



 1 - 6 Players

 10-20 Minutes

Components:
 156 Poker size cards
 * 130 Fairy cards (13 families)
 * 6 Round direction cards
 * 1 Court Jester card
 * 6 Player reference cards
 * 13 Randomizer cards
 15 Dividers
 Rule book

FEATURED MECHANISMS:
 * Anti-Set Collection
 * Push-your-luck Drafting
 * Light Take-That

Build an alliance of mischievous fairy families using trickery and sabotage. Diversity is the key to gain favor, and become the new Fairy Chief.

Quick Variable Setup

Shuffle 6 of the 13 families together to make the shared Fairy deck. Every combination changes play style and strategy.



Trickery - Simultaneous all players



Draw 3 Fairy cards, stack in any order.



Pass the stack face-down to your neighbor.



Then view your stack one card at a time. Choose to keep the top card? Or discard to view the next?

Choose wisely. Once discarded, a card is gone.

Sabotage - Resolve in turn

Add chosen Fairy card to your Alliance tableau, and resolve its ability. Use the ability to improve your Alliance, ruin your opponent's, or ideally do both!

Beware: The ability resolution is not optional. Your neighbor may have tricked you into choosing a Fairy that makes your Alliance worse.



Score - Play 5 rounds
 Keep diverse. Single Fairies from each family score you favor. Extras may count against you.

Solo Mode Slightly different puzzle, using modified scenario rules. Refine your Alliance manipulation skills. Think it through, but don't trick yourself.

Contact:
 Glenn Cotter
 (415)407-4633
 headcrafted@gmail.com
 www.headcraftedgames.com