

Fickle Solo Rules

Balance of Power

Lead the Ritual of Ascendancy to ensure a peaceful transition of the fairy court. Fairies demand equal treatment to avoid a dispute, you must strike a balance with the Old Guard. Assemble a new council over 5 rounds, then compare your favor to the exiting regime. You must match Favor values exactly to guarantee a harmonious transition.



Setup

- Place 5 Fickle tokens out, fairy side down.
- Select 5 Families to form the Fairy Deck.
- Shuffle the Fairy Deck. Deal 7 cards face up and across from you. This is the Old Guard Alliance. Stack fairies of the same family together. If the Old Guard is dealt 5 or more of the same fairies, the Old Guard must Shoot the Moon.
- Deal 3 cards to start your Alliance. Keep 2 and discard one to start the Dismiss Pile. Do not resolve starting Fairy Powers.

Gameplay first 4 rounds

1. Flip a token to mark the current round.
2. Deal yourself 3 cards, face down.
3. Look at each card one at a time. Choose one action for each of your 3 cards:
 - A. Add the fairy to your Alliance and resolve its Fairy Power immediately.
 - B. Discard it into the Dismiss pile.
 - or C. Set aside in the Fairy Court. These fairies become options for your final round.

You must do each of the three card actions one time each round. Each card choice must be made before viewing the next face down card.

The Old Guard is not dealt new cards or select new cards during play, but you will use the fairy powers added to your Alliance to affect cards in your Alliance and the Old Guard.



The Fifth Round

On the final round, do not deal 3 new cards. Instead, choose one from your Fairy Court, then Dismiss the others. Add the selected fairy to your Alliance and resolve its Fairy Power.

How to Win - Judgement

To win, the Favor value of your Alliance at the end of the 5th round must exactly equal the Favor value of the Old Guard.

If you match Favor values exactly, your peaceful transition is celebrated!

If the Favor of your Alliance is one or more points different, your transition has failed.

When there is a decision to make, you may choose the option most favorable to your scoring strategy. For example, you choose how to score Illusion and Familiar cards when scoring at the game end.

Scoring

1 1 Fairy card of a Family scores its Favor Value.

2 2 Fairy cards scores 0 Favor.

3 3 cards from the same Family scores the negative value (-) of the highest Favor card.

4 4 cards from the same Family scores the negative value (-) of the highest Favor card.

5 5 or more cards, you may add the Favor Value of all Fairies in that Family and dismiss all other Fairies in your Alliance.

SHOOT THE MOON

Setting the difficulty of your game

During Setup you choose 5 Fairy Families for the game. Change the combination to make each game easy or challenging. Learn to play using "Easy" Families, they have the most direct abilities that manipulate fairy Alliances. Increase the difficulty by adding more "Medium" and "Hard" Fairies.

Easy

Coerce
Dispel
Familiar
Give
Illusion
Prestige
Psychic
Switch

Medium

Erase
Mimic
Noble
Purge
Scheme
Share
Transmute

Hard

Blinded
Deflect
Distract
Obfuscate
Pariah
Reflect
Reduced

Response cards have no abilities in solo play, because you are never targeted by the "Old Guard."

Easy - "The Diplomats"
Coerce, Dispel, Familiar,
Give, Switch



Medium - "Ruffy Tufty"
Prestige, Switch, Noble,
Share, Psychic



Hard - "A Bleak Outlook"
Give, Dispel, Scheme, Pariah,
Blinded

