Fairy School

<u>Players</u>: 2 to 6   <u>Play time</u>: 90-120 min   <u>Age</u>: 12+
<u>Mechanisms</u>: 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. Points are awarded for achievements and helpfulness. The fairy who graduates with the most points will be rewarded with the finest wings.

1. Components

In my prototype, small cards are 56x88, big cards are 80x100

- 163 small cards (creature cards)
    - 12 *starting cards* per player, marked ①, ②, ③, ④
    - 28 *initial draft* cards, marked Ⓢ, Ⓢ_A, Ⓢ_B, Ⓢ_C, Ⓢ_D, Ⓢ_E
    - 87 trimester *project* cards: 28 for trimester Ⅰ, 29 for trimester Ⅱ, 30 for trimester Ⅲ
- 16 bigger *final project* cards, marked ⓕ
    - 10 for long games (5 step projects)
    - 6 for short game variant (4 steps)
- 37 *activation cubes* per player, each player must have a different color
- 12 *animal markers* per player (square tokens)
- 1 final project progress marker by player (take a big resource cube)
- 1 *creature board and 1 forest board* per player,
- 3 tokens for counting turns, called "month 1", "month 2", "month 3".
- Cubes for counting elements, called *element cubes* in the following.
     1small cube = 1 element, 1 big cube = 5 elements.
     You need at least 20 small cubes and 8 big cubes per player.

<u>Note:</u> playing with more players requires to duplicate the material: for 5 or 6 players only starting cards are needed, for more players you should duplicate the other cards

2. Game overview

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 realize projects which improves the their decks. To realize a project, fairies must gather resources by activating the effects of their creatures (i.e. cards) and the creatures that have been shared by their neighbors.
The first three trimesters start by a draft for choosing projects, and then last 3 turns, the last trimester is a race where each fairy tries to fulfill the final objective she has chosen.
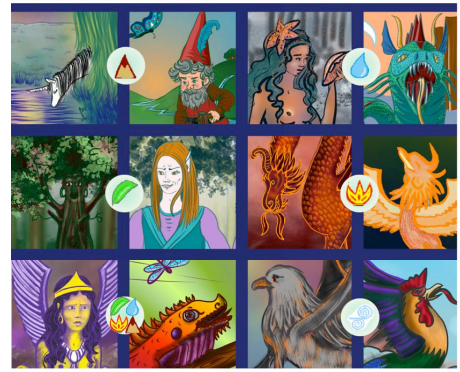
Figure 1: Game creatures

Turn overview

Each turn, the fairies first place creatures (i.e. cards) in their forest, and then choose the cards that they want to play this turn. Each played creature either goes to a personal area, or is shared with the neighbors. After placement and play, the fairies activate the effects of as many creatures as they want (in their personal zone, their shared zone, or the shared zones of their neighbors). To activate a creature, players spend an activation cube. The 6 phases of each turn are illustrated on the last page of this rulebook.
Each phase of the game is played simultaneously by all players; players only synchronize in between each phase.

A point system to measure the social usefulness of the fairies

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; consequently understanding the needs of your neighbor is crucial to succeed at fairy school. Also you should count on the creatures of your neighbors to help you in your developments. Each fairy should aim at offering interesting cards to their neighbor, but also to use the creature of their neighbors only if it is worth it.

End of the year

The fourth trimester is a race to realize an objective, each fairy tries to realize her end of year project. Fairies play successive turns until one fairy finishes her project.

Objective of the game

Fairy School is first a game where player 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 realized projects, studied creatures, and acknowledgement points given by other fairies. The fairy with the most points wins (but 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").

