

Fairy Tales Rules Overview

The object of the game is to collect cards to gain the highest total points.

[Card Discription]



- (1)**Name:** Name of the card. It affects total points.
- (2)**Points:** Points of the card. If the point is "*", the point of that card will be changed by the other cards you collect.
- (3)**Number:** Number of the same cards in the game.
- (4)**Type:** Type of the cards.
- (5)**Effect or Ability:** Effect or ability that card has.

[How to play]

* Setup

- 1) Shuffle all the cards to make the deck and put it on the center of the table.
- 2) Players sit around the table.

* Game Procedure

Here's how the game goes on.

@ 1) First Draft	->	@2) Playing cards	->
@ 3) Second draft	->	@4) Playing cards	->
@5) Third draft	->	@6) Playing cards	->
@7) Fourth draft @	->	@8) Playing cards	->
@ 9) Calculate total points.			

* Drafting

For this game, "draft" means "to pick a card".

Here's how to "draft".

- 1) Deal five cards face down to each player.
- 2) Each player looks the card and choose a card he or she wants from them.
- 3) Put the chosen card in front of him or her FACE DOWN.
- 4) Pass the other cards to the next player. All players do this simultaneously. In first and third draft, each player passes the cards to the LEFT player. In second and fourth, each player passes the cards to the RIGHT.
- 5) Repeat 2-4 until no cards left for passing.

*** Playing cards**

After each draft, you now have FIVE chosen cards. You can play THREE cards from them, one at a time.

Here's how to play cards you picked.

- 1) Each player chooses one card from picked ones and put it in front of him FACE DOWN.
- 2) When all player chose, face up each card simultaneously.
- 3) If any cards have abilities, apply them.

Repeat 1-3 three times. Then you have three used cards and tow others unused ones. Set aside these two cards. They aren't used any more.

You gain three cards after draft and playing cards.
You will show twelve cards all through the game.

*** Applying abilities**

The order to apply abilities are decided by the icons drawn on the card's ability or effect.
Apply each abilities in the order of "Hunt" -> "Open" -> "Close".

1) Hunt

"Hunt" abilities are applied only on the cards played in the same time. They aren't applied to the cards that is already played.

The cards affected by "Hunt" is put face down. No abilities on the cards aren't used.

2) Open

Face up cards that's type is the same as the icon discribed on Open abilities. The number of cards is also described on icon.

3) Close

Face down one card that's type is the same as the icon discribed on Close abilities. Face down cards points are zero.

You can look all face down cards you played.

Open and Close can be applied to the cards themselves.

*** End of the game**

After fourth draft and played three cards from it, calculate each player's total points. At first, set aside all face down cards, because they are zero points and have no effects. Then calculate all face up cards you played.