



Players: 2-4
Playing time:
10-20 minutes
Ages: 8+

Fairies love parties.

However, they never host it themselves.

It's a hassle for them to send out invitations and arrange a hall for it.

This is where you come in!

You set up the party for them and in return receive "Sparkles"

But be careful! Don't start the party until all the fairies have gathered. If you try to start the party prematurely, you'll put the fairies in a bad mood.

★ Setup

A player will choose 1 color. They will receive 5 cards of that color and it will be their hand.

※For 2 players: Shuffle 5 cards of 1 color for the third imaginary player and place the pile face down between 2 players.

Each player will be given 2 blue chips. Place the chips in front of you so others may see how many chips you have. Prepare the Hall Cards by 1 less than the number of players. Put them in the middle of the table. Put 2 blue chips on each of them. The remaining chips form the bank. The player who has recently seen a fairy will be the starting player. Or you can choose at random.

★ Contents

Cards: 27

Fairy Cards: 20

(4 color sets of
0, 1, 1, 2 and 3)

Hall Cards: 3

Player Cards: 4

Blue 1 point chips: 20

Red 3 points chips: 20

Rule Sheet: 2 (Japanese, English)



★ Game Play

The starting player will start the turn and the turn goes clockwise.

When your turn comes, you either do actions A or B.

A. Add 1 card to a Hall card.

B. Challenge a Hall Card.

Afterwards, the player with the turn collects any face up Fairy cards in front of them and puts them all to their hand. Then, the turn goes to the player to their left.

★ Outline

The fairies will try to host a party. The player will help them and in return receive Sparkles. The player will gather the fairies to some party halls, but they can't confirm how many fairies have gathered



Action Details

A. Add 1 card to a Hall card.

Choose 1 Fairy card from your hand.

Choose 1 Hall card.

Place the chosen Fairy card beside it face down.

If a Fairy card is already placed beside the Hall card, place your Fairy card on top of it halfway so that other players will know who placed cards in order. Any player cannot see the placed cards thereafter.



B. Challenge a Hall Card.

Choose 1 Hall card and declare a challenge. The player who issued a challenge will secretly confirm all the cards placed without changing the order.

◆ Challenge Success

If the number written on the cards totals 5 or more, the challenge is a success! Flip those cards face up (without changing the order).

Afterwards, distribute the chips.

The player who had a successful challenge: all the chips on top of the Hall card.

The player with the largest total from that Hall card: 1 chip from the bank.

The player with the 2nd largest total from that Hall card: 2 chips from the bank.

If there are players with the same totals, the player who placed the latter card will have priority. (Or whose card has the biggest number.)

After distributing the chips, return the Fairy cards back to their owners and place it in front of them face up.

***Be careful not to immediately collect these cards into your hand. However, only the player with the turn will collect at the end of this turn.**

Right after the challenge has finished, place 2 chips on top of the Hall card. Then, add 1 chip to the other Hall cards.

◆ Challenge Failure

If the number written on the cards totals 4 or less, the challenge is a failure!

The player with the turn pays 1 chip to the last player who put down a Fairy card on the Hall card in play. (The last card in the line.) If the last player is yourself, pay 1 chip to the bank. If you can't pay any chip, you don't need to do so.

Lastly, return the cards to the Hall card without changing the order.

✳️ **For 2 players:** When the imaginary player's turn comes, draw the top card from the pile and add it to the Hall where the previous player hasn't placed a card. At the end of the turn, collect any face up cards, put them all to the pile and shuffle it. The third player doesn't challenge, but they may win the game.

The End of the Game

If any player has 15 or more chips, they immediately become the winner of the game. In case of a tie, the player with the most chips wins. If there is still a tie, decide the winner in this order:

1. The player who issued a challenge.
2. The player who got 2nd on card points.
3. The player who got 1st on card points.

Four's not Enough! Fairy Party

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