3. Game Elements

About resources/elements

There are 5 elements (i.e. resources) in the game: Earth ⛰, plants 🌿, fire 🔥, water 💧, and air 🌀. Fairies can store as many elements as they want. This is indicated by putting element cubes on the 5 discs at the center of the forest board: 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:

Cost: at the end of a turn, if this card is an ongoing project and you pay the indicated resources, put the card on top of your deck

Kind of card:
Player deck: ① ② ③ ④
Initial draft: Ⓢ
Trimester project: ❶ ❶ ❶

The arrow indicates the direction of the draft at the trimester start

Activation effect. If two lines choose one of the two effects

Boards

Each player has:

➢ *A forest board*

Can host 10 cards: 5 on each of the two rows. 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 two footprints recall that one of the creatures on these two slots can be studied at the end of the turn, if the card has not been played.
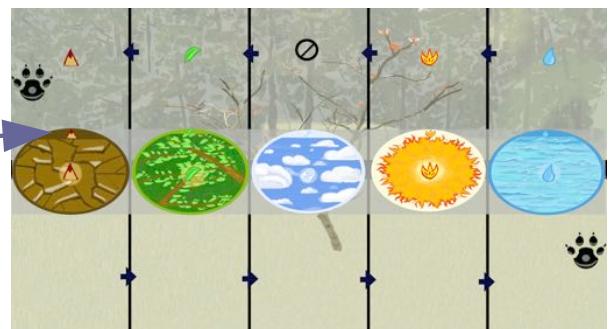
➢ *A creature board*

with conversion rates for elements; a zone to measure your social usefulness by storing activation cubes from other players; and a table showing all the creatures of the game where the player mark the creatures they have studied.
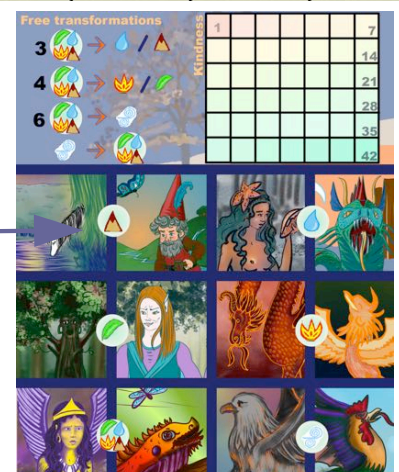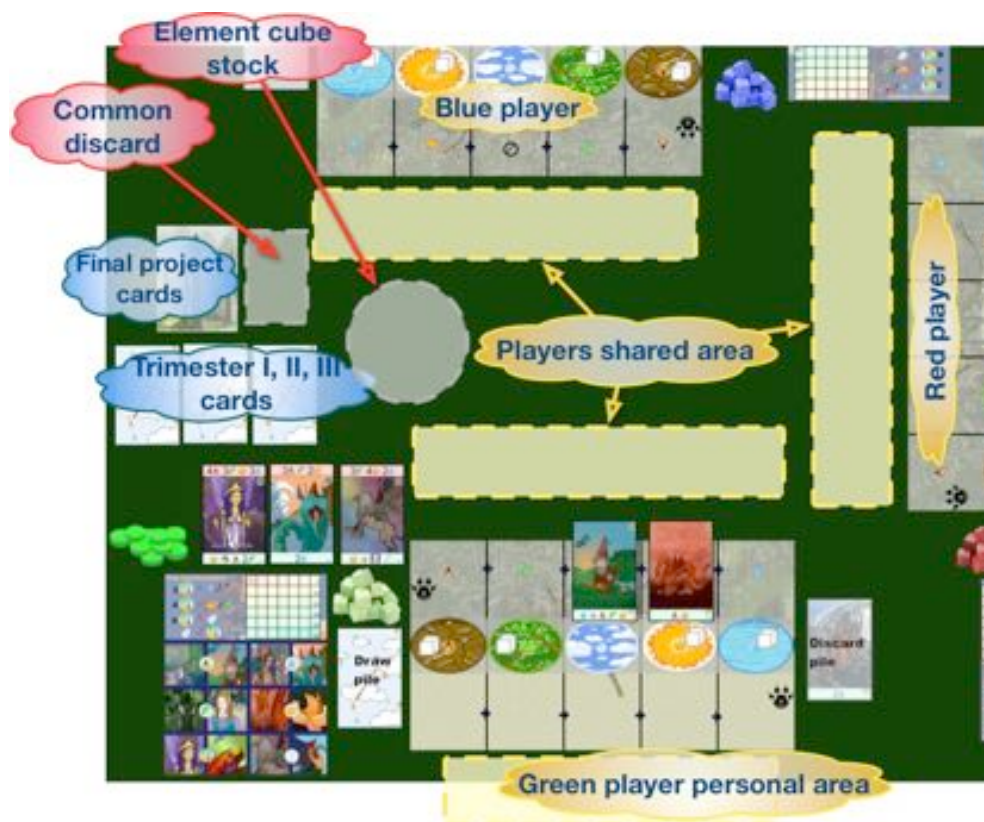
4. Setup

