

RING TOSS



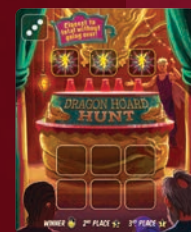
A classic game, with a towering twist.
When this mini game is revealed, **immediately** roll 3 Fairy dice and place them on the spaces at the top of the mini game card. When the game is scored, count the number of your dice that **DO NOT** match any of the fairy dice. The player with the most unmatched dice wins.

HOOK-A-HIPPOCAMPUS



You won't feel gill-ty about catching a water horse.
After all dice have been placed on the mini game but before the game is scored, re-roll a Fairy die and place it on the space at the top of the game. All players that have a die in the game that matches the Fairy die win, but what they each score depends on who has the most. If 1 player has the most they roll the Prize die in the Prize Pit. If 2 players equal the highest number they each get 3 points. If 3 or more equal the highest number they each get 1 point.

DRAGON HOARD HUNT



Can you get the closest to the dragon's lair?
Before players place dice, re-roll 3 Fairy dice and put them on the Fairy dice spaces. Add the total of the Fairy dice up. When the game has been completed, players add all of their dice up. The closest to the Fairy dice total, without going over, wins the game. Anyone who goes over busts and cannot score anything for the game.

FIND THE PEARL



Match pearls to win an Ocean of prizes.
Count the number of dice that you have that show the same single number. The player with the most dice of the same number wins.



SHOOTING STAR GALLERY



You're the star, if you can hit the target.
Before dice have been played on the mini game, re-roll 3 Fairy dice and place them on the Fairy dice spaces on the card. When the game is completed add up the 3 Fairy dice to create a Bullseye number. Each player then adds up the total of all of their dice on the game. The player who gets closest to the bullseye number wins. If a player matches the number exactly, they get a bonus score point.

MAGIC GEODE SHY



Knock down the rocks for big prizes.
Before dice have been placed onto the mini game, re-roll 3 Fairy dice and place them on the Fairy dice spaces on the card. Once the mini game is completed players should check how many dice they have that match one of the Fairy dice. If there is more than one of a single number that matches a Fairy die, the player with the most matches wins.

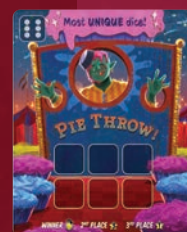


DART THE OGRE



Can you pop the Ogre's bubble?
When the mini game is complete, each player counts the total number of dice that have an odd value (1,3,5). The player with the highest number of odd dice wins.

PIE THROW



Land a variety of pie and win a prize.
When the mini game is complete, count up the number of dice that you have with unique numbers on the game board. Doubles of the same number do not count twice. The player with the most unique dice wins.

GAME END

The game ends when there is only one incomplete mini game left on the table. At that point each player then gets one chance to roll one of their player dice into the Prize Pit and scores any points that they get there. After all players have taken this action, the player with the most points wins the game.

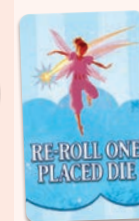
MISCHIEF CARD EXPLANATIONS



The yellow fairy allows you to flip any one fairy or player die to its opposite side.
(You may flip a 1 to a 6, a 2 to a 5, etc.)



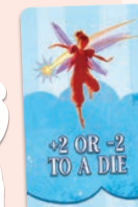
The blue fairy allows you to add or subtract 1 to any die except the Goblin die.
You may not go lower than 1 or higher than 6



The pink fairy allows you to re-roll any player or fairy die already placed on a mini game.



The grey fairy allows you to swap any two dice.
You may swap any two different player's dice from one mini game to another or swap a player's die with a die they have in their dice pool. You may also swap any fairy die with another fairy die, either on a Mini Game or in the Fairy dice pool.



The red fairy allows you to add or subtract 2 to any die except the Goblin die.
You may not go lower than 1 or higher than 6



You may re-roll any player's dice pool (Including your own.)

