

LEVEL 3 - MATCH THE OUTFIT COLOUR!

AIM

To be the first player to build a complete 'Magic Fairy' of a **certain coloured outfit** on their board!

STRATEGY

- Lots of strategies to hold back other players from completing their fairies before you complete yours will become apparent as you play!
- Will you try to trap someone's much-needed card within the discard pile? Or even trap it on your own board? How about using Trixie Pixie to take away someone's pink shoes even though you're collecting the purple outfit?
- Thinking ahead to the consequences of your moves will give you an advantage!

PLAY

1. Take turns to spin the magic spell spinner to decide which coloured outfit each player will build (yellow, purple, blue or pink). **Important: Each colour can only be built by one player, i.e. every player's colour must be different.**
2. Use the same rules as in Level 1 but with these exceptions:
 - a. Collect the 'Magic Fairy' cards of the colour you are aiming to build.
 - b. When the magic spell spinner lands on purple stars (take 1 card), the player chooses to EITHER:
 - i. Take the top card from the draw pile as normal
 - OR
 - ii. **Take any 1 card of their choice** from the discard pile. This offers a glimmer of hope when that much-needed card is trapped within the discard pile!
3. Picked-up cards must always be placed in the correct space on the board if that space is empty, regardless of whether the card is the correct colour or not.

Funny Fairies

Contents

- 4 Game boards
- 20 'Magic Fairy' body part cards
- 15 'Funny Fairy' body part cards
- 8 'Fairy Spell Book' cards
- 6 'Trixie Pixie' cards
- 1 Magic spell spinner
- 1 Fairy dust piece
- 1 Rules sheet

The fun fairy-building card game that will have the whole family laughing!

Uh oh! With their fairy dust running low, spell practice at Fairy School is going hilariously wrong and the fairies need your help to find their magic! Collect cards, use the magic spell spinner and avoid the cheeky Trixie Pixies to build your fairy, refill your fairy dust and win the game!

Setting up

1. Before the very first game, pop out all the game pieces from their frames then recycle the excess cardboard (fully recyclable).
2. Each player takes a game board.
3. Shuffle all the cards together and place them face down in a pile within easy reach of all players. This is the draw pile.
4. Place the spinner and fairy dust piece next to the cards.
5. Decide together how the game will end: either 'Fill Your Basket' or 'Spin to Win!' (see below).



Fairy dust piece

Ending the game

Fill Your Basket

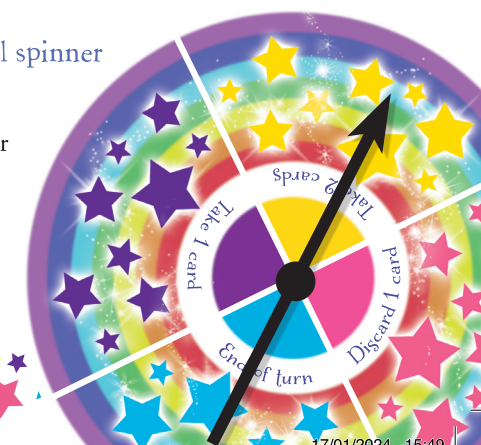
The first player to build the correct 'Magic Fairy' required for the level being played instantly wins the game and places the fairy dust piece on their basket!

OR

Magic spell spinner

Spin to Win!

Once a player has built the correct 'Magic Fairy' required for the level being played, they spin the magic spell spinner on each subsequent turn... the first player to land the spinner on the same colour as their basket card casts the correct spell to refill their magic fairy dust, places the fairy dust piece on their basket and wins the game!



Made with 100% recycled and recyclable board



Water-based inks



Made in the Netherlands to reduce miles travelled

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LEVEL 1 - BASIC GAME

AIM

To be the first player to build a complete 'Magic Fairy' on their board!

Important: The colours of the outfits do not need to match in Level 1.

PLAY

1. Youngest player goes first.
2. Take the top card from the draw pile and place it on the correct space on your board.
3. Play moves clockwise to the next player.
4. Picked-up cards must always be placed in the correct space on your board if that space is empty, regardless of whether the card is a 'Magic Fairy' card or a 'Funny Fairy' card.
5. If a 'Magic Fairy' card is picked up and a 'Funny Fairy' card is already in its place, the 'Magic Fairy' card is used and the 'Funny Fairy' card is discarded.
6. If a 'Funny Fairy' card is picked up and a 'Magic Fairy' card is already in its place, the 'Funny Fairy' card is discarded.
7. If a 'Magic Fairy' card is picked up and a 'Magic Fairy' card is already in its place, the player chooses their favourite and discards the unwanted card.
8. Each time a 'Funny Fairy' card is picked up, the player shouts "FUNNY FAIRY!"
9. Discarded cards create a discard pile and are always placed face upwards. Each player can then choose to take the top card from either the draw pile or the discard pile.
10. If a 'Trixie Pixie' card is picked up, the player shouts "TRIXIE PIXIE!" and takes any one card from any player's board to place in the correct space on their own board. Any replaced card is discarded. The 'Trixie Pixie' card is then placed back in the box, **NOT** put onto the discard pile.
11. If a 'Fairy Spell Book' card is picked up, take a spin on the magic spell spinner to cast a spell. The 'Fairy Spell Book' card is then placed back in the box, **NOT** put onto the discard pile.
 - Yellow stars – take 2 cards, playing each one immediately as it is picked up. If the first card taken is another 'Fairy Spell Book' card, this next spin cancels out the first spin. (E.g. if the next spin results in blue stars, the play passes to the next player immediately without a second card being taken).
 - Purple stars – take 1 card
 - Blue stars – end of turn: play moves on to the next player
 - Pink stars – discard 1 card from your own board
12. If the draw pile runs out before the game has ended, take the discard pile, the 'Trixie Pixie' cards and the 'Fairy Spell Book' cards from the box and shuffle together well. Place them face down in a pile and continue play.
13. Once a player has built a complete 'Magic Fairy', end the game with either 'Fill Your Basket' or 'Spin to Win!' as decided when setting up (see above).

LEVEL 2 - USE THE FUNNY FAIRIES!

AIM

To be the first player to build a complete 'Magic Fairy' on their board! ...However, a player can decide to firstly build a complete 'Funny Fairy' to leapfrog into the lead: the player who has a complete 'Funny Fairy' on their board chooses any player to swap their entire board with. They should choose the player with the most 'Magic Fairy' cards on their board as a way of leapfrogging into the lead!

Important: The colours of the outfits again do not need to match in Level 2.

STRATEGY

- This strategy is useful if a player finds themselves picking up lots of 'Funny Fairy' cards towards the beginning of the game.
- A player decides **during the game** whether to personally play this strategy or not depending on how the game is developing.
- This strategy is not without risks as someone may build a 'Magic Fairy' and win the game whilst you are still collecting 'Funny Fairy' cards!

PLAY

1. Use the same rules as in Level 1 with these exceptions for when a 'Funny Fairy' is being built:
 - a. If a 'Funny Fairy' card is picked up and a 'Magic Fairy' card is already in its place, the 'Funny Fairy' card is used and the 'Magic Fairy' card is discarded.
 - b. If a 'Magic Fairy' card is picked up and a 'Funny Fairy' card is already in its place, the 'Magic Fairy' card is discarded.

THE CARDS



Trixie Pixie



Magic Fairy



Fairy Spell Book



Funny Fairy