbow Kitsune is ticked in Pets.
5	Defeat 5 beasts	At least 5 inventory skulls are circled and not crossed.
6	Collect all relics	All 4 relic circles are ticked.

Winning and scoring

The game ends after Day 10, even if you finished your goals earlier. In Standard play, you win only if every selected goal is complete. If you won, count your score from the play sheet. Inventory items score only when they are still unspent: the symbol must be circled and not crossed.

Source	Points
Each unspent heart	5
Each unspent gem	5
Each fully upgraded tool	3
Each unspent coin	2
Each unspent moonfruit	1
Each defeated beast	+2
Each escaped beast	-2
Starblooms and crystals	0

Relics

Relics score as a collection rather than one at a time. Count how many of the four relics you collected, then use the total below.

Relics collected	0	1	2	3	4
Points	0	3	8	15	25

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Pets

Each tamed pet shows a star value on the play sheet. Add together the printed stars of every pet you successfully tamed.

Two-player cooperative play

Two players can share one play sheet and build the same fantasy life together. Use six dice instead of five and select at least two goals during setup. The group shares all resources, progress, pets, relics, bonds, upgrades, and scoring marks, but each player keeps control of their own dice.

At the start of each day, each player rolls three dice. Decide who will take the first turn. That player spends their dice, or chooses to pass, before the second player begins. Do not resolve both players' actions at the same time, and do not pass dice between players.

Moonfruit is shared. Spending one moonfruit may reroll available dice belonging to both players at once, following the normal reroll rules. If Fully upgrade all is not one of your selected goals, you may also choose to take one free tool upgrade during setup. This is optional and makes the cooperative game a little easier.

More ways to play

Choose one game mode: Standard, Sandbox, or Speedrun. Cooperative and Extended play are optional additions that may be combined with any mode. Speedrun requires Extended play.

Extended play

Extended play lets the game continue for as many as 20 days. During Days 1-10, circle the current calendar space instead of making the normal mark. If you continue to Day 11, cross the circled Day 1 space. Day 12 crosses Day 2, and so on, using the same ten calendar spaces to track the second set of ten days.

Beginning on Day 11, you may choose to end the game after any completed day. During final scoring, lose 2 points for every crossed calendar space. If you prefer a gentler version, use the relaxed option and ignore this Extended penalty.

Sandbox

Sandbox removes the win-or-lose goal requirement. Do not select goals during setup. Play for ten days, or use Extended if you want a longer game, and try to build the highest score you can. At the end, use Standard scoring and then add 5 points for each goal you happened to complete. Incomplete goals do not make you lose.

With Extended play, apply the normal penalty, then lose 1 additional point for each crossed calendar box numbered 7-10, plus 2 more points if box 10 is crossed. These additional penalties apply on Days 17-20.

Speedrun

Speedrun is a race to complete all six goals as quickly as possible and must be played with Extended rules. Do not roll to select goals; all six are active. Keep one additional die nearby as a bonus die. It is not part of your normal starting pool.

If you complete at least one new goal during a day, add the bonus die to the next day. Bonus dice never stack: you can have only one. If you finish a day without completing a new goal, remove the bonus die for the following day. In cooperative play, the bonus raises the daily total from six dice to seven. After rolling, decide which player will use that extra die.

The run ends after the day in which all six goals are complete. If you reach the end of Day 20 without finishing every goal, you lose. Record both your score and the day you finished so future runs have two records to beat.

Speedrun scoring

Speedrun replaces Standard scoring and does not use the normal Extended -2 penalty. Score 8 points for each calendar box that was never circled, and 3 points for each box that is circled but not crossed. Add 5 points for each unspent gem and 2 for each unspent coin. Each tamed pet other than the Rainbow Kitsune is worth 2 points, and each defeated beast after the first five is worth 1 point.

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