

SATOSHI NAKAMURA

Fairy Tale

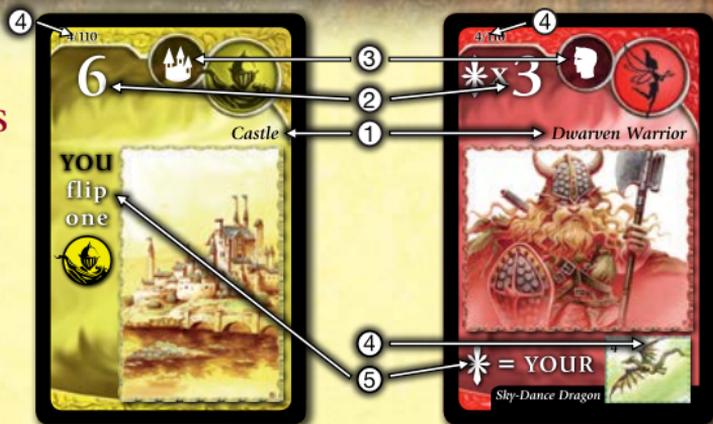
NUMBER OF PLAYERS

- 2 to 4 players using the Basic Rules
- 2 to 5 players using the Expert Rules

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- 110 Card · Rules

READING THE CARDS



1) CARD NAME

The name of the card. This may be important when scoring points.

2) POINTS

Value of this card. If the value contains a ✱, this card's value varies depending on other cards in play.

3) CARD TYPES

These symbols show which categories the card belongs to. Each card will have a Category (1st icon) and a Faction (2nd icon).

4) NUMBER OF CARDS

The number on the left of the slash shows how many copies of the card are in the complete deck. Additionally, this number also appears on the small picture at the bottom of the card, as in the second example. *The color lets you know which Faction that card belongs to: green for Dragonwale, red for Fairywood, yellow for Holy Empire, and black for Shadow.*

5) EFFECT, POWER

This shows the effect or special power of the card. For more details, see Applying Effects in the Basic Rules and most of the Expert Rules.

BEFORE YOU BEGIN

Read the Basic Rules when playing for the first time. After the first few games, add in the rest of the cards and play with the Expert Rules. This will help you to learn the game.

BASIC RULES

▶ **The Goal of the Game:**

Collect cards to score more points than your opponents.

▶ **Getting Ready**

From the set of 110 cards remove the 30 cards with the **Expert Rules** icon (E) in the bottom right corner of the card. Shuffle the remaining 80 cards and place the deck in the middle of the table where every player can reach it.

▶ **Order of Play**

The game proceeds in the following order:

- | | |
|---------------------------|-----------------------------|
| Stage 1) 1st draft | Stage 2) Play cards in hand |
| Stage 3) 2nd draft | Stage 4) Play cards in hand |
| Stage 5) 3rd draft | Stage 6) Play cards in hand |
| Stage 7) 4th draft | Stage 8) Play cards in hand |
| Stage 9) Calculate points | |

▶ **Drafting**

Drafting follows these five steps:

- 1) Deal five cards to each player face down from the draw pile.
- 2) When the dealer gives the signal, each player picks up his or her cards and chooses one of them.
- 3) Each player places the card they have chosen face down in front of them.
- 4) Each player then passes the remaining cards in their hand to the player next to them. *For Stages 1 and 5 pass to your left, and for Stages 3 and 7 pass to your right.*
- 5) Repeat **steps** 2 through 5 until no one has any more cards in hand. You are allowed to look at the cards you have chosen at any time.

▶ **Playing your Cards**

After the first draft is complete, you will have 5 cards in front of you. You may play 3 of these, one at a time.

Play your cards in the following manner:

- 1) Choose one card from your hand and place it on the table face down.
- 2) Once all players have placed their chosen cards face down, everyone turns their chosen card face up.
- 3) Look at the face up cards and apply any effects they might have. Effects are explained in **Applying Effects** below.

Repeat steps 1) through 3) three times. Each player should have three used cards in front of them and two unused cards still in their hand. Each player then places their two unused cards face down in the discard pile. **Players are not allowed to look at the cards in the discard pile.**

Every time you finish using the cards in your hand, you should have three more cards in front of you. So after *Stage 2* you will have 3 cards; after *Stage 4*, 6 cards; after *Stage 6*, 9 cards; and finally, after *Stage 8*, you will have 12 cards on the table in front of you.

▶ **Applying Effects**

Some cards have effects that are generated when they are turned face up for the first time. In the Basic Rules, these effects, and the order of applying them, are Unflip → Flip.



