



# Fairy School

Players: 1 to 5

Play time: 70 min

Age: 12+

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

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**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.*



*The prototype*

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

This game is played in 3 ages called *trimesters*. Fairies invoke creatures 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 should **plan** carefully and populate your forest adequately. Each creature will provide you with elements the will let you **invoke** new powerful **creatures**, also if you plan well the organisation of your forest, you will 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 other fairies.*

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

This rule describes the setup and gameplay for a first game at 3 to 6 players. Advanced setups and gameplays are described in the "Variants" section, page 12, the variant section also describes how to play at 2 players.

# 1. Components for 4 players

- 110 creature cards:

  - ◆ 4x10 **starting cards**, 10 per player, numbered 1, 2, 3, or 4
  - ◆ 23 **initial draft cards**, marked S, S<sub>A</sub>, S<sub>B</sub>, S<sub>C</sub>, S<sub>D</sub>, S<sub>E</sub>
  - ◆ 47 trimester **creature cards**: 24 for trimester 1, marked I, 23 for trimester 2 marked II,

- 6 bigger cards for **final project**, marked f
- **17 cubes per player**: 11 **activation cubes**, 3 **certificate cubes**, one cube for kindness track, one for bonus track and one as final project marker.
- 4x7 **creature markers**, 7 per player
- 1 **creature board** and 1 **forest board** per player,
- 1 kindness track and one bonus track (double sided),
- 15 **certificate tiles**
- 3 tokens for counting rounds 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

*A final project*

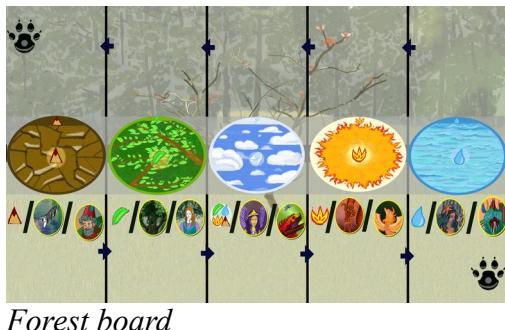


*Creature board*

Print-and-play notes:  
In my prototype, creature cards are 56x88mm, big cards are 80x100mm  
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.



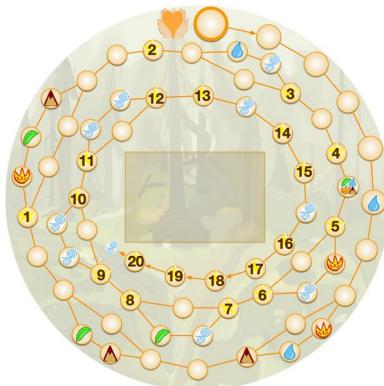
*A certificate tile*



*Forest board*

BONUS				
	3	6	9	13 17
I	3	2	2	2
II	2	3	2	3
f	4	3	3	4

*Bonus track*



*Kindness board*

## 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. Each month finishes by a study phase where you study one creature of your forest and acquire permanent powers represented by certificates.



Ongoing game

Remember the game is played in three trimesters.

During the first two trimesters you will invoke new creatures that will enrich your deck. The second trimester starts by a draft for choosing new creatures to be invoked. The last trimester is a race to fulfill the final objective each fairy has chosen.

### Round overview

Each round, you first place creatures (i.e. cards) in your forest, and then choose the cards that you want to play this round. 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 round are illustrated on the last page of this rulebook.

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

### Social usefulness: 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 third trimester lasts a single round and allow fairies to realize a final objective.



