



Fairy School

Players: 1 to 6 Play time: 60-90 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. Points are awarded for achievements and helpfulness. The fairy who graduates with the most points will be rewarded with the finest wings.

1. Components for 4 players

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

- 163 small cards (called *creature cards*):
 - ◆ 4x12 *starting cards*, 12 per player, numbered 1, 2, 3, or 4
 - ◆ 28 *initial draft cards*, marked S, S_A, S_B, S_C, S_D, S_E
 - ◆ 87 *trimester project cards*: 28 for trimester 1, marked I, 29 for trimester 2 marked II, 30 for trimester 3 marked III
- 16 big cards for *final project*, marked f
 - ◆ 10 for long games (5 step projects)
 - ◆ 6 for short game variant (4 steps)
- 4x37 *activation cubes*, 37 cubes per player, each player must have a different color
- 4x12 *animal markers*, 12 per player
- 4x1 *final project progress marker*, one by player (you can take a 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.
1 small cube = 1 element, 1 big cube = 5 elements.

At 4 players, you need at least 50 small cubes and 30 big cubes. These cubes should be easy to distinguish from activation cubes.

Note: playing with 5 or 6 players requires to duplicate starting cards and cubes.



2. Game overview

In fairy school, each player is playing a fairy (the terms “fairy” and “player” are used interchangeably below). The game is played in 4 ages called trimesters. Fairies gather resources that are necessary to realize projects. To gather resources, they trigger the effects of the creature they played, and some of the creatures played by their neighbors. During the three first trimesters, projects realized are creature cards that are added to player’s deck. The last trimester is a race to fulfill a personal final objective.

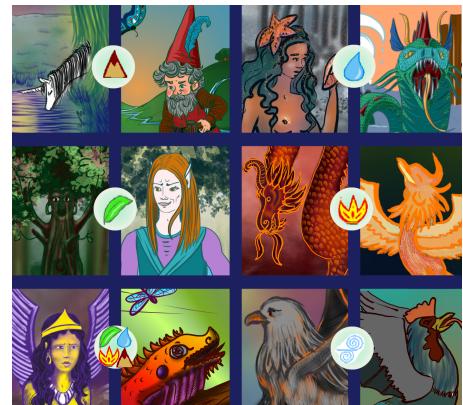


Figure 1: Game creatures

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 neighboring players. Then, fairies activate the effects of creatures as they want. To activate a creature, fairies 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.



Figure 2: Fairy School on Tabletopia

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. 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.

Objective of the game

Fairy School is 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”).



Figure 3: A Creature card

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.



Figure 4: A final project

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.

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

Cards

All cards have the following shape:

