

Fairy Tale

Rules

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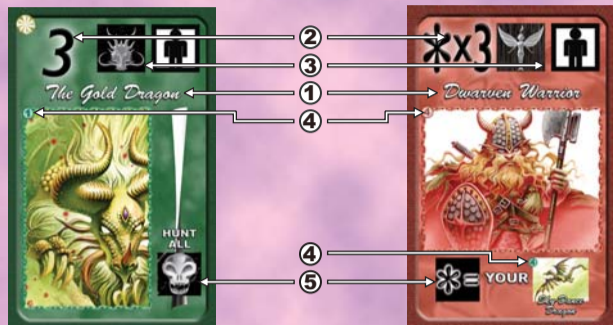
- 100 Cards
- Rules

Number of Players

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

Reading the cards

Cards contain a variety of information:



1) Card Name - The name of the card. This may be important when scoring points.

2) Points - Point value of this card. If the value contains an * this card's value varies depending on other cards in play.

3) Categories - these symbols show what categories the card belongs to. Each card will have a *Faction* (1st icon) and a *Card Type* (2nd icon) category.

4) Number of Cards - The number in the circle shows how many copies of the card are in the deck. Additionally, when a number appears on the small picture at the bottom of the card, as in the second example, the color will let you know which Faction that card belongs to, green for **Dragonvale**, red for **Fairywood**, yellow for **Holy Empire** and black for **Shadow**.

5) Effect, Power - this shows the effect or 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 by doing it incrementally.

Basic Rules

•The Goal of the Game

Collect cards to score as many points as you can.

•Getting Ready

From the set of 100 cards remove the 20 cards with the **Expert Rules** icon (✳) in the upper left 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 the 1st and 3rd draft pass to your left, for the 2nd and 4th draft 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.

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 have 3 cards, after *Stage 4* you have 6 cards, after *Stage 6* you have 9 cards, and after *Stage 8* you 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. In the Basic Rules these effects are **Unflip** and **Flip**.

1) Who gets effected - YOU = the person who played the card, ALL = every player,

and they are applied in this order: **UNFLIP** → **FLIP**

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 category of cards is affected.

The two icons at the top of each card show what categories that card belongs to. The categories are:



Dragonvale



Holy Empire



Any Faction



Home



Fairywood



Shadow



Character



Story

So in the example above, the person who played the card would have to flip one face up **Holy Empire** card face down.

(over)

(Applying Effects continued)

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

Example 1: Player A plays a *Dragon's Lair*, which has the effect - YOU FLIP ONE . Player A also has a *Sky-Dance Dragon* face up in front of him. Because *Dragon's Lair* and *Sky-Dance Dragon* are both cards Player A 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.

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.

•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).

First, discard all face down cards - Players get no score for them and they don't count towards cards with an *. Next, each player adds up the points from their remaining cards. For cards with variable values, * = the number of designated cards in front of you.

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*.

Expert Rules

Once you are familiar with the Basic Rules, add the 20 cards with the Expert Rules icon back into the deck and play with the full 100 card set.

Use the rules below with the added cards.

•Hunt

The Hunt effect only applies to the other cards revealed at the same time. Hunt does not affect cards that were already played. The **Hunt** effect gets applied before any others, so the order of effects under the Expert Rules is:

HUNT → UNFLIP → FLIP.

Cards targeted by **Hunt** are put into play face down. Any effects on the targeted cards (other than **Hunt**) are not applied.



Example 4: Player A reveals a *Demon* and Player B 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.

•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.

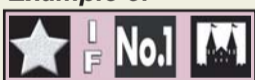
Explanation of conditions:

No.1 This icon means you must have the most cards in the Category stated. If you are tied for most, it will still score.

A Category icon with numbers on it shows how many cards in that Category 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.

Example 5:



A) Here, you Score the card only if you have the most *Home* cards.



B) Here, you Score the card only if you have 2 or more *Dragonvale* cards and 2 or more *Holy Empire* cards in play.



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

Note: in Example 5C 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 card is the only card with 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.



Rules Variants

•Team Play Rules

This is a 4-player game variant. First, the players form two teams of two. Next, sit at the table so you are across from your partner. When playing a pair match, you should always consider what cards your partner is drafting.

The game is played as normal except for calculating scores (stage 9). In the pair match, you win if the total score for your team is higher than that of your opponent's team.

•Richard Garfield's Team Play Rules

Play just as in the **Team Rules** above except all Shadow cards have this additional effect, "**Exchange one of your cards in play for one of your partner's cards in play.**" This can be any card you have in play, including the Shadow card just played.

Exchange effects apply after Flip effects are applied when playing cards. In other words, the order of effects is: **HUNT → UNFLIP → FLIP → EXCHANGE.**

Questions about the Game? - please send e-mails to zmangames@shadowfist.com
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