## 3. Game Elements

### About resources/elements

There are 5 elements (i.e. resources) in the game: earth , plants , 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 transformations 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:

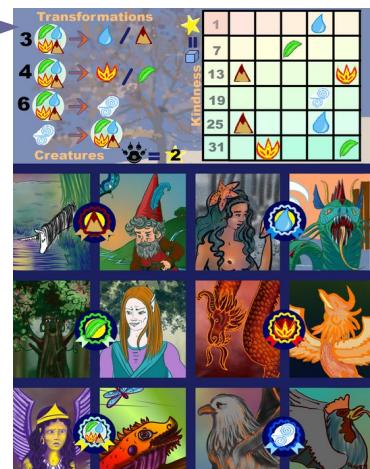
➤ **A forest board**

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 bottom row shows what is needed to play this column (see below). The footprints recall that, at the end of each round, one of the creatures on these two slots can be studied.



➤ **A creature board**

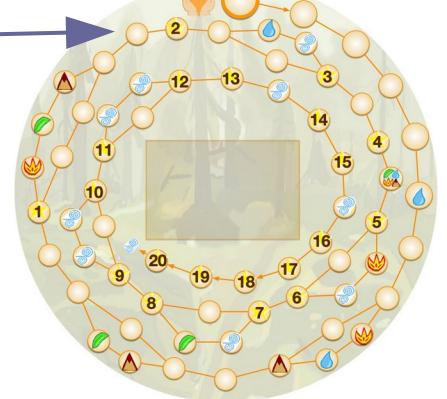
Contains conversion rates for elements; a zone to measure social usefulness by storing activation cubes from other players; and a table showing all the creatures of the game to mark the studied creatures.



At the center of the table, you will put:

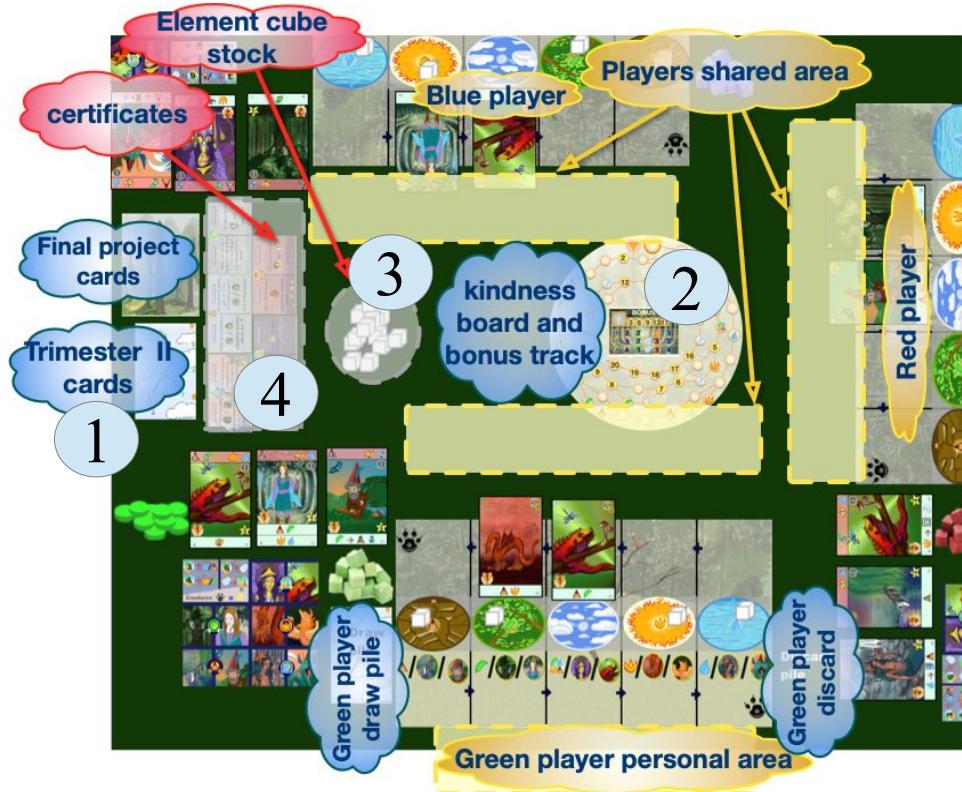
➤ **A kindness board**

Contains a kindness track to measure social usefulness of fairies. The central slot should be filled with the bonus track.



