2-4

8+

30min

Fairy tile™

Rulebook



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Fairy tile™ Rulebook

Summary of the Game

Welcome to **Fairy tile**, a Kingdom of magical lands where a daring **Princess**, a devoted **Knight**, and a dreadful **Dragon** roam looking for adventure. They need your help to discover the Kingdom! Help them move further and further to fulfill their destiny and tell their story, page after page.

Contents

15 Land tiles
(different fronts and backs)

- 3 Starting tiles
with , , and symbols



- 12 Regular tiles



3 Character figurines

- Princess
- Knight
- Dragon



36 Page cards



4 Player Aid cards



4 Magic tokens



1 Rulebook



Overview and Goal of the Game

Develop the Kingdom of **Fairy tile** by putting new Land tiles in play and moving the **Princess**, **Knight**, and **Dragon** across different places such as **Mountains**, **Forests**, and **Plains**. Help them have extraordinary adventures by accomplishing objectives written on the Pages of your Book. As soon as you complete an objective, develop your Story and read the Page of your Book aloud.

Be the first to read all the Pages of your Book to win the game.



Game Elements

Figurines

The three figurines represent the Characters you can move during the game. They do not belong to a specific player and can be moved by any player. There is a figurine for the **Princess**, **Knight**, and **Dragon**.



Page cards

Page cards make up your Book and give you objectives to accomplish to bring the Characters' adventures alive. They also bring you closer to victory and have a little story for you to tell.



Land tiles

Land tiles make up the Kingdom and represent the different Locations the Characters can travel to during the game. **Every Land tile is made up of 3 Location spaces**.



Certain Locations are divided by a **River**.

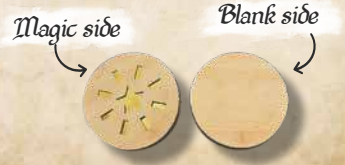


Among the Land tiles, there are **3 Starting tiles** that each have a symbol: one for the **Princess**, one for the **Knight**, and one for the **Dragon**. This symbol indicates the starting area of the game and the starting space for the figurines. These tiles also have a Location space with a ***white*** corner to help you set up.



Magic tokens

Magic tokens represent a Bonus you can use during the game when the Magic side is face up.



Setup



1 Place the **3 Starting tiles** on the table so the white corners make a circle in the middle of the tiles and the River is connected to each tile. This makes up the starting Kingdom.

2 Place the **Princess** on the space, the **Knight** of the space, and the **Dragon** on the space.



3 Shuffle the Regular tiles to make a stack near the Kingdom where everyone can see.

4 Give a **Magic token** to each player **Blank side up** (Magic side down) in front of them.



5 Shuffle the **36 Page cards** and deal them face down to each player so everyone has the same amount. Make a **face-down pile** with the Page cards you received. This is your Book.



Draw and look secretly at the first Page of your Book. Keep it in your hand. Do not look at the other Pages of your Book, you will discover them during the game!

6 The oldest player is the first player.

Advice

Land tiles are double-sided. We recommend flipping them over while shuffling to ensure every game is different.



Gameplay

The game plays over several consecutive turns until one player has told all of the stories in their Book and therefore accomplished all the objectives on their Page cards.

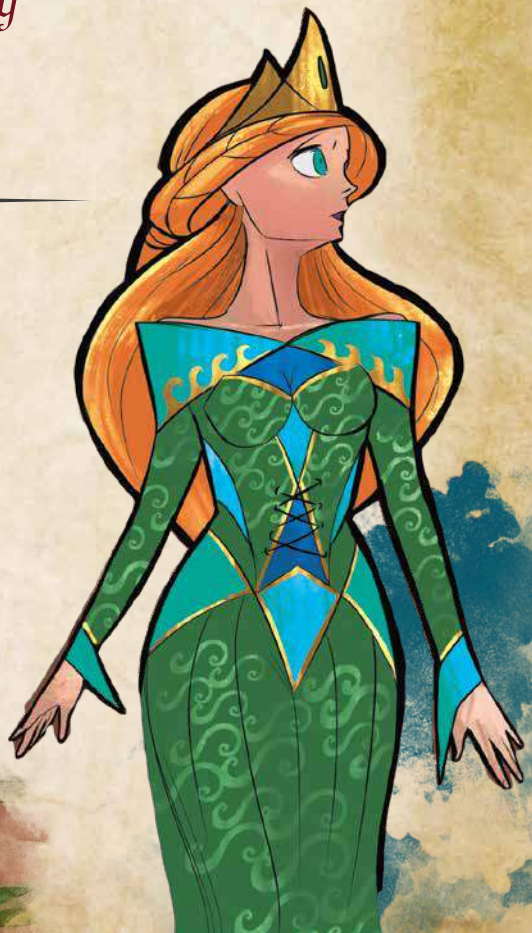
Turn Overview

Starting with the first player and going clockwise, you must take one of these **actions**:

Develop your Story

or

Turn a Page



Develop your Story

Go on an Adventure

When you **Go on an Adventure,** you can take one of the following actions:

a **Move a Character**

or

b **Add a Land tile**

Then check if you can **Recount the Adventure.**



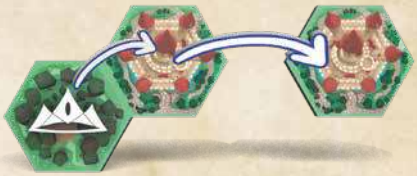
a Move a Character

When you take this action, you can move a Character within the Kingdom one time.

