

Oh, Brother!

An Adventure Book Expansion

Welcome to *Stuffed Fables: Oh, Brother!*

A new baby brother has joined our family, and his stuffies need to learn the ropes in a whole new batch of bedtime adventures. Before you start, we would like to introduce a few minor changes to the rules that governed the base game.

NEW DISCOVERY DECK




This is the *Oh, Brother!* discovery deck.

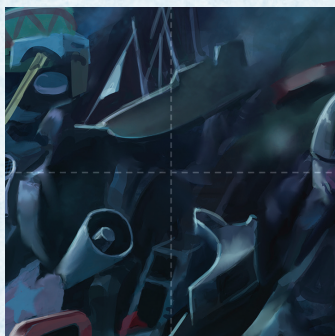
Do NOT rearrange or look through these cards. These cards are arranged and divided (by divider cards) into stories. Each story in the *Oh, Brother!* Storybook will instruct players to collect the discovery cards that belong to that story and to set them aside. As the story plays out, players will be instructed to retrieve specific cards from these set aside cards.

NEW SLEEP AND LOST CARDS



Oh, Brother! comes with 10 new sleep cards and 23 new lost cards. When playing through the stories in the *Oh, Brother!* Adventure Book, do not use the sleep cards and lost cards that came with the *Stuffed Fables* base set. Instead, replace them with the lost cards and sleep cards from this set. All cards that come in the *Oh, Brother!* set are marked with a  symbol in the lower-right corner of the cards.

NEW TOKENS



Broken Toy Pile



Plastic



Socks



Planks



Doors



Magic Sand



Stone Pillars / Bowling Balls



Lucy Caboosy



Box

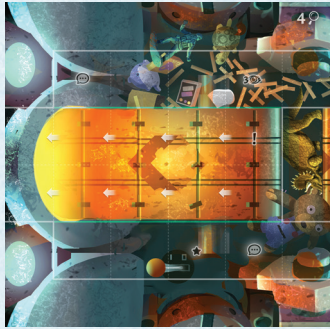


Cakes

ALL OTHER CARDS AND TOKENS

Use all other cards and tokens from the *Stuffed Fables* base game as usual. If you have not completed the *Stuffed Fables* base game, you may need to retrieve some cards from the original discovery deck.

MINI MAPS



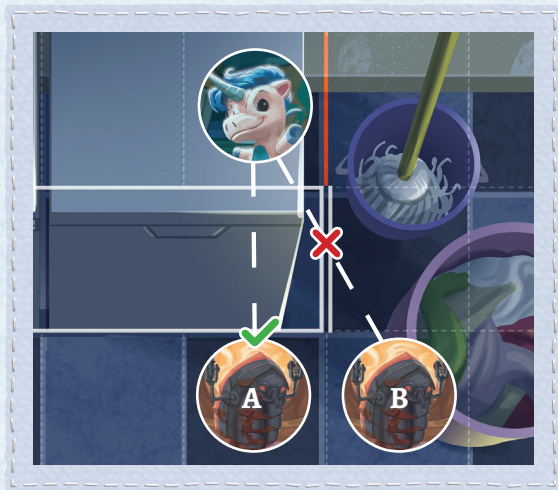
Machine Interior



Darkened Box

Stuffies on mini maps cannot interact with figures on the Adventure Book map unless directed otherwise.

SOLID WHITE LINES



In the base game map pages, solid white lines are impassable and even block line of sight. In *Oh, Brother!*, solid white lines block movement, but not line of sight. Double white lines are now used to show areas that block both movement and line of sight.





*Pokey wants to make a ranged attack against a bedbug. She can attack bedbug A, but **cannot** attack bedbug B, because the double white lines block her line of sight.*

MOVING DIAGONALLY



When moving diagonally there are some instances where a solid line intervenes, but only partially. In these cases, treat it as a normal move across a dotted white line.

PLACING MINIONS

When placing minion figures on a map that has multiple  spaces, unless directed otherwise, place each minion on an unoccupied  space one at a time. If placing a minion and there are no unoccupied  spaces, place it on an unoccupied space adjacent to a  space.

Note: An unoccupied space is a space with no other figures on it.

CREDITS

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READY TO PLAY

You are now ready to play *Stuffed Fables: Oh, Brother!* Follow the setup and all other rules from the base game's rulebook, with the aforementioned exceptions.