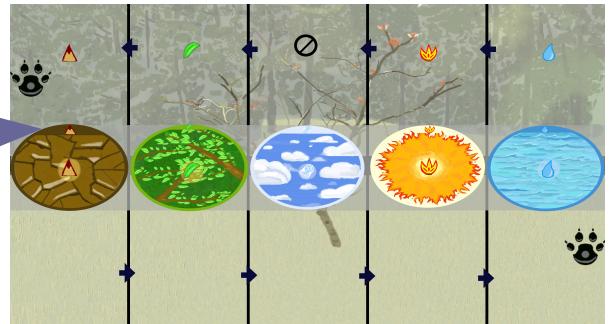


Boards

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

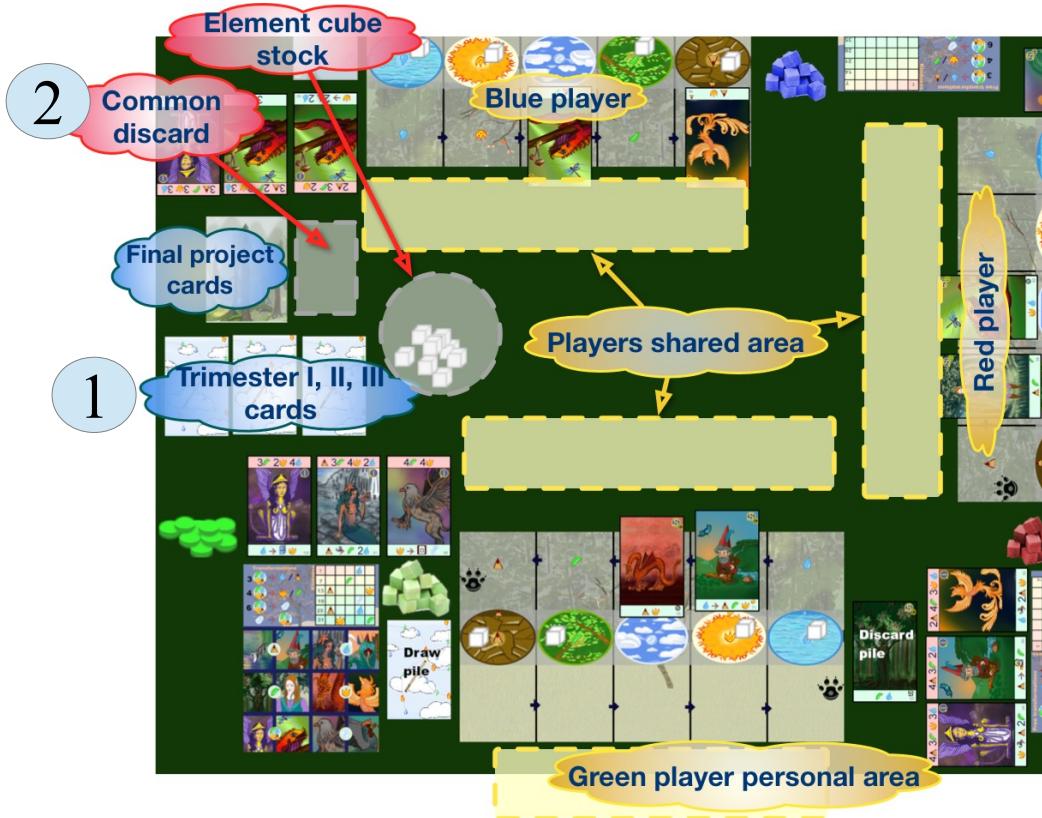


Figure 5: Global setup for 3 players

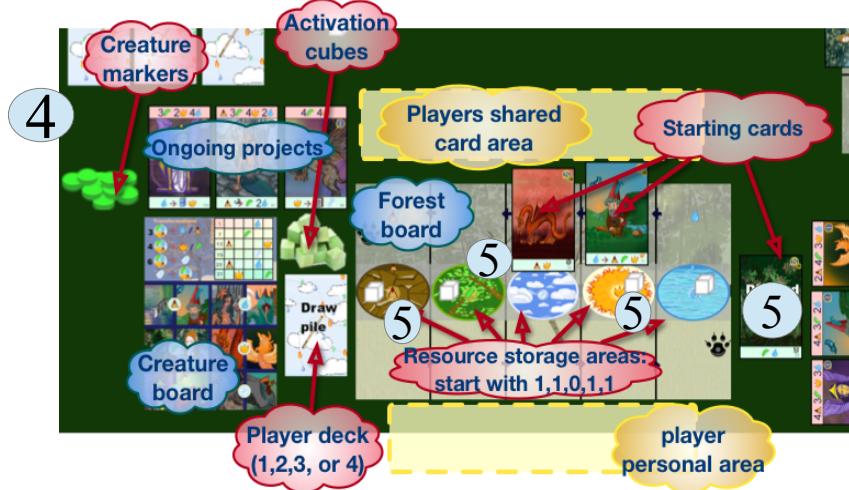


Figure 6: One player personal area -- setup.

1. Shuffle each set of cards (depending on the symbol on the top right corner) separately. The decks of cards for 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. Each player takes: 12 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.
5. Place an element cube on the discs , , , and . In other words, each player starts with 1, 1, 0, 1, and 1.

Starting deck setup

Each fairy comes with her own proficiencies.

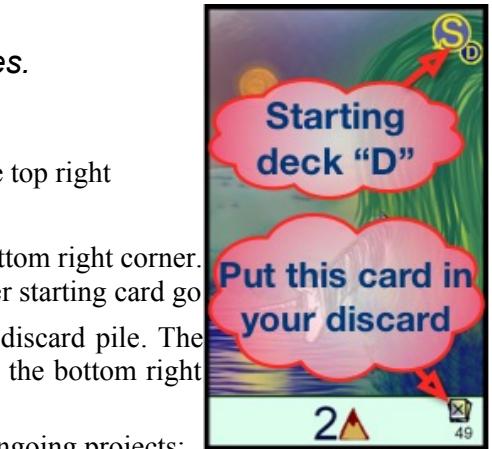
Initiation game: predefined decks and projects.

For your first game 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 these starting card go on the top row of your forest, the two other starting card 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 ////.

