

Fairy Tale

Contents:

100 cards
4 Rules Books

Number of players

From 2 to 5 Players
(2 to 4 with Simplified rules)

PURPOSE OF THE GAME:

Achieve the highest possible score. The score is calculated by summing the value of the cards each Player will have in front of him* at the end of the game, without counting the value of the "closed" ones, i.e. the ones placed on the table face down.

PREPARATION:

The Dealer (randomly chosen among Players) shuffles the cards and makes a pile in the middle of the table.

GAME ORDER:

The game is played over **4 rounds**, each consisting of the following 3 phases (**always in the same order**):

1 Distribute the cards 2 Choose the cards 3 Play the cards

1 Distribute the cards:

The Dealer takes the pile and distributes 5 cards to each Player. Everyone picks up and looks at his cards, without showing them to other Players.

2 Choose the cards:

When the Dealer gives the start signal, each Player chooses first 1 card among the ones received and places it in front of him on the table face down. Secondly, he passes the 4 remaining cards in his hands to the Player next to him.

Then, each Player chooses a second card, and passes the remaining ones. The process goes on until finally each Player has 5 cards in front of him and none in his hands.

In the 1st and 3rd round not chosen cards are passed to the Player sitting at one's left, in the 2nd and 4th round to the Player sitting at one's right. **Players can look at the cards they have chosen and that are placed in front of them at any time.**

3 Play the cards:

Each Player picks up the 5 chosen cards and decides which cards he wants to play. Only 3 cards will be played, 1 at a time, as follows:

A) Each Player chooses the card that he wants to play and places it in front of him face down.

B) All Players turn the played card face up simultaneously.

C) All possible effects are then applied. (See ahead "The Effects").

At this point each Player has 1 played card in front of him and 4 cards in his hands. Steps from "A" to "C" must be repeated twice more, so that each Player has 3 played cards on the table and 2 cards not played left in his hands. The 2 cards not played must then be discarded.

The played cards will remain in front of each Player for the entire game: at the end of the 1st round each Player thus will have 3 played cards in front of him, at the end of the 2nd round, 6, at the end of the 3rd, 9 and at the end of the 4th, 12.

Played cards must always be visible to all other Players and therefore must be placed side by side and must not overlap one another.

END OF THE GAME AND SCORE CALCULATION:

At the end of 4th round the game ends and the time comes to make the calculation of the score.

Remarks: Some cards could be in the closed state, i.e. face down, because of the effects applied during the game.

These cards must now be removed from the table as they are worth 0 (zero) points and cannot be used to obtain points from the conditional and the variable cards (see ahead "The cards").

Each Player calculates his score summing up the value of his remaining cards. The Player achieving the highest score is the winner.

KEYS:

(*)from now on, for simplicity, readability and economy, we will make use of the pronoun «He» when talking about each Player, while it is clearly understood that we indeed mean in each instance to say a more correct «he/she».

Open card: a card placed face up.



Closed card: a card placed face down.



To open : turning a Closed card placing it face up.

On the upper part of each card the following information is reported:

a. The name of the card;

b. The value of the card.

It can be: **specific** (a number indicates the card value), **conditional** (there is a Cross icon below the number) or **variable** (there is an asterisk instead of the number).

(For further explanation of the values see ahead "The cards");

c. The total number of copies of that card in the Deck:

this information indicates the frequency of the card and therefore it is very useful when choosing the cards. *For Example, 4/100 means that there are 4 copies of that card in the entire deck;*

d. The category:



Fairy Wood



Shadow Kingdom



Holy Empire



Dragon Valley

e. The typology:



Character



Place



Tale

f. The number of the card:

Some of the cards (6 Fairy Wood, 6 Holy Empire and 6 Dragon Valley) are necessary or need other cards to satisfy a condition or to gain variable points (see ahead "The cards"). In order to recognize them easily, they have a reference number of the same color of the category each card belongs to.



EXAMPLE: The Spirit of the Spring has a specific value of 1, is a character, belongs to the Fairy Wood category and is the card number 2. There are 4 Spirit of the Spring cards in the entire deck.

