



Fairy School

Players: 1 to 6 Play time: 50 min for short games / 90-120 min for long games

Age: 12+

Mechanisms: deckbuilding, resource management, **simultaneous play**, positive interaction

A competitive game centered on positive player interaction,
where players develop their deck in symbiosis with each other.

Introduction

Do you know why fairies are so good at helping people in trouble? Can you imagine how they learn all their tricks and spells? Well, they go to school of course! All young fairies must go to school to earn their wings and, let me tell you, Fairy School is no child's play. To graduate fairies must master the elements, befriend mythical creatures, and most importantly, learn the value of collaboration. The fairy that master the best these three competencies will be rewarded with the finest wings.



My prototype

In this game each player is playing a fairy (the terms "fairy" and "player" are used interchangeably in this rulebook).

This game is played in 4 ages called trimesters. Fairies invoke creature which improves their decks. To invoke a creature, fairies must gather resources by activating the effects of their creatures and some creatures of their neighbors.

Objective of the game

To succeed at Fairy school you must **plan** carefully and populate your forest with the right creature. You must use the powers that the creatures provide to you to produce enough elements and **invoke** new powerful creatures, also if you plan well the organisation of your forest, you will also be able to **study** creatures and be rewarded by **certificates** for mastering the creatures associated with an element. Last but not least you should prove your **usefulness** for the fairy society, and this is really important in Fairy School.

Fairy School is a game where players develop their deck in symbiosis with the others but Fairy School is also a competitive game. At the end of the game, each fairy obtains points for invoked creatures, studied creatures, and acknowledgement points given by other fairies. The fairy with the most points wins.

Designer's note: if you prefer to decide that all fairies that have at least 85 points pass (and the ones that got 90 or more has "High honors").

This rule describes the setup and gameplay for a first game at 3 to 6 players. Advanced setups and gameplays are described separately, the variant section also describes the variant for 2 players.

You might also want to consider the short game variant that lasts about an hour.

1. Components for 4 players

- 163 small cards (called *creature cards*):
 - ◆ 4x12 *starting cards*, 12 per player, numbered ①, ②, ③, or ④
 - ◆ 28 *initial draft cards*, marked ⑤, ⑥_A, ⑥_B, ⑥_C, ⑥_D, ⑥_E
 - ◆ 87 trimester *creature cards*: 28 for trimester 1, marked ⑦, 29 for trimester 2 marked ⑧, 30 for trimester 3 marked ⑨
- 10 big cards for *final project*, marked ⑩
- 4x40 *activation cubes*, 30 cubes per player, each player must have a different color
- 4x12 *animal markers*, 10 per player (discs)
- 4x1 cubes for *final project progress* marker, one by player
- 1 *creature board* and 1 *forest board* per player,
- 18 *certificate tiles*
- 3 tokens for counting turns, called “month 1”, “month 2”, “month 3”.
- Cubes for counting elements, called *element cubes* in the following.
1 small cube = 1 element, 1 big cube = 5 elements.



A creature card

PnP notes:

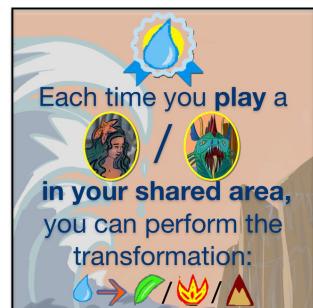
In my prototype, small cards are 56x88, big cards are 80x100
For resources, you need 20 small cubes and 8 big cubes per player.
Playing with 5 or 6 players requires more starting cards and cubes.



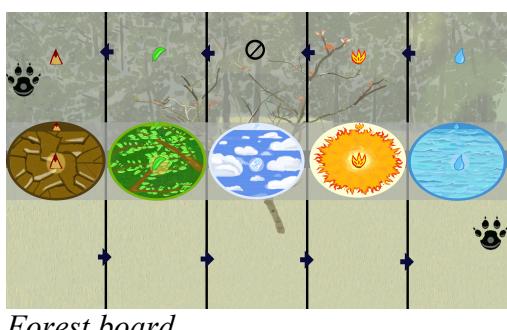
final project



Creature board



A certificate tile



Forest board



Fairy School on Tabletopia

2. Game overview

In fairy school you play a fairy who manages her forest. You will have to populate your forest with creatures and invoke more powerful creatures by gathering the necessary elements. Each month, you visit two places in your forest and activate creatures that will provide you with the elements you need, but also you will visit the forest of your neighbours and activate some of the creatures there. After all, you are here to coordinate these creatures and study them.