For each starting deck, the player starts with the following trimester 1 ongoing projects:

: cards numbered 82 91 101 : cards 80, 87, 97
: cards numbered 86, 90, 99 : cards 85, 92, 102



5. Game structure

A game is made of 4 trimesters, at the beginning of trimester 2,3 and 4, 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, as described in Section 6 (page 6).

In the first 3 trimesters, projects are cards. When the player pays the resource corresponding to one of her project, 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 9 (page 10). The game ends when any player finishes the last step of his 4th trimester objective.

One turn

Turn structure is described in Section 7 (page 6). 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: 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 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.



6. 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 each fairy chooses 3 projects she will try to realize this trimester.

- Deal 4 project 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. On trimester II cards are passed to the player on the left, on trimester III, to the player on the right.
 - ◆ Repeat this until everybody has chosen 4 cards.
- Among the 4 cards chosen above, 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.



Figure 7: A project card

7. One turn (see illustration page 14)

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.

If there is no common discard take randomly one project of the current trimester.

➤ Phase 1: Planning

New creatures arrive in the 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.

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.



Figure 8: Six empty slots before phase 1

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 fairy selects two columns of her forest containing cards she wants 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 goes to the shared card area above the forest;

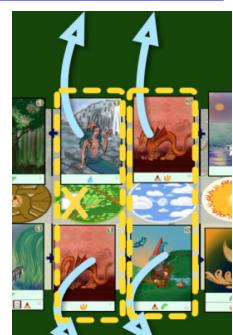


Figure 9:
Selection

a card that comes from the bottom row goes to the personal card area below the forest.

➤ Phase 3: Card 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 13.



➤ 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 the creature board. The scale allows can be used to count these cubes and measure 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

◆ 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 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. 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 produce an element: There are **bonus elements** indicated between some creatures; as soon as you have studied both creatures on the left and on the right of a bonus element, gain the element shown.

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 gain 1 .

2. Discard these cards

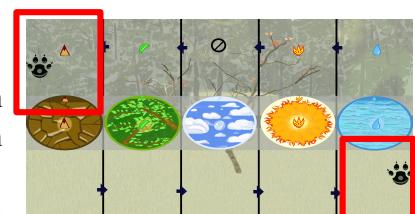


Figure 10: Slots for creatures to be studied

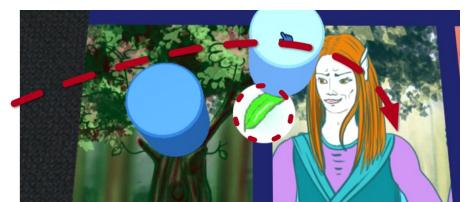


Figure 11: Creature study + bonus

◆ 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).

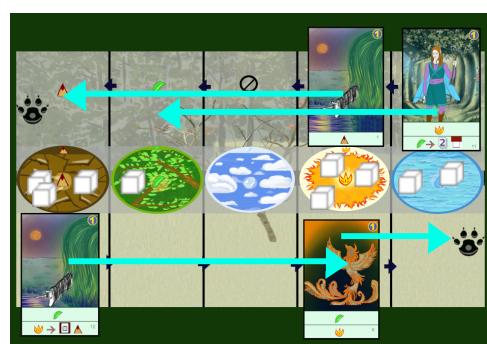


Figure 13: Evolution of the forest

➤ 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 draw pile**.



➤ Phase 7: Keep track of the turn number

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

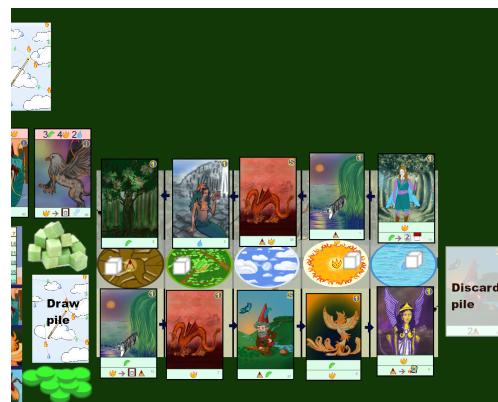
8. Illustrated example of a turn

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 1mountain and 1fire) 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 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. 1) I first put an activation cube on the dragon that produces and . 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: 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.

