

A SIMPLE STRATEGY GAME  
OF VARYING VALUES AND  
FROLICKING FAIRIES!

Players: 2 - 6  
Time: about 15 minutes  
Equipment: game board, 6 player  
tokens per player, pencils,  
three six-sided dice.

# Fairies

## How to Play

### The GOAL of FARIABLES:

Maximize your score by placing your tokens on fairies with the highest points.

### PREPARATION:

- \*Print one of the game boards.
- \*Each player needs six player tokens that are distinct from the tokens of the other players. You can use flat beads, buttons, dried beans, etc.
- \*Get pencils or other writing utensils.
- \*Get three different six-sided dice. They can be different sizes, colors, etc. If you don't have three different dice, you can use one die and roll it three times instead.

### GAME PLAY:

#### Setting up:

To begin, roll a die for each kind of fairy. That is the fairy's initial value. Write the values in the spaces provided on the game board. The flowers all hide the same kind of fairy, but those fairies are wild. You won't know which kind of fairy they are until the game is over.

After the fairies' initial values have been set, starting with the youngest player, each player takes turns putting down **one** of their six tokens on the board until every player has placed all six of their tokens.

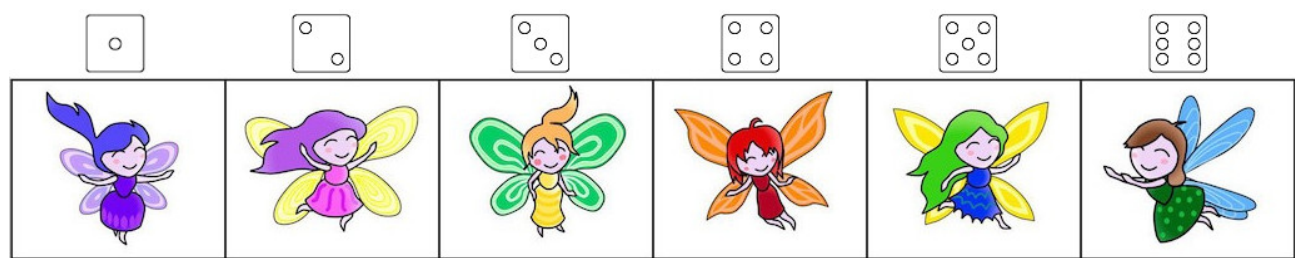
\*The tokens are placed on top of an open fairy or flower. Only one token may be placed on each fairy or flower.

\*You must place each new token around one of your already placed tokens. However, if there are no fairies left open around the tokens you have already put down, you may put your next token on any open fairy.

#### Starting play:

Take turns rolling three different dice. **Die A** decides which fairy's value will be changed.

FAIRY INDEX CHART



**Die B** decides how much that fairy's value will change by. Subtract 3 from the value shown on the die. So:

- \*a 6 means that fairy's value will go up by 3.
- \*a 1 means that fairy's value will go down by 2.
- \*a 3 means the value stays the same.

Write the new value in on the game board.

**NOTE:** A fairy's value cannot fall below zero.

You roll a:	The value change is:	EXAMPLE: If the chosen fairy's value was 6, the new value is:
1	-2	4
2	-1	5
3	0	6
4	1	7
5	2	8
6	3	9

As the values of the fairies change, it may benefit you to move your tokens. You have a chance to do this each time it's your turn.

**Die C** shows how many of your tokens you may move. You can choose to move your tokens or pass. If you move your tokens, the moved tokens must all be placed together. If you fill up an empty area so that no more tokens can be placed there, you can then place the remaining tokens you are allowed to move on any open fairies.

Once you have moved your tokens (or passed), it is the next player's turn.

