

Rules of the Game

Contents

110 cards:

- 75 Fairy cards, numbered from 1 to 5 in each of the 5 colors (there are 3 copies of each card).



- 35 Effect cards

And this rulebook.

How to Play ?

General Concept

Collect 3 or 4 Fairy cards of the same color to trigger their effects at the right moment, to score points and cause other players to lose points.



Objective

Score the most points.

Setup

Shuffle the Fairy cards and the Effect cards separately.

Deal 3 Fairy cards to each player to form their starting hand. Place the remaining cards in a Draw pile in the center of the table, and turn over the top 6 cards to form a Discard pile.

Arrange the Effect cards in 4 columns of 6 cards, face down. Then turn over the top card of each column (see the example on the next page). Place the rest of the cards in a pile, face down: this will be the "Extra dose of emotions" stack!

Setup example:

Effect cards



Extra dose of emotions



Fairy cards

Draw pile



Discard pile



How to Play

The player who makes the biggest impression on the others starts the game.
Then the players take turns, moving clockwise.

On their turn, the player places one of their Fairy cards in front of them. If it's a color already on the table, they place their card on top of the previous one (regardless of the values), leaving all values visible.

When a player places a **third Fairy card** of the same color in front of them, they may choose:

- **to trigger** the effects (see next page).

OR

- **to continue** the game.

The player ends their turn by drawing the top card from the Draw pile or the Discard pile. If the Discard pile is empty, you can only draw from the Draw pile. If the Draw pile is empty, shuffle the Discard pile to replenish the Draw pile.

Triggering Effects

Visible Effect cards are resolved from left to right (example on page 8):

- **If no player has achieved the objective indicated on the card:** nothing happens; the Effect card remains in play.
- **If only one player has achieved the objective indicated on the card:** they take the Effect card and place it in front of them (they will score the points shown on it at the End of the game).
- **If many players have achieved the objective:** starting clockwise from the triggering player, each of them takes the first available Effect card from the column. If a player takes the last available card in the column and other players have completed the objective, they will not receive a card for that objective.



For Effect cards with multiple values or colors: count each relevant Fairy card.



The Extra dose of emotions

When a player plays **a 4th Fairy card** of the same color in front of them, they **must** trigger the effects.
The effects are resolved as explained earlier.
The triggering player also takes the top visible card from the "Extra dose of emotions" stack, which they may keep or give to a player of their choice.

Once the effects from all 4 columns have been resolved, the triggering player:

- discards its 3 or 4 cards of the same color (in the order in which they were played),
- draws a new card, so they once again have 3 cards in hand,
- reveals the Effect cards from the columns where cards were won, so that there are once again 4 visible objectives.

Play resumes: it is now the turn of the player to the left of the triggering player.



Here, David played a fourth yellow Fairy card and triggered the effects (he hadn't done so when he played his third yellow Fairy card). The effects are therefore resolved from left to right:

- **A** *All three players have the same number of 5s and 4s, so David wins the -2 card, Pauline the +4 card, and Florent the +3 card.*
- **B** *David has the fewest purple Fairy cards, so he wins the +2 card.*
- **C** *David has the fewest pink Fairy cards, so he wins the +3 card.*
- **D** *No one has a red Fairy card, so no one wins that card.*

David triggered the effects with a fourth Fairy card, so he takes the -2 card from the "Extra dose of emotions" stack and gives it to Pauline.

David discards his 4 yellow Fairy cards and draws a card to have 3 cards in his hand again. Three new effects are revealed, and the game continues: it's Pauline's turn.

End of the game and scoring

The game ends immediately when there are no more Effect cards or when no player has won an Effect card during a trigger. In the case of an "Extra dose of emotions," the triggering player still wins that card (which they may choose to keep or give to another player).

Each player counts the points from the Effect cards they've won. The player with the highest score wins the game.



The Butterfly Fairies



Now that you've played with our little Butterfly Fairies, we can explain who they are, and why they make us - and the other players - gain or lose points! They're everywhere, watching over us - and especially our emotions. And we know that when our emotions build up a little... it spills over into our little lives! Sometimes a lot, sometimes in a positive way, and sometimes in a negative way. And since we don't live alone, it also spills over - positively or negatively - onto those around us!
It's up to us to handle all of this as best we can.

Thanks to...

Author Florent Toscano: First and foremost, to my fairy Nora and my butterfly Jean, who watch over me so well. A huge thank you to everyone who endures, supports, or benefits from my emotions - which can take up a lot of space. And thank you to Pauline for bringing them to life!

Illustrator Pauline Détraz: Thank you to the entire team at Jeux Opla for their dedication to making a part of the world more poetic and lighter. And a very special thank you to Florent for his trust and kindness.



There's also magic in the Nature games...







...and in our comic book line



...or in our Experiences line



... Not to mention the CARTZZLE



Want a little more magic?..

The meaning we infuse into our games stems from the care we take in their development, manufacturing, and marketing processes.



To minimize the environmental impact, this game was entirely designed, developed, and manufactured in the Lyon region of France. Its production process was designed to be as eco-friendly as possible. It will not be exported beyond a 1,000-km radius, it will not be sold to multinational platforms whose values do not align with ours, and it will not be sold at a discount during Black Friday.

RULES VIDEO:

About After sales services.

We take great care and attention in crafting our games. If, despite this, you notice a problem or a missing piece—or if this happens at any point during the game's lifespan (which we hope will be long and exciting!)—please send us a message at: commande@jeux-opla.fr.

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