



Fairy

Try your luck to guess when the fairies will appear!



COMPONENTS

- A** 21 Charm Cards (7 each of 3 suits)
- B** 10 Player Score Cards

SETUP

- Shuffle the **charm cards** and place the deck in the middle. Flip the **top** card to start a discard pile next to it.
- Each player takes a **score card** and holds it up for everyone to see, with their thumb and finger on "0" on opposite sides (see below).

KEEPING SCORE

During the game, track your score by sliding your thumb and finger on your score card. Hold your card so your thumb points to your score on the side facing you, and your finger points to the same score on the side facing everyone else. You start at 0 points, but can go as low as -4. While at -4, you can't lose any more points.



CREDITS

Design: Mashui

Illustration: Sai Beppu

Graphic Design: Anca Gavril

Rules Editing: Jeff Fraser

OVERVIEW

Try to predict what will appear next from the charm deck. Safer guesses have a better chance of being right, but riskier ones score more points.

If you're feeling bold, you can go for the jackpot and predict the next card will have an elusive **fairy!** Try to get the highest score before **all 3** fairies appear.

GAME TURNS

The game is made up of turns. Each turn has 3 steps:

- Guess:** On a count of 3, each player shows a hand gesture to make a guess about the next card.
- Reveal:** Flip the next card to see who guessed right.
- Score:** Each player scores (or loses) points for their guess.

After scoring, start a new turn.

DECK BREAKDOWN



Fairies are quite rare—
they're only on 4, 11, and 18.

MAKE A GUESS

Each turn, each player chooses one the **4 allowed guesses** by making a **gesture** with their free hand. The 4 gestures are listed on each score card.

Everyone must make a gesture at the **same time**. You can't choose not to make a gesture, or make one that isn't listed.

REVEAL AND SCORE

After guessing, flip the top card on the deck faceup and compare it to the top card on the **discard pile**. Each player who guessed **right** scores the points for their guess. Each player who guessed **wrong** loses 1 point.

Place the revealed card on the discard pile, covering the previous card. Players can only ever look at the top card on the pile.

GAME END

When the **3rd fairy** is revealed from the deck, the game ends at the end of the current turn. Whoever has the **highest score** wins.

Alternatively, if a player reaches or goes over the **top** of the score track (24 points), they immediately win.

If 2 or more players tie, they keep playing until they break it. If the deck runs out first, they share victory.

15-POINT VARIANT

For a more consistent game length, ignore how many fairies are drawn and end the game when someone reaches 15 points.



Higher



+2 / -1

Point **up** to guess the next card will have a higher number than the previous card. If you're **right**, score 2 pts. If you're **wrong**, lose 1 pt.

Lower



+2 / -1

Point **down** to guess the next card will have a lower number than the previous card. If you're **right**, score 2 pts. If you're **wrong**, lose 1 pt.

Same Suit



+4 / -1

Point **sideways** to guess the next card will have the same suit as the previous card. If you're **right**, score 4 pts. If you're **wrong**, lose 1 pt.



+7 / -1

Catch

Make a catching gesture to guess the next card will have a **fairy** on it. If you're **right**, score 7 pts. If you're **wrong**, lose 1 pt.



Example:
7 is on the pile
and 19 is drawn.



Higher gets +2 pts.



Lower, same suit, and
catch get -1 pt.



Example:
14 is on the pile
and 11 is drawn



Higher gets -1 pt.



Lower gets +2 pts.



Same suit gets +4 pts.



Catch gets +7 pts.