Ongoing game

Remember the game is played in four trimesters but a short variant made of two trimesters exist. The second and third trimesters start by a draft for choosing projects for these trimester. These projects are three creatures you can invoke, followed by three turns. The last trimester is a race to fulfill the final objective each fairy has chosen.

Turn overview

Each turn, you first place creatures (i.e. cards) in your forest, and then choose the cards that you want to play this turn. Each played creature either goes to a personal area, or is shared with the neighboring players. Then, fairies activate the effects of creatures as they want. To activate a creature, you spend an activation cube. The 6 phases of each turn are illustrated on the last page of this rulebook.

Each phase is played simultaneously by all players; players only synchronize in between each phase.

Kindness: a key to success in Fairy School

Cooperation between fairies is the key to success at Fairy School. Indeed other fairies will bring you points if they activate the creatures you share with them. You should thus offer them effects they will use. Also you may count on the creatures of your neighbors to help you. Each fairy should aim at offering interesting cards to their neighbor, but also use the creature of their neighbors when it is worth it.

End of the year

The fourth trimester is a race to realize an objective, each fairy tries to realize her own end of year project. The game ends when one fairy finishes her end of year project.

3. Game Elements

About resources/elements

There are 5 elements (i.e. resources) in the game: earth , vegetals , fire , water , and air . Players put element cubes on the 5 discs at the center of the forest board to indicate the elements they have: a small cube on the  disc means the fairy has 1 . A big cube represents 5 elements. The symbol  means “any element” except . The following transformations can be performed at any time:

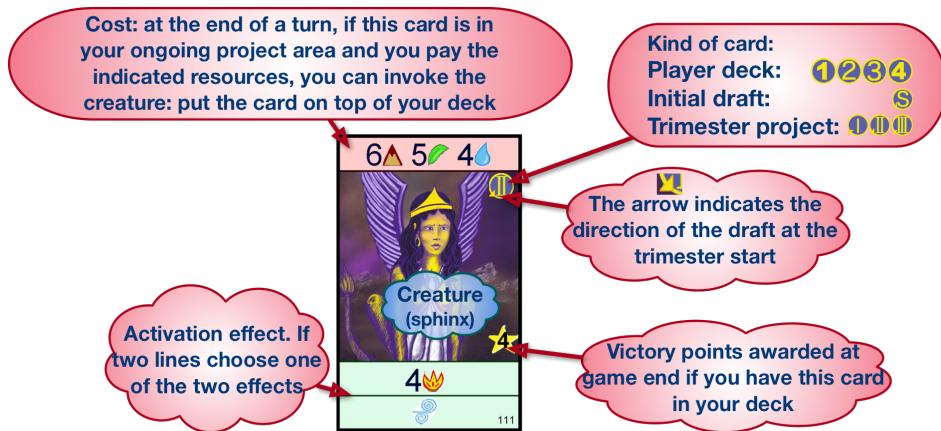
- ◆ Transform any 3 elements into 1 or 1
- ◆ Transform any 4 elements into 1 or 1
- ◆ Transform any 6 elements into 1
- ◆ Transform 1 into any other element ( is a joker).

These rules are recalled on the creature board (see on the right)



Cards

All cards have the following shape:



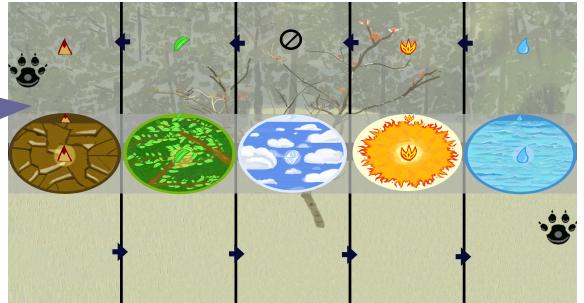
Note: the direction of the draft is the direction of hands rotation at the beginning of each trimester.

Boards

Each player has two boards:

➤ A forest board

Can host 10 cards, i.e. two rows of 5 cards each. The two rows are separated by discs allowing you to count elements by putting resource cubes on them. Each slot of the top row shows the resource to be spent to play this column. The footprints recall that, at the end of the turn, one of the creatures on these two slots can be studied.



➤ A creature board

Contains conversion rates for elements; a zone to measure social usefulness by storing activation cubes from other players; and a table showing all the creatures of the game to mark the studied creatures.