Figure 2: Global setup for 3 players

Figure 3: One player personal area -- setup.

1. Shuffle each set of cards (depending on the symbol on the top right corner) separately. The decks of cards for each trimester and the final projects will be useful at the beginning of each trimester.
2. Reserve a space on the table for a common discard (for trimester projects players do not want to realise).
3. Put element cubes accessible to everybody.
4. Give to each player: a set of 12 starting cards (①/②/③/④), a player board, and a creature board, activation cubes, animal markers, and a final project marker.
5. Place an element cube on the discs 🔺, 🌿, 🔥, and 💧. In other words, each player starts with **1**🔺, **1**🌿, **0**💨, **1**🔥, and **1**💧.

Initiation game: predefined decks and projects.

For your first game use the 5 predefined starting decks, identified by the top right symbol: 🅢A, 🅢B, 🅢C, 🅢D, 🅢E.
The place where to put these cards is indicated by the symbol in the bottom right corner. Two of these starting card go on the top row of your forest, the two other starting card go in their discard. The cards that go to your discard have a ⊠ symbol. The other cards go in their forest, on the slot that has the same symbol as in the bottom right corner: from left to right 🔺/🍃/⊘/🔥/💧 .
For each starting deck, the player starts with the following trimester 1 ongoing projects:

🅢A: cards numbered 82 91 95   🅢C: cards 80, 94, 97

🅢B: cards numbered 86, 90, 99   🅢D: cards 85, 92, 98   🅢E: cards 81, 89, 100

Next games: 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. Draft the trimester 1 ongoing projects as defined below.

Note: at two players, some adaptations are necessary, see page 11.

5. Game structure

A game is made of 4 trimesters, at the beginning of each trimester, players choose projects.

The 3 first trimesters
In an initiation game, the projects of the first trimester are predefined and the players realize a draft to choose their projects in trimesters 2 and 3. In the other games, players make a draft at the beginning of the 3 first trimesters, as described in Section 6 (page 6). When they are realized, the project of the 3 first trimesters are cards that are put into the players' decks. 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 9 (page 10). The game ends when one player has finished his 4th trimester objective.

One turn
Turn structure is described in Section 7 (page 6). A turn is made 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: Discard played cards and gather activation cubes on these cards
- Phase 5: Creature study and forest evolution
  Fairies can study a creature
- Phase 6: Project realization
  Fairies can realize projects and acquire new proficiencies.
- Phase 7: Keep track of the turn number

Draw/discard a card.
When a you must draw one or several cards, you take them on top of your draw pile. If the 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 5 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 3 missing cards. I now have the 5 cards I needed to fill my forest.

6. Project draft
at the beginning of trimester 1, 2, and 3
Each fairy can choose their projects for the starting trimester

At the beginning of the first three trimesters each fairy chooses 3 projects she will try to realize this trimester. **In an initiation game skip this step during first trimester.**

➢ Deal 4 project cards of the current trimester (Ⅰ, Ⅱ, Ⅲ) to each player, and perform a draft (each player puts a card aside, pass the rest to the neighboring player until everybody has 4 cards). On trimester Ⅰ and Ⅲ cards are passed to the player on the right, on trimester Ⅱ, to the player on the left.

Figure 4: A project card

➢ Among the 4 cards put aside, plus potentially some unfinished projects from previous trimester, each fairy chooses 3 projects to realize this trimester. Put these cards in the "ongoing projects" area. Cards that are not chosen go to the common discard. **A fairy may never have more than 3 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.