- 1) **Who gets affected:** **YOU** = the person who played the card; **ALL** = every player.
- 2) **Which effect:** **UNFLIP** = turn a face down card face up; **FLIP** = turn a face up card face down.
- 3) **How many:** **UNFLIP** or **FLIP** this many cards.
- 4) **Which cards:** This shows you which faction is affected. Cards targeting specific factions are applied before cards targeting non-specific factions.

So in the example on the previous page, the person who played the card would have to flip one of their own face up **Dragonvale** cards face down.

Unflip and **Flip** affect the card that generates the effect as well.

Example 1:

Dirk plays a Dragon's Lair, which has the effect: YOU FLIP ONE DRAGONVALE CARD. Dirk also has a Sky-Dance Dragon face up in front of him. Because Dragon's Lair and Sky-Dance Dragon are both Dragonvale cards, Dirk must choose which one to FLIP face down.



If multiple **Unflip** and **Flip** effects are revealed at the same time, apply as many of them as possible doing all Unflip effects first then all Flip effects. In each application of effects, apply effects that target specific factions prior to those targeting non-specific factions.

If a player has no cards of the category that is affected, they can ignore the effect. You may look at any of the face down cards in front of you at any time, but not the face down cards of other players.

► Scoring

When the 4th draft (Stage 7) is finished and all cards have been played (Stage 8), it is time to calculate points (Stage 9).

Each player adds up the points from their **face up** cards. For cards with variable values, * equals the number of designated cards in front of you. The player with the highest score is the winner.

Example 2:

*At the end of the game, you have 4 Homesteaders cards in play. Since * = the number of your Homesteaders cards, each is worth 4 points.*



Example 3:

At the end of the game you have 1 *Bronze Dragon* card and 2 *Knight of the Round Table* cards in play. Since * = the number of your *Knight of the Round Table* cards, the *Bronze Dragon* is worth 6 (3x2) points.



Some cards have the *Friends* icon shown at left. Cards that have the *Friends* icon will also have the name of the card it works in conjunction with. In Example 3, you can see that *Knight of the Round Table* is *friends* with *Bronze Dragon*.

FACTIONS



SHADOW



FAIRYWOOD



DRAGONVALE



HOLY EMPIRE

CARD TYPES



CHARACTER



STORY



HOME

EXPERT RULES

Once you are familiar with the Basic Rules, add the 30 cards with the Expert Rules icon (E) back into the deck and play with the full 110 card set. Two new effects and new rules are added to the expert rules.

▶ Hunt

The **Hunt** effect only applies to the other cards revealed at the same time. Hunt does not affect cards that were already played.

Cards targeted by Hunt are flipped face down. Any effects on the targeted cards (other than Hunt) are not applied.

Example 4:

Dirk reveals a Demon and Daphne reveals The Fairy Queen. The Fairy Queen's Hunt effect targets the Demon, which is put into play face down. The Demon's Flip effect is not applied.



▶ Draw

The Draw effect allows you to draw cards from the deck and add them to your hand.

With Hunt and Draw added to the effect list, the new order of applying these effects is: **HUNT**→**UNFLIP**→**FLIP**→**DRAW**

▶ Conditional Points



Cards with the Star icon behind the Score are worth many points but the points are conditional. When calculating points, check to see if the conditions on the card are met. If they are, you score full points for the card. If not, the card is worth 0 points.



This means you must have the most cards in the Category stated. If you are tied for most, it will still score.



A faction icon with circled numbers on it shows how many cards in that faction you need to have in play to score the card.

If there is a card indicated in the Conditional area, then you must have that card in play to satisfy the conditions and receive the points.

Examples 5:



Here, you score the card only if you have the most **Home** cards.



Here, you score the card only if you have 2 or more **Dragonvale** cards AND 2 or more **Holy Empire** cards in play.



Here, you score the card only if you have a **Silver Dragon** and a **Dragon's Lair** in play.

Note: in the last example the (4) on the images refers to how many of that card there is in the deck, not how many of that card you need to have in play.

► The Trickster

The Trickster has the **Almighty** ability. When scoring points, this card may be treated as having any single other card name. You may only choose one other card name for **The Trickster** per game. Even if The Trickster changes its name, it still counts as -1 point when scoring.

Example 6:

At the end of the game, you have **The Trickster** and **Dragon's Tale - Chapter 4** in play. If you treat **The Trickster** as **The Gold Dragon**, you can meet the conditions on **Dragon's Tale - Chapter 4** and score a total of 8 (9 - 1) points.