4. Setup

See illustrations below:

1. Shuffle each set of cards separately (depending on the symbol on the top right corner), except starting cards. The decks of cards for trimester 2 and 3 and the final projects will be used at the beginning of each trimester.
2. Reserve a space on the table for a **common discard pile** (for trimester projects players do not choose).
3. Put element cubes accessible to everybody.
4. Randomly pick one certificate of each kind (, , , , ,) and place them at the middle of the table.
5. Each player takes: 11 starting cards (each **player deck** corresponds to a number **1/2/3/4** in the top right corner of cards), a player board, and a creature board, activation cubes of her color, animal markers, and a final project marker.

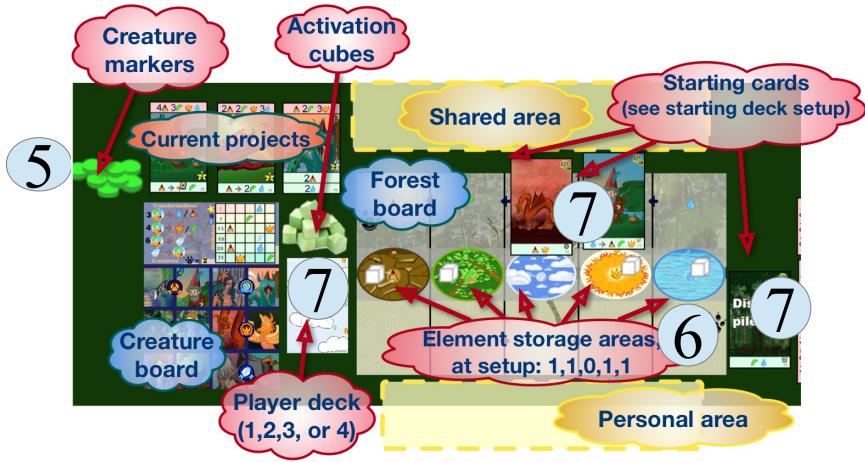
6. Place an element cube on the discs , , , and .

In other words, each player starts with 1, 1, 0, 1, and 1.

7. Prepare the starting cards on the forest and the discard pile as described below.



Global setup for 3 players



One player personal area -- setup.

Starting deck setup

Each fairy comes with her own proficiencies.

Use the 5 predefined starting decks, identified by the top right symbol: , , , ,



The place where to put these cards is indicated by the drawing in the bottom right corner. Two of the starting card go on the top row of the *forest*, and two cards go in your *discard*.

The cards that have a symbol go to the player's discard pile. The other cards go in the



forest, on the slot that has the same symbol as in the bottom right corner: from left to right ////. Fetch the sphinx card in your *player deck* (the card with an earth special effect): →

Add this card to your discard and shuffle the other 10 cards, these 10 cards form your initial draw pile. For each starting deck, start with the following *creature cards* in the current project area:

: cards numbered 80, 87, 97 : cards 75, 83, 95

: cards numbered 82, 84, 93 : cards 81, 88, 98

: cards 78, 84, 96

Pick randomly as many cards as there are players and put them in the common discard, they may be useful during the phase 0 of the third turn of trimester 1.

8. Game structure

A game is made of 4 trimesters, at the beginning of trimester 2, 3 and 4, players choose projects¹.

The 3 first trimesters

The projects of the first trimester are predefined. Realize a draft to choose your projects in trimesters 2 and 3, as described in Section 9 (page 7). A project is a creature card that can be invoked at any time by paying the resources written at the top of the card. When a creature is invoked, the card goes into the player's deck. Each of the 3 first trimesters lasts **3 turns**.

The last trimester

Project selection for the fourth trimester works differently. It is described in Section 12 (page 11). The game ends when any player finishes the last step of his 4th trimester objective.

One turn

Turn structure is described in page 7. A turn consists of the following phases, each played simultaneously:

- Phase 0 (optional): idle fairy
Fairies with no ongoing project choose a project.
 - Phase 1: Planning
Fairies place creatures in their forest
 - Phase 2: Creature selection
Fairies choose 4 creatures to be played this turn
 - Phase 3: Card activation
Fairies activate the effects of creatures
 - Phase 4: Social evaluation
Gather activation cubes on your played cards and discard these cards.
 - Phase 5: Creature study and forest evolution
Fairies can study a creature
 - Phase 6: Keep track of the turn number
- At any time: Project realization
Fairies can realize projects and invoke new creatures.