**WINNING the GAME:**

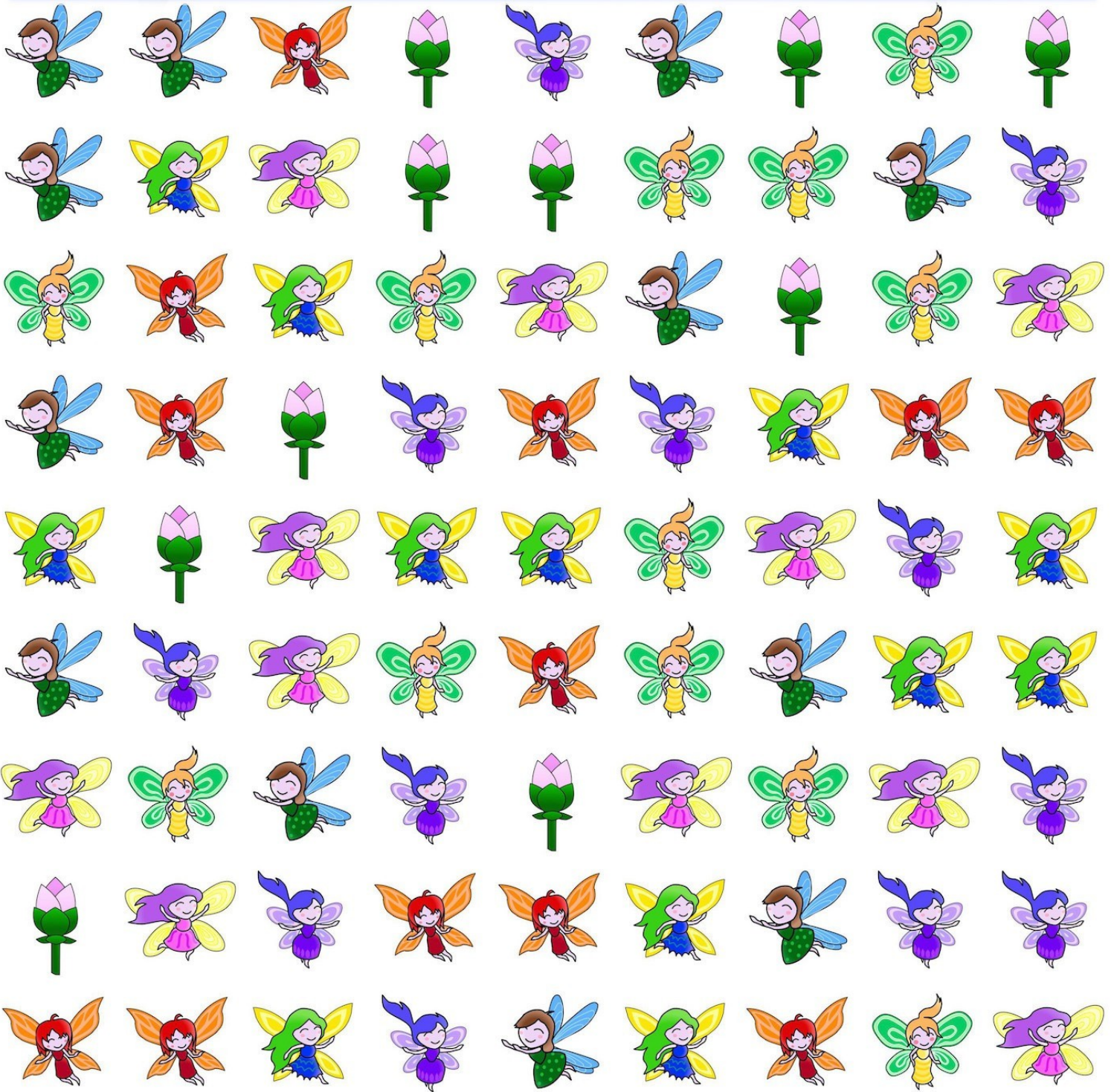
Once any fairy's value becomes 14 or greater, the game ends immediately and no one may move their tokens, not even the player who rolled the dice. That player rolls any single die to decide which kind of fairy was hidden in the flower (see "FAIRY INDEX CHART" above). The flowers then count for that many points.

Add up all of your points. The player with the most points wins.