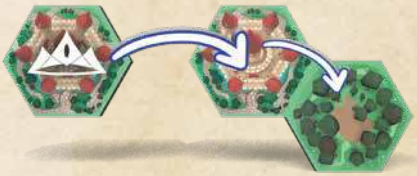
Each Character moves differently:



Princess: The Princess moves **exactly one Location space** away from her starting position. She can also jump **from Castle to Castle**.



- If she ends her movement on a Castle, she can move directly to another Castle.



- If she begins her movement on a Castle, she can move directly to another Castle and then move to an adjacent Location space.

  Note: The Princess can only jump from one Castle to another if she moves to an adjacent Location space before or after jumping.

Knight: The Knight can move **exactly two Location spaces** away from his starting position. He cannot move to a single adjacent Location space, nor can he end his movement on a space adjacent to his starting position or return to his starting position.



Dragon: The Dragon flies **in a straight line** from his starting position until he reaches **the edge of the Kingdom** of Fairy tile. When he moves, he must move **as far as possible** and cannot end his movement before reaching the edge of the Kingdom. He can only move above Location spaces, so he cannot move over an empty space.



No Character can leave the Kingdom of Fairy tile. They must always stay on a Land tile that is in play. They can, however, move through a Location space that already has one or more other Characters and end their movement on the same space.

b Add a Land tile



When you take this action, take the top Land tile on the stack without turning it over and add it to the Kingdom while following these placement rules:

- The new tile must be adjacent to **at least two contiguous edges of the Kingdom.**
- If the new Land tile is adjacent to a River space, you must place it so **it continues the River**. If this is not possible, you cannot place it next to this space. There can be multiple Rivers in the Kingdom.

If the stack of Land tiles is empty, you can no longer choose to **Add a Land tile**.



Recount the Adventure

After going on an Adventure, check if you can **Recount the Adventure**.

You can Recount the Adventure if, after taking your action, Characters are placed or were moved in such a way that you've fulfilled **the objective on your Page**. You cannot Recount the Adventure during other players' turns and you can only Recount the Adventure once per turn.

When you Recount the Adventure, place the Page card face up next to your Book and read it aloud. Then draw the next Page of your Book.





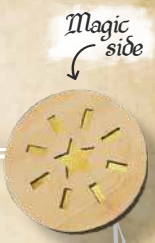
Turn a Page

You can Turn a Page only if you decide not to Go on an Adventure or Recount the Adventure on your turn. This is therefore your only action for the turn.

Place the Page you have in hand under your Book face down and secretly draw and look at the next Page from the top of your Book.

Then turn over your Magic token so the Magic side is face up. You can now use your Magic token to take a second Go on an Adventure action on your next turn.

Even if you only have one Page left in your Book, you can always Turn a Page to flip your Magic token so you can use it on your next turn.



You can also Turn a Page even if the Magic side of your token is face up. However, you can still only take one extra action with your Magic token. Extra actions do not accumulate.

When you Go on an Adventure, if the Magic side of your token is face up, you can turn it over to Go on an Adventure for a second time. This is the only way to take two actions on your turn. Resolve your first action completely before taking your second.

End of the Turn

Your turn ends as soon as you have taken an action (or two with your Magic token) and **have Recounted the Adventure,** if you fulfilled your objective or turned a Page. The next player can then take their action.

End of the game

The game ends immediately as soon as a player Recounts the Adventure on the last Page of their Book. **This player is the winner.**

In the extremely rare case where an objective on one of your Page cards is impossible to fulfill because you cannot play any more Land tiles, then you lose. The other players continue the game. If every player has an unreachable objective, you are all lost in a never-ending story. There is no winner.

Tip

At the bottom of every Page card, there is a number. At the end of the game, put the cards whose Adventures you have Recounted in numerical order so you can read the story chronologically. Continue your Adventure and write your own stories on our website!

Clarifications on Objectives

1 See

A Character can see any Location space in the Kingdom or any other Character that is in a **straight line** from their position, **no matter how far away**. Characters do not block line of sight and do not prevent you from seeing any Characters behind them. A Character can only see within the limits of the kingdom. A Character can see the Location space they occupy.

If an objective specifies that a Character must see both other Characters at the same time, these two Characters do not need to be on the same Location space to be seen.

If an objective specifies that a Character must see 3 lined-up Location spaces, these 3 spaces must be visible by looking in one direction. They do not need to be adjacent.



The Princess can **see** the Dragon and the Knight.

2 Visit

A Character visits a Location only **if you moved them so that they end their movement on this Location on your turn**.

3 Meet

Two Characters meet if they are on the **same Location space.** At least one of these Characters must end their movement **on this Location space** during your turn.

Note: You can Recount an Adventure with an objective that contains the words Meet or Visit only if you just **Moved one of the Characters** needed, but not if you just **Added a Land tile**. You can Recount an Adventure with an objective that contains the word See if you Moved a Character or Added a Land tile.



4 Large Forest/Mountain/Plain

Large Forests, Mountains, and Plains in the Kingdom appear when **at least 3 Location spaces of the same type are connected**. These Location spaces can be arranged in any direction, but they **must be in the same connection**. There can be multiple Large Forests, Mountains, and Plains in the Kingdom.



Large Forest

5 Large River

The Large River appears when **at least 5 Location spaces with a continuous River are connected**. These Location spaces can be arranged in any direction, but they **must make the same, single river**.



Large River

6 Move over

A Character moves over a Castle if they go through or end their movement on a Location space with a Castle.

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