A WORD FROM GAMEWRIGHT

Here at Gamewright we love a good dice game, so when English game designer Ellie Dix showed us this game, we were instantly captivated. We loved the fact that it was a straight forward game that was more about dice placement than what you rolled, but it then overlays a wicked layer of randomness and mischief that we thought really fit with a fairy theme. We then added in the beautiful art of Devin Elle Kurtz to share our vision with you. We hope that you enjoy playing this as much as we do.

Game design by **Ellie Dix**
Artwork by **Devin Elle Kurtz**
Graphic design **Mitch Morris**



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A MIDSUMMER NIGHT'S FAYRE

An enchanting dice game, with a twist in the tale!

8+

2-5

30 MIN

OVERVIEW

A strange Fayre has set up on the edge of town and as darkness falls, you and your friends enter and wander between the lantern-lit tents. Odd creatures flit about on the edge of your vision, and you are drawn to the rows of games set up in tents. These are all games of skill but you had better be careful as these are fairy games and the capricious sprites and goblins delight in messing with people's luck. Can you win as many games as possible despite their interference?

In this game you will be playing through 10 mini games, 3 at a time, to try and win as many points as possible. You play each game by putting dice from your dice pool on the game, each game plays differently and has a different win condition. When a game card is full, it is scored, and the winner can then take their chances rolling the Goblin die into the Prize Pit.

Contents



1 Score Board



12 Mini Game Cards



1 Goblin Die



9 Fairy Dice



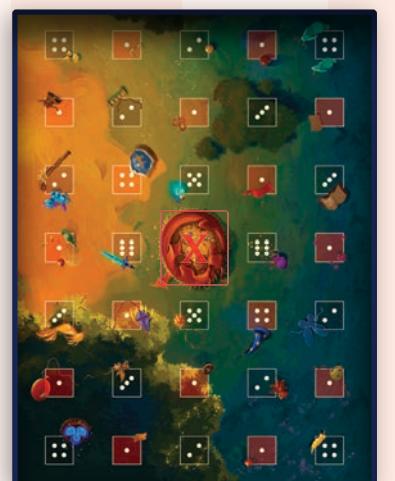
30 player dice
(in 5 colors)



5 Scoring Pixies
(in 5 colors)



30 Fairy Mischief Cards

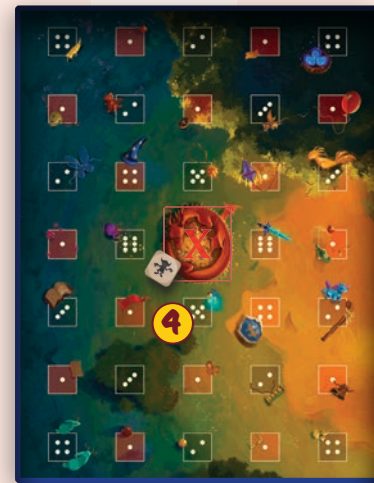


1 Prize Pit

Set Up

- 1- Shuffle the Mini Game cards, randomly remove 2 without looking and put them back in the box. Put the remaining 10 face down in a draw pile.
- 2- Roll all 9 Fairy dice, then place the pool of dice within reach of all players.
- 3- Shuffle the Fairy Mischief Cards and deal 2 face down to each player. Put the rest in a face-down draw pile. Players may pick up and view their cards secretly.
- 4- Place the Prize pit, which is in the box lid, to the side of the playing area and put the Goblin die in it.

- 5- Each player chooses one of the dice colors and takes the 6 matching dice and scoring Pixie. Place your scoring Pixie on the starting space of the score track.
- 6- Each player rolls their 6 dice to form their starting dice pool.
- 7- Turn over the top three Mini Game cards and place them in the center of the play space.
- 8- The player who last went to a carnival begins the game.



HOW TO PLAY

Players take turns, moving in a clockwise order. On your turn you always take a Fairy Mischief action followed by a Dice action.