If there is a tie, the player with the most flowers wins. If there is still a tie, the player with the most different kinds of fairies wins. If the tie remains unresolved, take turns rolling the three dice until one player's roll is greater than the other players in the tie. That player wins.

# Fairies

mossdell.com



Keep track of each fairy's value below.

						<p>The flower is wild. Roll a die to see which fairy it is at the end of the game.</p>	

For more fun, free, original games that you can print out at home, please visit [mossdell.com/games.html](http://mossdell.com/games.html)



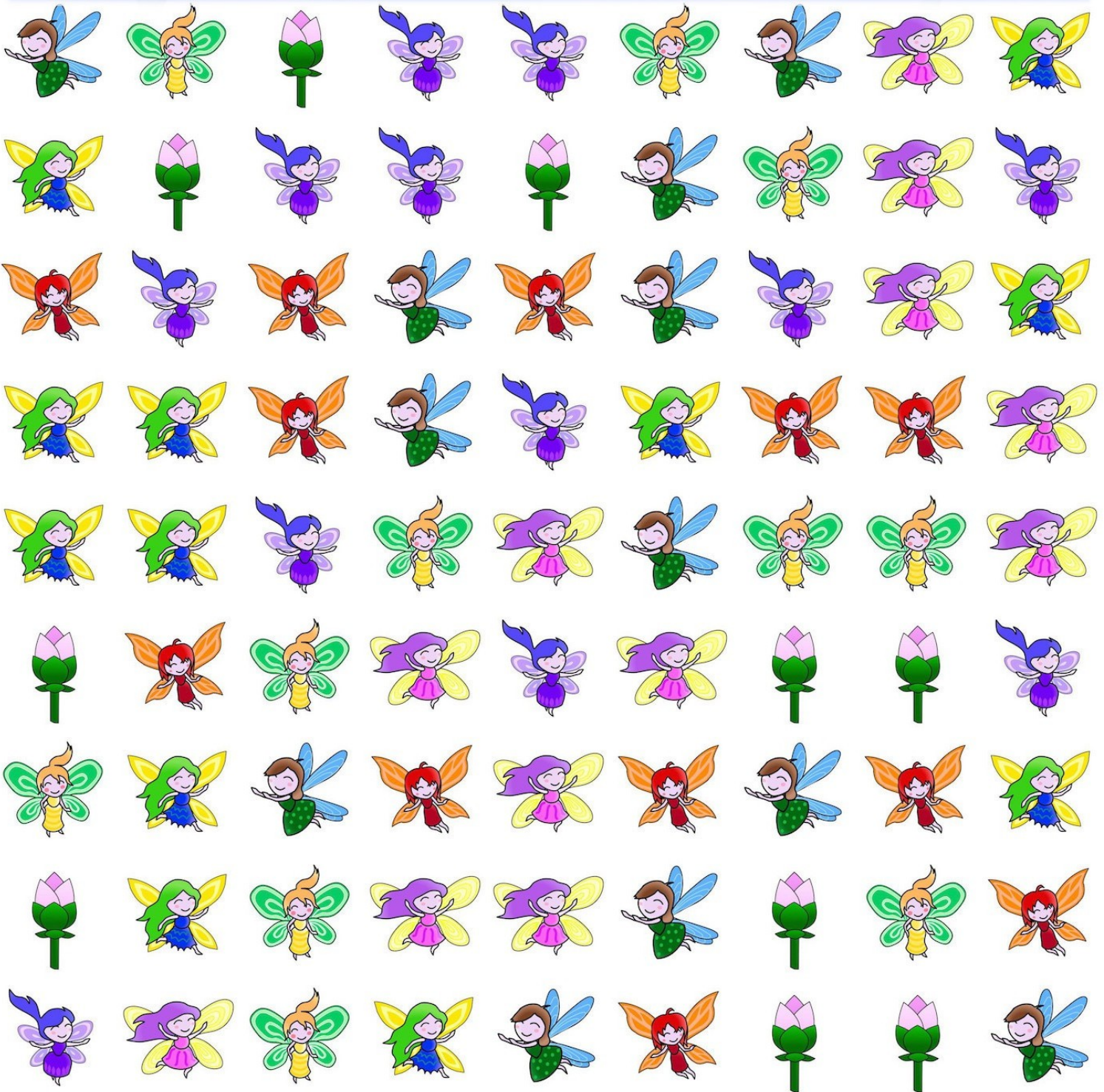
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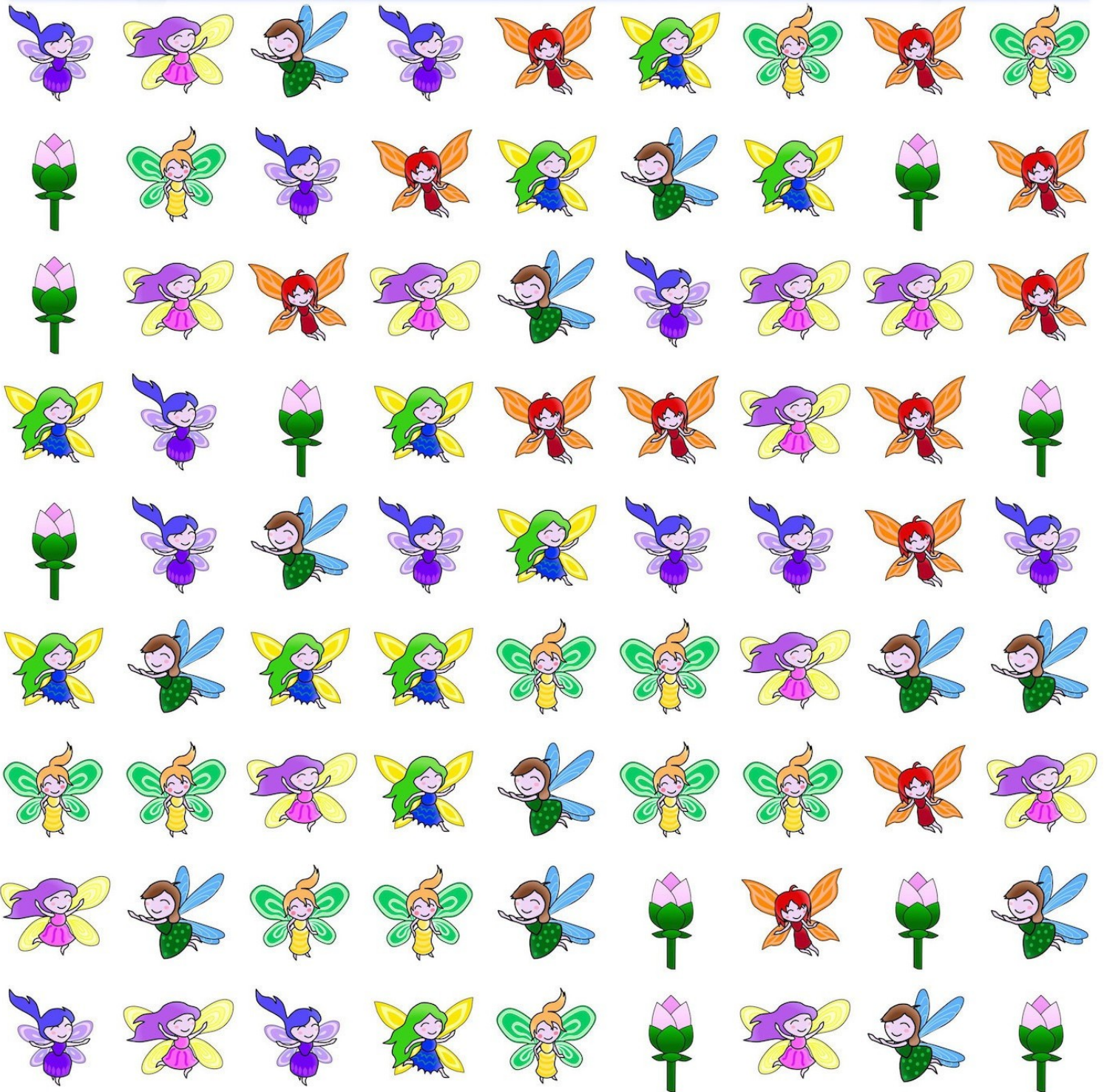