7. One turn (see illustration page 13)

Each turn is played following the phases described below. Phases 1 to 6 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.
Players with no current project 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.

➢ **Phase 1: Planning**
New creatures arrive in your forest.
Each player refills his/her forest board by placing cards from their 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.
Note: cards should be placed face up but not looking at the forest of other players. If this is not possible you should place the cards face down and reveal them at the end of the planning phase.

> 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.
◆ Each player selects one or two columns of his forest containing cards (s)he wants to play. For each selected column, pay the cost written above the column: 1🔺, 1🍃, nothing, 1🔥, or 1💧 to play the 2 cards in the column.
◆ When you play a card, if it comes from the top row, it goes in your shared card area above your board; if it comes from the bottom row, it goes in your personal card area below your board.
Note: a player with no resource will be able to play the central column only.

➢ **Phase 3: Card activation**
Fairies use the powers of the creatures.

> Put 1 activation cube and immediately perform the effect of the card.

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:
- ◆ 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 12.

➢ **Phase 4: Discard played cards**
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 your creature board. The scale allows you to count these cubes and measure your social usefulness
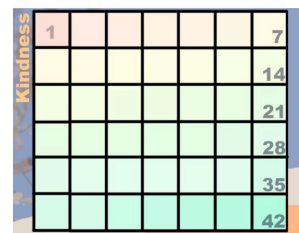2. Put the cards you have played this turn in your personal discard

Figure 5: Social usefulness scale

➢ **Phase 5: Creature study and forest evolution**
◆ **Phase 5a: Creature study**
In this phase fairies can study a creature, but only creatures that have stayed long enough in the forest can be studied.
Consider the two extreme slots at the top left position and at 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, else take the card(s) on these slots:
1. You can study one of the creatures drawn on these cards provided you have not studied it yet: for one of the discarded cards, add one creature marker on this creature on your creature board if there is not yet a marker on this creature. This will give you 2 points at the game end and can also produce an element as follows. There are **bonus elements** indicated on the left or right of each creature on the creature board; if you discover the second creature around a bonus immediately gain the bonus.

Figure 6: Slots for creatures to be studied

Example: On the right, during phase 5, you have discarded an elf card from the top left or bottom right position of your forest. Thus you can study the elf. This is the second vegetal creature you discover. You immediately gains 1 🍃.
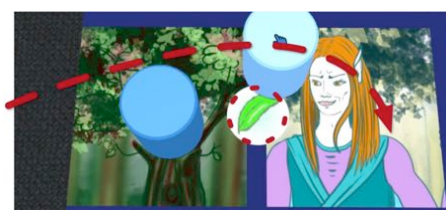

Figure 7: Creature study + bonus

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).
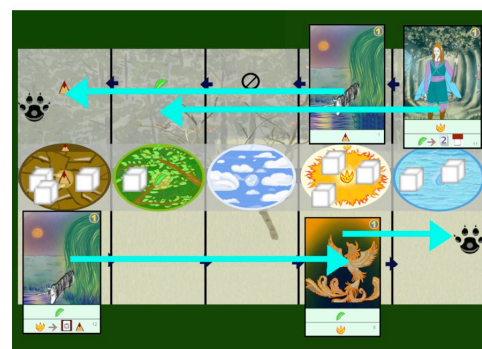

Figure 8: Evolution of the forest

➢ **Phase 6: Project realization**
Fairies that collected the right elements can invoke new creatures and realize ongoing projects.
You can realize one or several of your current project(s) by paying the cost (written at the top of the card). The card goes to the **top of the player's deck**.

➢ **Phase 7: Keep track of the turn number**
Each trimester lasts 3 rounds. Discard a turn counter to count month.

8.Illustrated example of a turn

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

Phase 1: Planing.

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 two resources) in the central column and offer earth and fire to my neighbors.

Phase 2: Creature selection

I choose to play the central column because it is free, and the 🌿 column (e.g. because I need water). I must thus spend 1 🌿 for playing the four corresponding cards.