## 4. Setup

1. Shuffle each deck separately (depending on the symbol on the top right corner). The decks of cards for trimester 2 and the final projects will be used at the beginning of the second and third trimester.
2. Put kindness board with a bonus track at the center of the table.
3. Put element cubes accessible to everybody.
4. Randomly pick one certificate of each kind (tent, water drop, leaf, flower, star, sun) and place them at the middle of the table.



Global setup for 3 players

5. Each player takes: 10 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, creature 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▨.



One player personal area -- setup.

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

### Starting deck setup

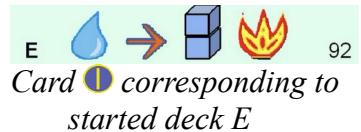
*Each fairy comes with her own proficiencies.*

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



- Two of the starting deck cards () go on the top row of the forest board on the column corresponding to the element shown on the top left corner ( /  / )
- Shuffle the two other cards  (symbol ) with the two mermaids of your initial deck. Put these four cards at the bottom of your deck.
- Place the other cards of your initial deck above these 4 cards.

For each starting deck, a set of 3 *creature cards* from trimester  has been predefined. For your first game, it is advised to start with these cards in the current project area: In the bottom left part of some of the trimester  cards, a letter indicates the starter deck it is associated with



## 8. Game structure

A game is made of 3 trimesters, at the beginning of trimesters, players choose projects to be realized.

### The 2 first trimesters

For an initiation game, the projects of the first trimester are predefined and players realize a draft to choose your projects in trimesters 2, as described in Section 9 (page 7). For the next games, players also realize a draft to choose projects for trimester 1. Each 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 2 first trimesters lasts **3 rounds**.

### The last trimester

Project selection for the third trimester works differently. It is described in Section 12 (page 11).

### One round

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

- Phase 1: Planning  
*Fairies place creatures in their forest*
- Phase 2: Creature selection  
*Fairies choose 4 creatures to be played this round*
- 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  
*Fairies can study a creature and acquire a certificate*
- Phase 6: Forest evolution  
*Creatures move in the forest.*
- Phase 6: Keep track of the round number  
*Fairies can realize projects, i.e. invoke new creatures.*

### Draw/discard a card (deckbuilding principle).

When you **draw** cards, you 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 round, 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.



## 9. Project draft at the beginning of trimester 2

*Each fairy chooses their projects for the starting trimester*

At the beginning of trimester II (before the 4<sup>th</sup> round) you choose 3 creature cards you will try to invoke.

- Deal 4 *creature cards* of the current trimester (II) to each player, and perform a draft :
  - ◆ Each player chooses a card, pass the rest to the neighboring player (on the left).
  - ◆ Repeat this until everybody has chosen 4 cards.
- Put 3 cards in your *ongoing projects* area:
  - ◆ If there are cards in this area put them in your hands with the 4 drafted cards
  - ◆ Put 3 of the cards from your hand to your *ongoing projects* area. The others are discarded into the common discard pile.

**A fairy may never have more than 3 ongoing projects.**

**Example:** At the end of trimester 1, I have two remaining projects in my ongoing project area (from trimester 1); after the draft of trimester 2, I take in hand these 2 remaining projects with the 4 that I have drafted. Among the 6 cards I must choose 3 of them that go to my ongoing project area.

## 10. One round (see illustration page 15)

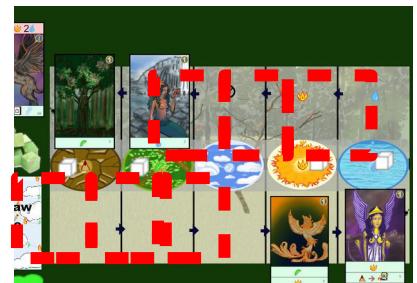
Each round is played following the phases described below. Phases 1 to 5 are played simultaneously by all players. When all players have finished a phase, start the next one.