THE EFFECTS:

Some of the cards produce an effect in the very moment in which they are played. The effect, to whom the effect is applied and which category is affected are illustrated on the right side of the card. Depending on the indicated symbol, the effects are applied:



• only to the Player playing the card



• to all players
In case several

cards with an effect are played simultaneously, the order with which the effects are applied is as follows:



1) HUNT



2) OPEN



3) CLOSE

1) HUNT

Hunt cards have **effect on all Players**.

In case one of the played cards has the symbol Hunt, **all other cards played contemporarily and belonging to the Shadow Kingdom category, must be immediately closed**.

If there are effects in the closed cards, they will not be applied. The Hunt card does not have effect on previously played cards.



EXAMPLE:

Tom plays the Fairy Queen, Anna plays the Demon (Shadow Kingdom category) and Paul plays the Castle (Holy Empire category).

The Hunt effect of the Fairy Queen hits the Demon, which must be immediately closed. Its Close effect will not be applied.

The Castle does not belong to the Shadow Kingdom category, therefore it does not suffer any effect. Its Close effect will be applied.

2) OPEN

The OPEN cards have **effect only on the Player who has played them**. Among his previously played cards that are closed, he has to verify if there are any cards belonging to the **affected category** (indicated in the lower right corner). If so, he needs to **choose 1** and open it, placing it face up.



EXAMPLE:

Tom previously had to close the Elven Warrior (Fairy Wood category). Now he plays the Spirit of the Spring. He can thus open the Elven Warrior.



REMARK: The Dark Angel allows a player to open 2 cards at that Player's own discretion within all his closed cards, independently from the category they belong to.

3) CLOSE

The CLOSE cards have effect either a) only on the Player who played them or b) on all Players, depending on the symbol.

a) Among his previously played cards that are open, **the one who has played the card** has to verify if there are any cards belonging to the **affected category** (indicated in the lower right corner). If so, he needs to **choose 1 and close it**, placing it face down.

If the Player does not want to close already played cards, he can choose to close the CLOSE card, as the CLOSE card also belong to the affected category.

If the Player has no other cards belonging to the affected category but the CLOSE one, then the CLOSE card **must** be played closed.

EXAMPLE: Tom has, in front of him, open the Elven Warrior (Fairy Wood Category).

He plays the Fairy Ring. As both cards belong to the affected category (Fairy Wood), Tom can choose which one of the two he likes to close.



REMARK:

The Magic Circle of Chaos allows to **choose the card to be closed** at Player's own discretion within all his cards (including the CLOSE card just played), independently from the category they belong to.

b) Among their previously played cards that are open, **all Players** have to verify if there are any belonging to the **affected category** (indicated in the lower right corner). If so, they need to **choose 1 and close it**, placing it face down.

If a Player has no cards belonging to the affected category, then the effect will not be applied on him.



EXAMPLE:

Tom plays the Vampire.

All Players must close a Fairy Wood category card. Tom has open in front of him the Dwarven Warrior (Fairy Wood category), so he must close it.

Anna has open in front of her the Elven Warrior (Fairy Wood category), so she must close it.

Paul does not have any open Fairy Wood category card, therefore he will not suffer any effect.

Players can look at the closed cards in front of them at any time.

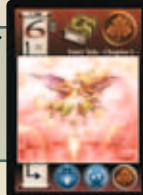
THE CARDS:

There are five different card types:

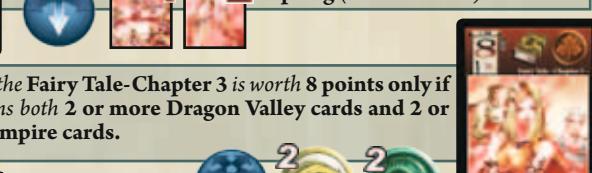
1. Action Cards: have a **specific value** and produce effects when played. (See above "The effects").

2. Conditional Cards: have a **specific and very high value**, but **only if the condition on the card is satisfied**, otherwise they are worth 0 (zero) points. The condition to satisfy is illustrated at the bottom of the card.