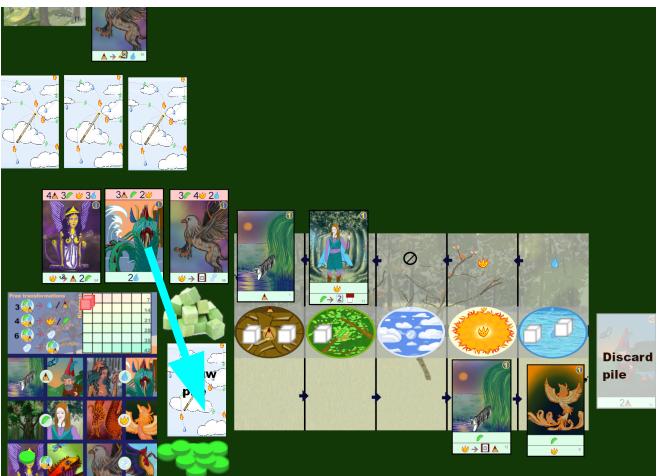


Phase 6: Project realization

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.
- **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 I, II, and III 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 neighboring players if they want to have a good score.



11. Variants

Short game variant.

The short game lasts 3 trimesters.

In this variant, the final project realization comes just after the second trimester. The game comes with specific final projects for the short game variant and consisting of only 4 steps. Each player should start with 6 less activation cubes and you should remove all cards with an air animal from the game (griffins and cockatrices).

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 $S, S_A, S_B, S_C, S_D, S_E$). 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 in your discard pile.

2 Players

At 2 players, each of the three first trimesters last 4 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.

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.

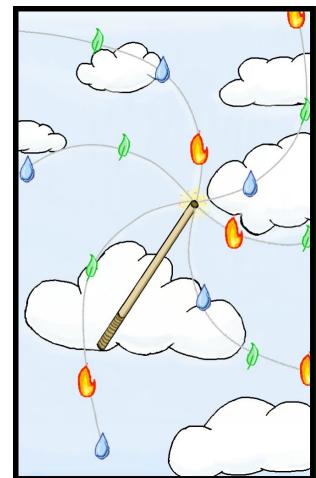
Instead of playing the cards that you share in front of you, play them in front of your neighbor (alternating between right and left neighbor). This way you offer once your card to the two neighbors on your right, and once to the two neighbors on your left. Activate cards in front of you, on your right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



Figure 15: These creatures do not exist in a short game

Figure 14: A final project card. The elements of the first row are the most frequent on the card.

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

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:

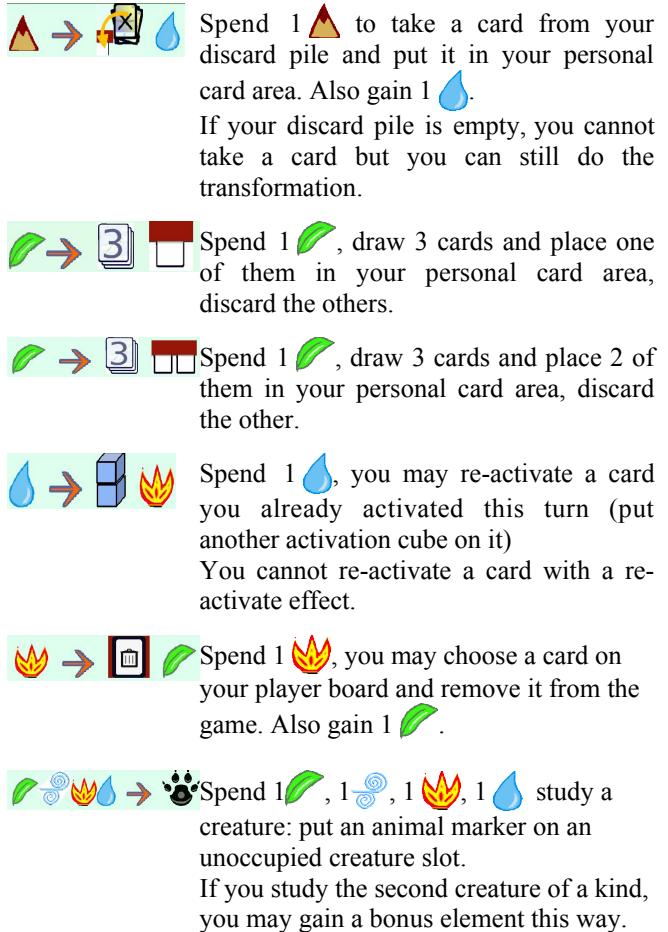
Production



Transformation



Special effects



Appendix: Turn illustration