### ➤ Phase 1: Planning

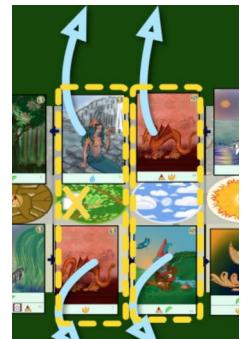
*New creatures arrive in the forest.*

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 can 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.



Six empty spaces before phase  
I



Creature selection

### ➤ 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 card on the bottom row to play the 2 cards in the column: for playing the first column you should pay 1 but if the creature on the bottom row is an earth creature (unicorn or dwarf) you pay nothing, the price for second column is 1 except if the bottom creature is an elf or an ent, price for third column is a resource of your choice except if the bottom creature is a sphinx or a salamander, and similarly for the and the column.
- ◆ 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.

### ➤ 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 putting another cube and activating another card. Effects are described in page 14.

Project cost

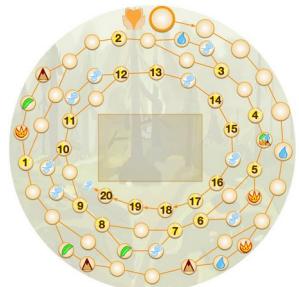


Each player has 11 activation cubes, which limits the number of activations that can be done each round

#### ➤ Phase 4: Social evaluation

*Now, we evaluate the social usefulness of fairies.*

- ◆ Count your kindness points for this round, to do this, add:
  - The **kindness points** written on the bottom left corner of the cards you played this round in your **shared area**.
  - The number of activation cubes **from other players** on these shared cards.
- ◆ Advance on the kindness track of as many spaces as the kindness score you have computed above. Sometimes you can choose your path. If a space shows an element, take one resource of this element.
- ◆ Each player takes back his/her activation cubes.
- ◆ Put all the cards you played this round in your discard.



#### ◆ Phase 5: Creature study

*Fairies can study a creature.*

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 there. This gives 2 points at the game end and can trigger a **certificate bonus**. 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 an activation cube on the corresponding **certificate tile** at the center of the table. Each certificate is made of two parts, you choose one of the two parts and put the cube on the part you choose. This gives you a permanent bonus for the rest of the game (left part) or victory points at the game end (right part).
2. Discard these cards



A matching certificate tile

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 can move cards before filling your forest.

#### ◆ Phase 6: Forest evolution

Shift all the cards in the forest. **The cards of the top row slide one step to the left**. Similarly, the cards of the bottom row slide one step to the right (see arrows on the forest board).

#### ➤ Phase 7: Keep track of the round number

A trimester lasts 3 rounds. Use round counters to count rounds.



Forest evolution

#### 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**. You can realize a project at any time except in the middle of a card activation or during the planning phase.

#### Bonus track:

When a player no longer has any current project for the current trimester, it can advance on the bonus track. Advancing has a different cost depending on the current trimester.

**A note on simultaneous play:** As much as possible, players should do the same phase independently, except for phase 3, this should be easy to achieve. For phase 1, players may play their cards face down to ensure this. Phases consisting of a single action from players should be done instantaneously (like in phase 2). If players feel like the order of play is important, the player who is the most advanced on the kindness track should play first.

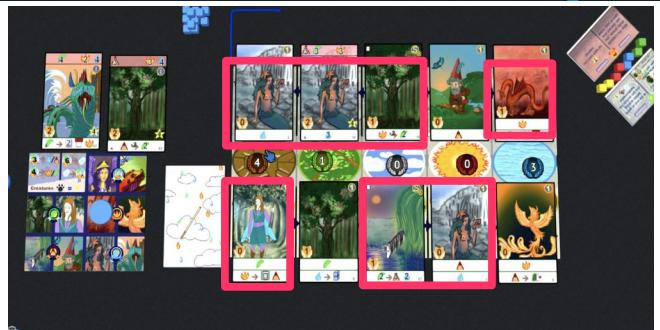
## 11. Example: one round illustrated

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



### Phase 1: Planning.

There are 7 empty slots, I draw 7 cards in my hand and choose where to place them. I reach the following situation .