EXAMPLE 1: the Fairy Tale-Chapter 1 is worth 6 points only if the Player is the one who has the highest number of Fairy Wood category cards. Remark: the Player gains 6 points even if there is a tie with 1 or more Players.



EXAMPLE 2: the Fairy Tale-Chapter 2 is worth 7 points only if the Player owns both 1 or more Fairy Ring (card number 1) and 1 or more Spirit of the Spring (card number 2).



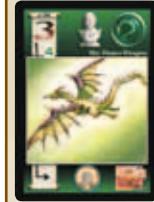
EXAMPLE 3: the Fairy Tale-Chapter 3 is worth 8 points only if the Player owns both 2 or more Dragon Valley cards and 2 or more Holy Empire cards.



EXAMPLE 4: the Fairy Tale-Chapter 4 card is worth 9 points only if the Player owns the Fairy Queen (card number 3).

3. Allies Cards: have a specific value.

At the bottom of these cards the "Allies" icon is always indicated, followed by an image illustrating the allied card. Allies Cards are needed to gain the points of the 4th type cards.

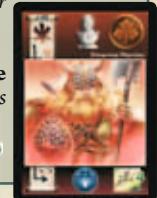


EXAMPLE: the Sky Dance Dragon (card number 4) is the Allied of the Dwarven Warrior (card number 5).

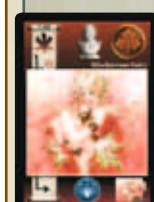
4. Variable Cards: have a **variable value**. The value of the card depends on the **number of required cards** that the Player has in front of him. They are worth 1 point (or 3 points if there is the x3 multiplier at the bottom of the card near the arrow) for each required card held by the Player. The required card is indicated at the bottom of the card.

The Dwarven Warrior (card number 5) will be worth 3 points for each Sky-Dance Dragon (card number 4) owned.

EXAMPLE: Tom has 1 Dwarven Warrior and 2 Sky-Dance Dragon. The Dwarven Warrior is then worth 6 (2x3) points. As the Sky-Dance Dragon cards are worth 3 points each, Tom's total score is 12 points.



REMARK: if the Player doesn't have any Sky-Dance Dragon cards, then the Dwarven Warrior card will be worth 0 (zero) points.

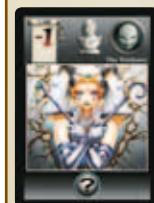


The Mischievous Fairy (card number 6) will be worth 1 point for each Mischievous Fairy (card number 6) owned. Note that the required card is equal to the card itself. It is therefore worth at least 1 point because the card itself must be considered as a required card. So, if Tom, FOR EXAMPLE, owns 4 Mischievous Fairy, each will be worth 4 points and therefore the total score obtained will be 16 points.



On cards of the 2nd and 4th types these symbols mean that, in order to either obtain variable points or to satisfy conditions, the player must own the cards indicated.

5. The Trickster card: a Question Mark is indicated at the bottom of the card. At the end of the game it can represent another card in order to gain variable points or to satisfy a condition requiring the ownership of other specific cards. **Remark:** it cannot be used, instead, to satisfy conditions requiring specific categories or typologies, it can substitute only 1 card per match and it is **always worth -1 (minus one)** points during the calculation of points, whichever card it represents.



EXAMPLE: To satisfy the condition of the Fairy Tale-Chapter 4 Tom decides that The Trickster represents The Fairy Queen. The Fairy Tale-Chapter 4 will then be worth 9 points. Tom will therefore collect 8 points in total, as The Trickster is worth always -1 points.

If you want to gain gradually confidence with the Game, try to use first the

SIMPLIFIED RULES:

Remove from the 100 cards deck the 20 cards that are marked with the Symbol represented aside. **The HUNT, the conditional and The Trickster cards won't be used.**

RULES FOR A GAME IN COUPLES:

These rules apply to a game with 4 Players. First of all, Players form two teams by two members each. Then, they sit at the table in front of the partner. The Players must always pay attention to the cards their partner is playing. The game starts and proceeds as usual, with the exception of the score calculation. In a couples game, in fact, the team having the total score higher than the other team is the winner.