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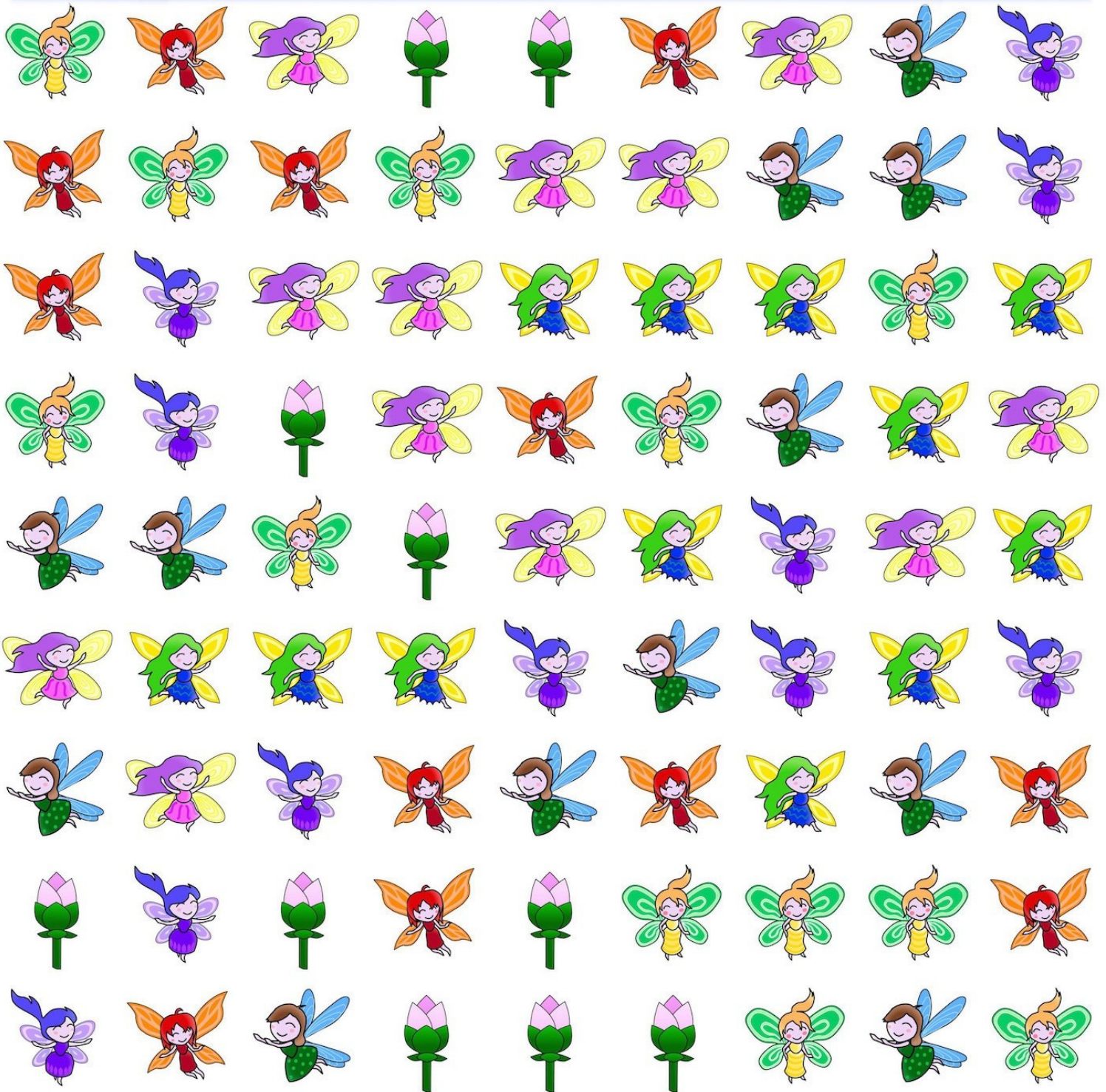