### Phase 2: Creature selection

I choose to play the column and the column. I have nothing to pay for playing the column (because the bottom creature is a creature) and I must pay a resource for the column. I choose to spend 1 .

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



### Phase 3: Card activation

I can now activate cards and apply their effect. 1) I first put an activation cube on the dragon, choose the first line and produce 1 . 2) Then I put my second activation cube on the dragon of my left neighbour and produce 3 . 3) I continue this way and activate all my cards. I could activate more cards from my neighbors but decide not to.

At the same time each of my two neighbors activated one of my shared card (see the green and yellow cubes on my cards).



#### Phase 4: Social evaluation

I now progress on the kindness track. To know how many steps I should do, I count the number of cubes from my neighbors on my cards and add the kindness points of my two shared cards. Then everybody takes back his/her activation cubes.



#### Discarding cards

I can now put in my discard pile the cards I played this round.



#### 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 phenix and place a creature marker on it on my creature board. This gives me a 🏅 certificate. I choose the left part that gives me a bonus for the rest of the game.



#### Phase 6: Forest evolution

Then I shift all the cards of the top row of my forest to the left, and the bottom row to the right. I reach the new situation on the right



#### Phase 6

One player should update the round counter.

#### (can be done at any time) Project realization

The salamander card among my ongoing projects costs 3 🏜, 3 🌋, and 4 💧. I spend these elements and acquire the card. It goes on the **top** of my draw pile.

If I had already invoked all my available creatures for this trimester I could instead progress on the bonus track.



## 12. Final project (third trimester)

These is the final round of the game. Fairies can realize a final project that will conclude their 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.



final project

### Realization:

The single round of the 3<sup>rd</sup> trimester is played similarly to the other trimesters except that players can realize steps of their final project:

- 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. Steps of the final projects can be realised at any time.
- You can still invoke a creature.
- If you have no more creature and you finished your project, you can progress on the bonus track.

This trimester lasts a single round

## 13. Scoring

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

- **Social usefulness: see the stars on the kindness track**
- **Each creature invoked provides points (written on the card).** Creature cards in your deck, discard pile, and in your forest count.
- **2 or 3 points per realized step of the final project.**
- **1 point per creature studied.**
- **Certificates** can provide points.
- Points for the space reached on the **bonus track**.



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

# 14. Variants

## 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 *except that cards are passed to the player on the right during this draft*.

## Variable starting deck: expert setup.

You can also start the game by a draft for initializing the personal deck of each player:

- Deal 4 initial draft cards to each player (shuffle cards marked  $S$ ,  $S_A$ ,  $S_B$ ,  $S_C$ ,  $S_D$ ,  $S_E$ ). 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 are shuffled with your mermaids at the bottom of your deck.

## 2 Players

At 2 players, each trimester (except the last one) lasts 4 rounds and each fairy starts with 5  $S$  cards. Either take a predefined starting deck and one  $S$  card drawn randomly or draft 5  $S$  cards. The additional card goes at the bottom of the player's decks.

## Variant to accelerate the beginning of the trimesters.

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

## Long game variant.

For the long game, you need additional material and you will play with air creatures:

- you need 5 more cards for trimester I, 8 more cards for trimester II, 30 for trimester III. For trimester I and II the additional cards are the ones with air creatures
- 10 cards for *final project*, marked  $f$  (each has 5 steps, each step is worth 3 points)
- 2 more *activation cubes* per player
- 5 *creature markers* per player
- 2 Air *certificate tiles* marked  (you should choose one randomly)



*These creatures do not exist in a short game*

*A new trimester comes after the second one, it works similarly to trimester 2, except that cards are passed to the player on the right during the initial draft of the trimester.*

*The last trimester is similar but is longer and is worth more points. This trimester lasts until one fairy finishes the last step of her final project. In this case you finish the round and do the final scoring. Additionally, each round of the last trimester, all the fairies the most advanced in their final project (the ones that have realised the most steps) at the end of a round gains one element, except air.*

## Variant less sensitive to position on the table.

If you are 4 or more players, you can avoid playing only with your 2 neighbors.