Draw/discard a card.

When you **draw** cards, you must do so from the top of your draw pile. If your draw pile is empty you should shuffle your discard pile to make a new draw pile and draw the missing card(s). **Discard** means put the card in your discard pile.

Example: At the beginning of a turn, I must draw 6 cards to fill my forest but there are only 2 of them in my draw pile. I put these 2 card aside and shuffle the cards in my discard to make a new draw pile, then I draw the 4 missing cards. I now have the 6 cards I needed to fill my forest.



¹ For a short game, only play 2 trimesters (see the variant descriptions)

9. Project draft

at the beginning of trimester 2, and 3

Each fairy chooses their projects for the starting trimester

At the beginning of trimesters 2 and 3 you choose 3 creature cards you will try to invoke this trimester.

- Deal 4 *creature cards* of the current trimester (II, III) to each player, and perform a draft :
 - ◆ Each player chooses a card, pass the rest to the neighboring player. At the beginning of trimester II (before the 4th turn) cards are passed to the player on the left, on trimester III (before the 6th turn), to the player on the right.
 - ◆ Repeat this until everybody has chosen 4 cards.
- Add these 4 cards to the *ongoing projects* area.
- Discard cards so that you only have 3 creature cards in your *ongoing projects* area. Discarded cards go to the common discard.

Important: A fairy may never have more than 3 creature cards in the area for ongoing projects.

Example: At the end of trimester 2, I have two unfinished projects in my ongoing project area; after the draft of trimester 3, I can choose to keep one of these unfinished projects and discard the other one, and start two projects among the 4 that I have in hand after the draft. Discarded cards go to the common discard pile.

10. One turn (see illustration page 15)

Each turn is played following the phases described below. Phases 1 to 5 can be played simultaneously by all players. When all players have finished a phase, start the next one.

➤ **Phase 0 (optional): idle fairy**

No fairy should stay idle, they should all have an ongoing project.

If you have no current project at the beginning of your turn you must pick a new one. Each player with no ongoing project chooses **one project of the current trimester** from the common discard.

If several players must choose a project, the player who has the most activation cubes from other players picks first. In case of equality, the player who has less elements is first, if two players are still tied, choose the order randomly. The second player according to these criteria goes second, etc.



Six empty slots before phase 1

➤ **Phase 1: Planning**

New creatures arrive in the forest.

Refill your forest board by placing cards from your draw pile:

- ◆ Draw as many cards as there are empty spaces on the player board;
- ◆ Place each card in an empty slot of your forest of your choice.

Cards should be placed face up but not looking at the forest board of other players. If you believe players might cheat, place the cards face down and reveal them at the end of the planning phase.

1				
7				
13	▲			
19				
25	▲			
31	▲			

Social usefulness scale

Advice: first place the cards of the two columns you are going to play this turn, depending on the project you want to realize.

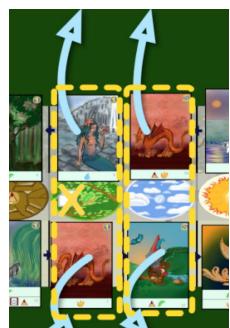
➤ **Phase 2: Creature selection**

Fairies select which creatures will work today.

- ◆ Selects two columns of your forest containing cards you want to play. For each selected column, pay the cost written under the top card to play the 2 cards in the column: 1▲, 1leaf, nothing, 1flame, or 1water.

Note: a player with no resource plays the central column only.

- ◆ A card that comes from the top row is played in the shared card area above the forest; a card that comes from the bottom row is played in the personal card area below the forest.



Creature selection

➤ Phase 3: Creature activation

Fairies use the powers of the creatures.

Activate the effect of the cards you want among: the cards in your personal card area, the cards in your shared card area, and the cards in the shared area of your two neighboring players, in the order you want. *Each card can be activated once by each player* (one special effect allows you to re-activate a card) but several players can activate the same card.

To **activate a card** do the following:

- ◆ First put one **activation cube** on a card. If you run out of activation cube you cannot activate more cards.
- ◆ Perform its effect. You must finish the effect of a card before activating another one. Effects are described in page 14.



➤ Phase 4: Social evaluation

Creatures that worked this month need to rest.