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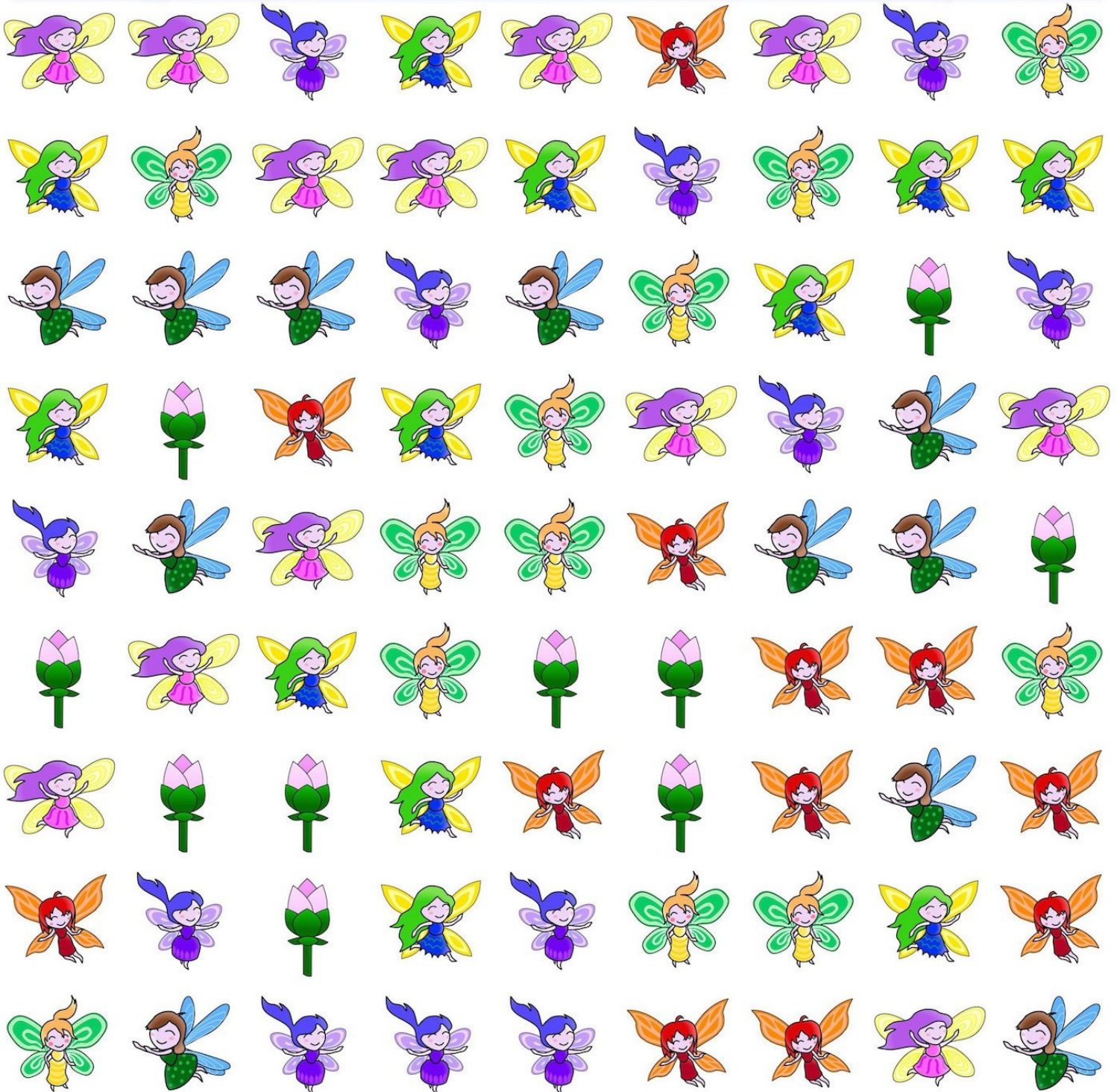