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 5 players or more).

## **Solo variant.**

To play solo, consider the long variant and at the beginning of each trimesters draw 5 project cards and chooses 3 ongoing projects among these 5 cards. Additionally setup piles of remaining projects for each trimester. At each round reveal two cards of the pile for the current trimester, and two cards for the previous trimester (at trimester 1 reveal 2  cards and 2  cards; during trimester 2 reveal 2  cards and 2  cards; during final project reveal 2  cards and 2  cards). Each round 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 round and finish the final projects in 2 rounds this is a **perfect year** (this should be extremely rare).

Any missed objective, missed creature study, or additional round 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**

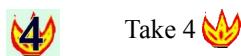
# 15. Card effects

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 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 not mandatory.

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

## Production



Take 4



Take 1 and 1



Take 1 , 1 , 1 , or 1

## Transformation



Spend 1 to obtain 2 and 1



Spend up to two . For each spent, take 4 , or 1 .

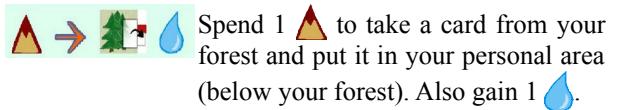


Spend up to 5 . For each spent, take 1 .

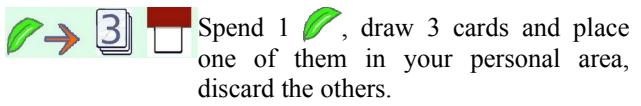


Spend up to 2 . For each spent, gain: 2 , 1 , 1 , and 1 .

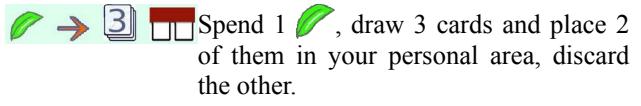
## Special effects



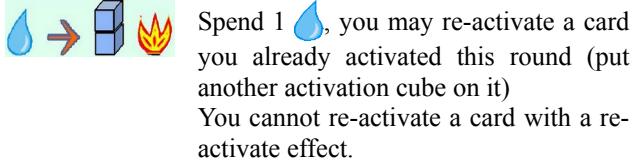
Spend 1 to take a card from your forest and put it in your personal area (below your forest). Also gain 1 .



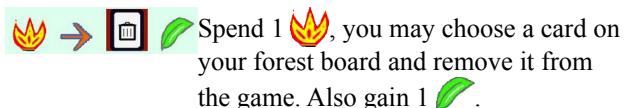
Spend 1 , draw 3 cards and place one of them in your personal area, discard the others.



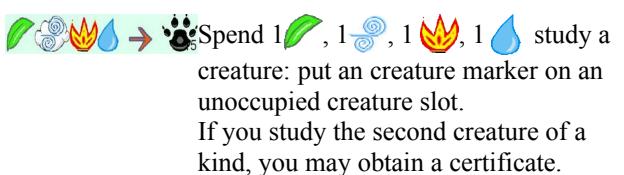
Spend 1 , draw 3 cards and place 2 of them in your personal area, discard the other.



Spend 1 , you may re-activate a card you already activated this round (put another activation cube on it). You cannot re-activate a card with a re-activate effect.



Spend 1 , you may choose a card on your forest board and remove it from the game. Also gain 1 .



Spend 1 , 1 , 1 , 1 , 1 study a creature: put a creature marker on an unoccupied creature slot. If you study the second creature of a kind, you may obtain a certificate.