1. Collect the cubes on the cards you have played this turn
 - ◆ Your **activation cubes** return to your supply
 - ◆ The **activation cubes** of the other players go in the “**kindness area**” on the creature board. The grid is filled from left to right and from top to bottom; it measures social usefulness.
 - ◆ If you put a cube on an elemental symbol, take this resource.
2. Put the cards you have played this turn in your personal discard

➤ Phase 5: Creature study and forest evolution

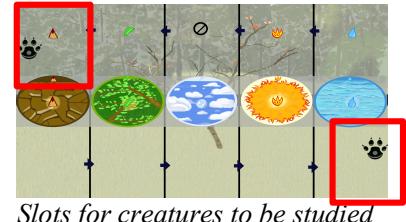
This phase consists of two parts

◆ Phase 5a: Creature study

Fairies can study a creature that has stayed long enough in the forest.

Consider the **two extreme slots at the top left and the bottom right position of your forest** (there is a symbol on the 2 slots). If both slots are empty, skip the rest of 5a, otherwise take the card(s) on these slots:

1. For one of the discarded cards, you can add one creature marker on this creature on your creature board, but only if there is not yet a marker on this creature. This will give you 2 points at the game end and can trigger a **certificate bonus** explained below. There are **certificates** drawn between creatures; as soon as you have studied both creatures on the left and on the right of a certificate, you can immediately place a cube on the corresponding **certificate tile** at the center of the table. This gives you a permanent bonus for the rest of the game or victory points at the game end. Example: On the right, during phase 5, you have discarded an elf card from the top left or bottom right corner of your forest. As you have studied the ent (the other vegetal creature) before, you can claim the certificate. From now on you benefit from the effect of the matching certificate tile, for example here, you do not pay when playing creature cards.



Creature study + certificate bonus

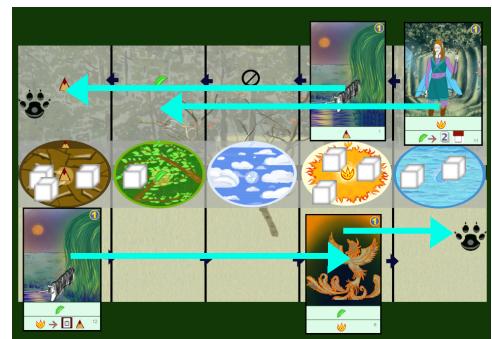


A matching certificate tile

2. Discard these cards

◆ Phase 5b: Forest evolution

Shift all the cards in the forest. **The cards of the top row slide to the left as much as possible** in order to fill the top leftmost slots of your forest. Similarly, the cards of the bottom row slide to the right to fill the bottom rightmost slots (see arrows on the forest board).



➤ Phase 6: Keep track of the turn number

Each trimester lasts 3 turns. Discard a turn counter to count turns.



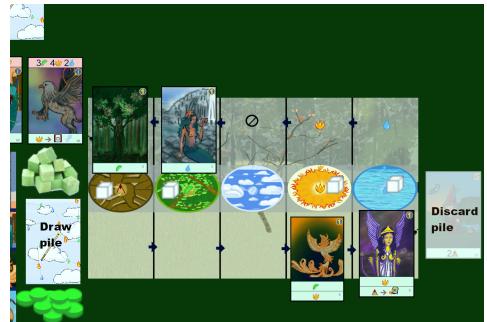
At any time: Project realization

Fairies that collected the right elements can invoke new creatures (i.e., acquire a creature card placed in the ongoing projects area).

You can acquire a card among your current project(s) by paying the cost (written at the top of the card). The card goes to the **top of your draw pile**.

11. Illustrated example of a turn

At the beginning of a turn, my forest board looks like this:



Phase 1: Planning.

There are 6 empty slots, I draw 6 cards in my hand and choose where to place them. I reach the following situation where I chose to put my strong card (the dragon that provides 1 Δ and 1 F) in the central column and offer it to my neighbors.



Phase 2: Creature selection

I choose to play the central column because it is free, and the L column (e.g. because I will be able to activate the mermaid and produce water). I must thus spend 1 L for playing the second column and nothing to pay the central column.

This did not give me any resource yet.



Phase 3: Card activation

I can now activate cards and apply their effect. 1) I first put an activation cube on the dragon that produces Δ and F . I take the corresponding resources. 2) Then I put my second activation cube on the griffin of my left neighbor and perform its effect. 3) I continue this way and activate all my cards and 2 cards from my left and right neighbors. I reach the situation on the right.