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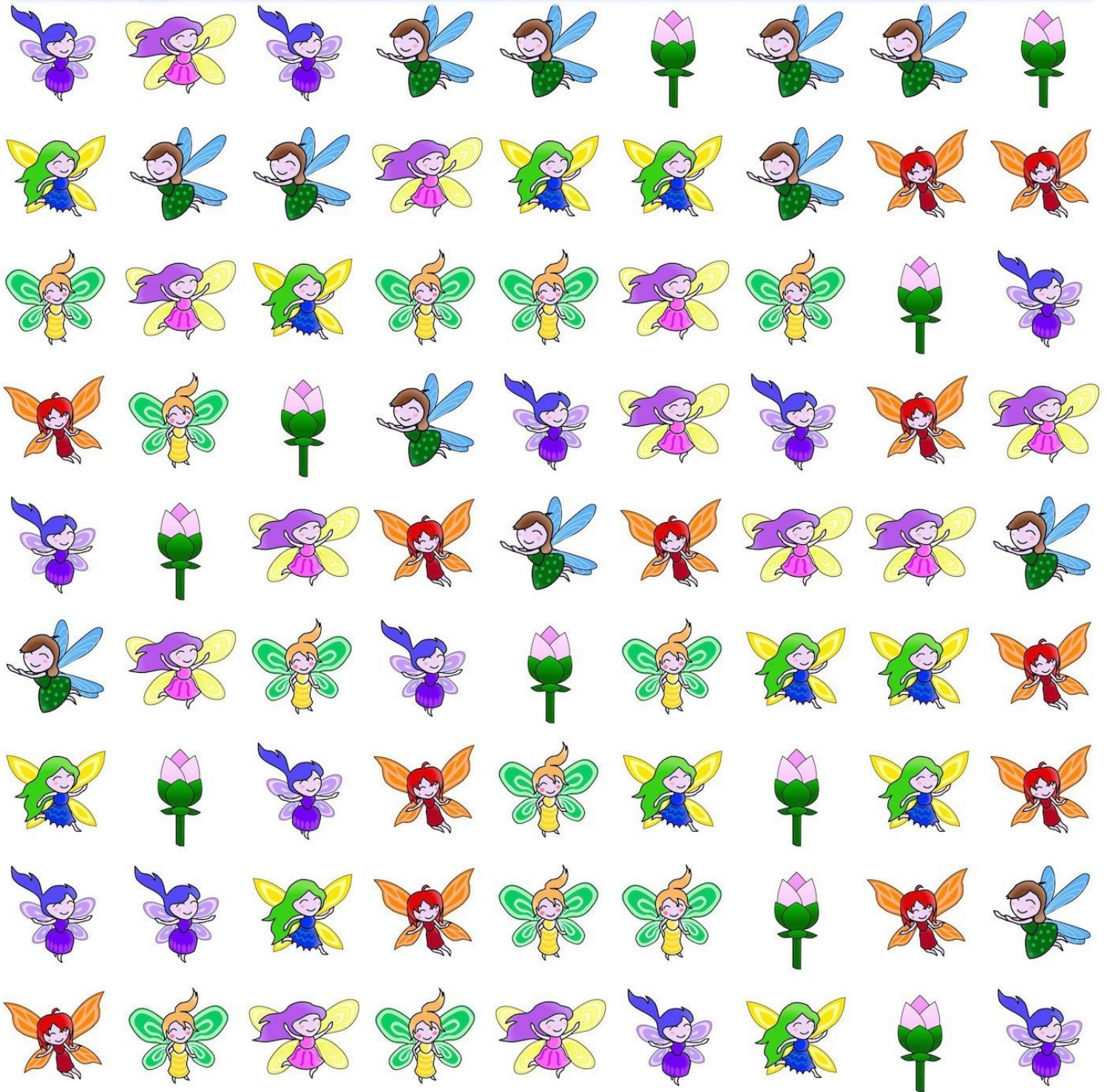


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