Phase 3: Card activation

I can now activate cards and apply their effect. I first put an activation cube on the dragon that produces ⛰️ and 🔥. I take the corresponding resources. Then I put my second activation cube on the phoenix of my left neighbor and perform its effect. 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.

Phase 4: Discard

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.

Phase 6: 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 7

One player should keep track of the turn count.

9. 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 optional phase 0** is **skipped**.
- **Phase 6 is changed** as follows: You can now realize one or several steps of your final project. You can also finish a project from a previous trimester but this is not necessary. 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.

Figure 9: A final project card. The elements of the first row are the most frequent on the card.

- **At the end of phase 6 the fairies that are the most advanced in their final project gain 1 △ or 1 🌿 or 1 🔥 or 1 💧.**
- When one fairy finishes her final project, each other fairy can use the resources she wants to realize one or several steps of the final project, or to realize a project from a previous trimester (players should use as many elements as they can if this finishes a project step).

10. 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)*
- ➢ **3 points per realized project.** Count the number of cards of trimester ①, ②, and ③ in your deck, discard pile, and in your forest, 3 points for each card.
- ➢ **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 neighbor ing players if they want to have a good score.

11.   Variants

2 Players

At 2 players, each of the three first trimesters last 5 turns 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 into the player's discard pile.

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 (S) to each player (include cards (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 on the top row of your forest and the others in your discard pile.*

## Short game variant.

The short game lasts 3 trimesters.

In this variant, the final project realization comes just after the second trimester. The games comes with specific final projects for the short game variant (marked f1,…) and consisting of only 4 steps. Each player should start with 5 less activation cubes.

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).
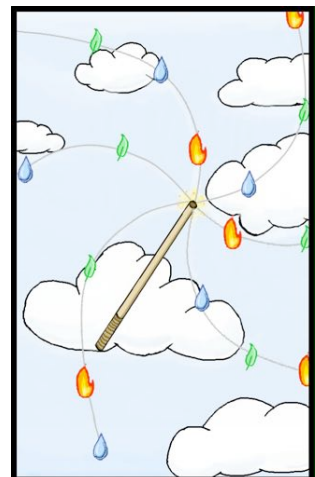
12. Card effects

Here is a list of examples of card effects illustrating all the powers in the game

Production

5 🔥 — Take 5 🔥

2 🔥 💧 — Take 2 🔥 and 1 💧

⛰/🍃/🔥/💧 — Take 1 ⛰, 1 🍃, 1 🔥, or 1 💧

Transformation

💧 → 2 🔥 — You may spend 1 💧 to obtain 2 🔥.

🔥 x2 → 4⛰/4💧/🌀 — Spend up to two 🔥. For each 🔥 spent, take 4 ⛰, 4 💧, or 1 🌀.

💧 x2 → 2⛰ 🔥 — Spend up to two 💧. For each 💧 spent, take 2 ⛰ and **1**🔥.

🌀 x2 → ⛰ 2🍃 🔥 💧 — Spend up to 2 🌀. For each 🌀 spent, gain: 1⛰, 2 🍃, 1 🔥, and 1 💧.

Special effects

⛰ → 🗎 💧 — Spend 1 ⛰ to take a card from your discard pile and put it in your personal card area. Also gain 1 💧.
If your discard pile is empty, you cannot take a card but you can still do the transformation.

⛰ → 🗎 🗎 — Spend 1 ⛰, you may take up to two cards from your discard pile and put them in your personal card area.

🍃 → 3 ▬ — Spend 1 🍃, draw 3 cards and place one of them in your personal card area, discard the others.

🍃 → 3 ▬▬ — Spend 1 🍃, draw 3 cards and place 2 of them in your personal card area, discard the other.

💧 → 🧊 🔥 — Spend 1 💧, you may re-activate a card you already activated this turn (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 player board and remove it from the game. Also gain 1 🍃.

🍃 🌀 🔥 💧 → 🐾 — Spend 1 🍃, 1 🌀, 1 🔥, 1 💧 study a creature: put an animal marker on an unoccupied creature slot.
If you study the second creature of a kind, you may gain a bonus element this way.

Appendix: Turn illustration