If you do not have much space, you can just slightly shift the bottom played cards



Phase 4: Social evaluation

Before discarding the creatures played this turn, I need to remove the cubes on them. My green cubes return to my reserve, the red cube from my right neighbor is stored on my kindness scale, on my creature board. I can now put in my discard pile the 4 cards I played this turn.



Phase 5: Creature study

I have one card on the top left corner of my forest and one on the bottom right corner. I put these two cards in my discard pile and can study one of these two creatures. I choose the sphinx and place a creature marker on it on my creature board (if get no bonus because I have not yet studied the salamander). Then I shift all the cards of the top row of my forest to the left, and the bottom row to the right.



(could be done at any time) Project realization

The sea dragon card at the center costs 3 , 1 , and 2 . I spend these elements and acquire the card. It goes on the **top** of my draw pile.

Phase 6

One player should keep track of the turn count.



12. Final project (fourth trimester)

These are the final turns of the game. It is a race to realize a final project that will conclude your studies.

Setup: Draw one more final project card than the number of players. Each player chooses a final project. The player who has the most activation cubes from other players picks first. In case of equality, the player who has less elements is first, if two players are still tied, choose the order randomly. The second player according to these criteria goes second, etc.



Realization:

The turns of the 4th trimester are played similarly to the other trimesters except the following:

- The steps of the final project must be realized in order, from the top line to the bottom one. Each step of the final project has a cost, mark your current status by moving down the final project marker to the last realized step. You can also still invoke a creature.
- **The optional phase 0 is skipped.**
- **Phase 6 is changed** as follows: **Additionally the fairies that are the most advanced in their final project gain 1 ▲ or 1 leaf or 1 fire or 1 water.**

When one fairy finishes her final project, the game ends. As projects and creature invocation can be done at any time, you should allow time for everybody to invoke creatures or transform as many elements as they can to realize a step of the final project.

13. Scoring

We now evaluate students at the end of the studies! You can calculate the score of each fairy as follows:

- **1 point per activation cube received from other players (kindness evaluation)**
- **Each creature invoked provides points (written on the card).** Creature cards in your deck, discard pile, and in your forest count.
- **3 points per realized step of the final project.**
- **2 points per creature studied.** Count the number of creature markers on your creature board.
- **Resource bonus:** Transform each ✿ into 2 ▲, then score 1 point per 10 elements, rounded down.

The fairy who has the most points is the first of the class and receives the finest wings!

Note: Your score is not only dependent on your own gameplay but also of the other players and how everybody is kind to the others. But kindness is always a major source of scoring and thus players should offer interesting cards to their neighboring players if they want to have a good score.



14. Variants



These creatures do not exist in a short game

Short game variant.

The short game lasts 2 trimesters, there is no final trimester.

Each player should start with 10 less activation cubes and you should remove all cards with an air animal from the game (griffins and cockatrices).

Air certificates are thus useless in a short game.

Advanced setup.

Once you know the game, if you still want a fast start but more variability, use the predefined starting decks but not the predefined trimester 1 projects. Perform a draft for projects for trimester 1 as described for the beginning of trimester 2 and 3.

Variable starting deck: expert setup.

Once you are expert and want a bit more variability I suggest the following setup. The game starts by a draft for initializing the personal deck of each player:

- Deal 4 initial draft cards to each player (shuffle cards marked $\textcolor{blue}{S}$, $\textcolor{blue}{S}_A$, $\textcolor{blue}{S}_B$, $\textcolor{blue}{S}_C$, $\textcolor{blue}{S}_D$, $\textcolor{blue}{S}_E$). Each player keeps one card and passes the others to the player on his/her **left**. Repeat the operation until everybody has 4 cards.
- Put 2 of these 4 cards to be on the top row of your forest (choose the cards and the column) and the others in your discard pile.

2 Players

At 2 players, each of the three first trimesters last 4 turns and each fairy starts with 5 $\textcolor{blue}{S}$ cards. Either take a predefined starting deck and one $\textcolor{blue}{S}$ card drawn randomly or draft 5 $\textcolor{blue}{S}$ cards. The additional card goes into the player's discard pile.

Variant to accelerate the beginning of the trimesters.