FAIRY MISCHIEF ACTIONS

You may either:

- 1- Draw a new Fairy Mischief card from the deck and add it to your hand - but only if you have less than 3 cards in your hand. You may never hold more than 3 cards in your hand.

OR

- 2- Play a Fairy Mischief card from your hand to manipulate any permitted die. Then place that card in the discard pile.



(See back panel for Mischief card explanations.)

PLEASE NOTE:
You may use your Mischief cards to mess with any dice in the game including the Fairy Dice.

However:

- You **may not** swap a fairy die with a player die.
- You **may not** place dice of another color in a player's dice pool.
- You **may not** affect the Goblin die.

DICE ACTION

Choose any die from your dice pool and place it on an empty player dice space on any mini game that is currently in play (without changing its value), showing the number that is on the top face of the die.

- If, by placing a die, a game reaches full capacity, you score it immediately (see below in Scoring a Mini Game).
- If you have NO dice in your pool, you may move one die from one game to another. You may move your own die or that of another player. If a mini game now becomes full, it is immediately scored (see below).



SCORING A MINI GAME

Once all of the dice spaces on a game have been filled, that card is immediately scored.

- 1- Before looking to see who has won the game, any player who has at least one die on the game that matches the magic number scores **1 point**.
- 2- Then look at the winning condition for that mini game and see who has won.
- 3- The winner gets to roll the Goblin die into the Prize Pit.
 - Take the Goblin die and roll it from outside the Prize Pit into the box.
 - If the die lands showing a number, the player gets that many points and moves their Pixie mover along the score track that amount.
 - If it shows a number and any part of it is touching a numbered prize square they get those points as well.



In the above example a player would score 8 points.

NOTE: All ties are friendly. Players in 1st all get a chance to roll the Goblin die. Players in 2nd and 3rd score the full points. (exception: see Hook-a-hippocampus card explanation)

Once a mini game has been scored, all players take their dice back, re-roll them, and return them to their dice pools. All Fairy dice are also re-rolled and placed back in the Fairy dice pool. The finished mini game is then discarded, and a new game is turned over from the face-down deck. If there are no more cards in the deck, the game continues until there is only one mini game remaining (See Game End.)

- If the die lands showing the Goblin you get no points but can steal a Mischief card from another player. If you already have 3 cards, you may steal a card and then discard down to 3 cards.



- If the die lands on the sleeping dragon in the center, do nothing. You have disturbed the dragon and it gobbles up the die leaving you with no points or a chance at stealing a Mischief card.



- If the Goblin die bounces out of the Prize Pit (fairy interference!), you score nothing.

- 4- Players in **2nd place** score **3 points** and Players in **3rd place** score **1 point**.



MINI GAME CARD BREAKDOWN

- MAGIC DIE NUMBER
- FAIRY DICE SPACES
- PLAYER DICE SPACES
- GAME PLAY
- MINI GAME NAME
- SCORING

SPLAT THE BUTTERFLY RAT

No Butterfly Rats are banned while playing this game. Before players place their dice, re-roll 1 Fairy die and place it on the Fairy dice space. Once the game is complete the player with the most dice that match the Fairy die number wins the game.



TUG OF WAR

Will you pick the right side and pull a win? Players can place a die on either side, however if there are an unequal number of dice on either side you must place your die on the side with fewest dice. When the game is completed, the side with the highest total on the dice wins. Then the player with the highest total on the winning side wins first place followed by the other players the other players with dice on that side in scoring order. In the rare case you tie yourself, you may only roll into the Prize Pit, or score points once.

TEST YOUR STRENGTH

Step right up and ring the Dragon's bell. Count up the total numbers on all of your dice on the card. The player with the highest total wins.



RED is the WINNER with a total of 9, PURPLE is 2nd with 7, and both GREEN and YELLOW score 3rd.

TIN CAN VOLLEY

I 'wand...er' if you can hit them all down. The player with the longer consecutive run of numbers on their dice (minimum of 2) in any order wins.



RED is the WINNER with three dice, BLUE is 2nd with two dice and PURPLE doesn't score.