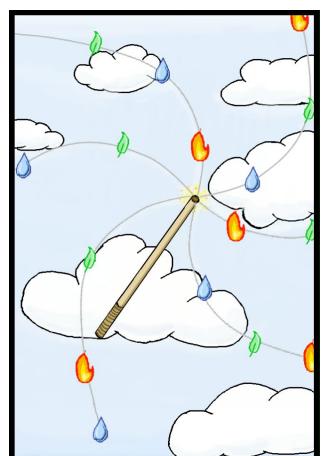
At the beginning of each trimester (1, 2, and 3), instead of the draft phase, you can deal 5 project cards to each player, each player chooses 3 ongoing projects among these 5 cards.

Variant less sensitive to position on the table.

If you are 4 or more players, it is easy to slightly modify the rules to avoid always playing only with your 2 neighbors. You should do as follows.

Instead of playing the cards that you share in front of you, play them in front of your neighbor (alternating between right and left neighbor). This way you offer once your card to the two neighbors on your right, and once to the two neighbors on your left. Activate cards in front of you, on your right and your left as usual.

Take back your own cards at the end of each round with the cubes on them (you will gather activation cubes from up to 4 different colors if you are at least 5 players).



Solo variant.

To play solo, use the variant to accelerate the beginning of the trimesters. Additionally make piles of unchosen projects for each trimester. At each turn reveal two cards of the pile for the current trimester, and two cards for the previous trimester (at trimester 1 reveal 2 **(S)** cards, during final project reveal 2 trimester 3 and 2 trimester 2 cards). Each turn you can activate your cards plus one for the current trimester, and one from the previous trimester (as if they were played by other players).

There is no Idle fairy phase.

Evaluation of solo mode is as follows:

if you realize 3 projects per trimester, discover one creature per turn and finish the final projects in 2 turns
this is a **perfect year** (this should be extremely rare).

Any missed objective, missed creature study, or additional turn necessary for the last trimester is **1 mistake**.

1 mistake: excellent

2-3 mistakes: very good

4-5 mistakes: average

6-8 mistakes: you could do better

>8 mistakes: you should try again and work harder next year

15. Card effects

The effect of each card is written at the bottom of the card, if there are two lines you must choose the effect on one of the two lines. In general, “/” means a choice between elements, if a number precedes an element it means “that many elements of this kind”, no number means a single element. If several effects are written consecutively you can apply all of them.

If you apply several times the effect of the same card, each time you can choose different options. Effects are never mandatory but denying an effect that can be applied is rarely beneficial.

Here is a list illustrating all the effects that exist in the game:

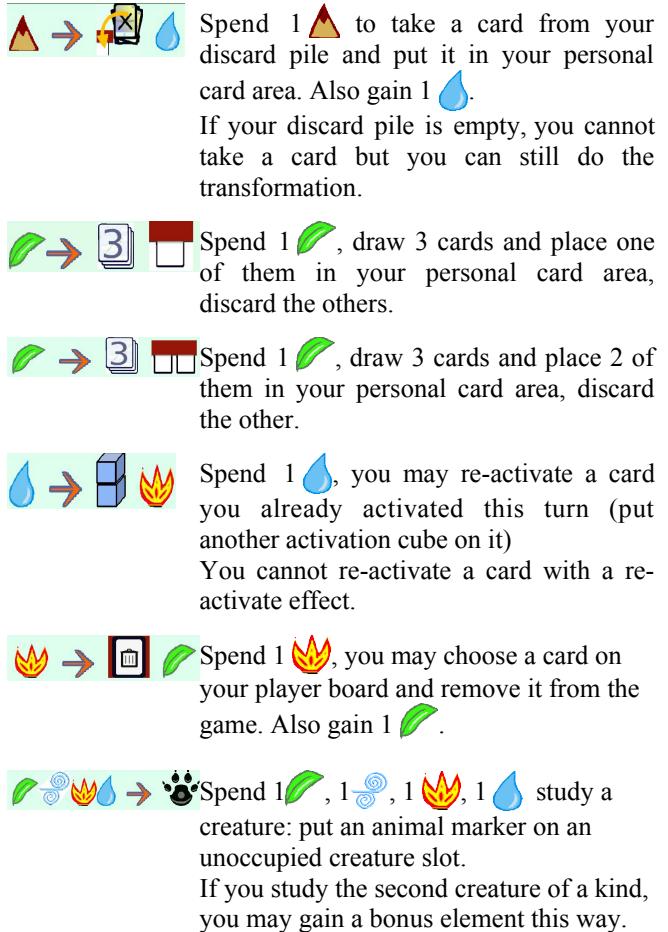
Production



Transformation



Special effects



Appendix: Turn illustration

