A game by Laurence Grenier & Fabien Tanguy

FAIRY RING

*A ray of moonlight shines in the clearing. The fairies wake up
and stretch their wings. Mushrooms pop up from the ground, forming a circle.
The first fireflies start to land. Magic is returning to the forest;
now it's time to prepare for winter...*

Enter the magical world of *Fairy Ring*!
Create a mushroom village to house the fairies in the clearing.
Guide your fairy carefully, from village to village, through the fairy ring
to gather as much Mana, the magical energy of fairies, as possible.
You have two seasons to develop your village before winter comes.
Each decision counts towards winning the game!

**Watch
the rules video!**

Setup

A Each player takes a **Village board** and places it in front of them **1**.

B Prepare the **Mushroom cards**:

● Sort the cards into three decks according to their back:
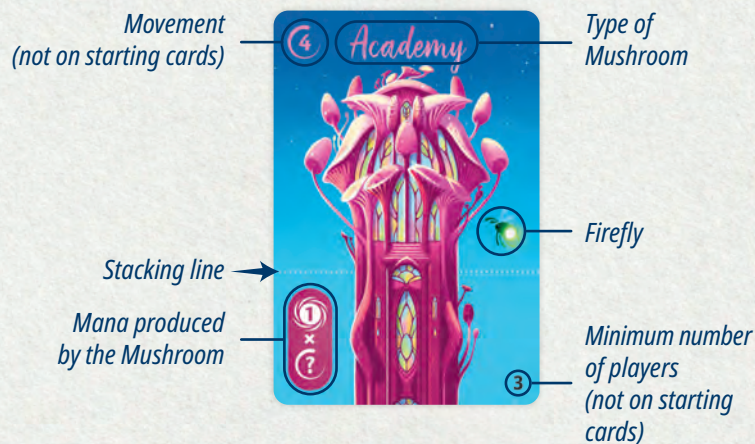
Starting cards   *Round 1*   *Round 2*

● Each player draws a random **starting card** *0* and places it faceup above their Village board **2**.

Card description

Movement (not on starting cards) — Ⓒ4 Academy — *Type of Mushroom*

Firefly

Stacking line →

Mana produced by the Mushroom

Minimum number of players (not on starting cards) ③

● In the Round *1* and Round *2* decks, take cards according to the number of players (indicated in the bottom-right of each Mushroom card):

- ● With 4 players, use all the cards (**2**, **3** and **4**).
- ● With 3 players, use only the **2** and **3** cards.
- ● With 2 players, use only the **2** cards.

● Shuffle decks *1* and *2*, facedown and separately, then set them aside **3**.

C Each Village board has its own type of flower.

Take the **Fairy standee** that matches your flower and place it on your starting card **4**.

D Take the **score wheel** that matches your flower **5**.

Turn the wheel so the 0 appears in the window, then place it facedown in front of you.

Note: Keep your points hidden throughout the game.

E Place the **Mana tokens** in the middle of the table to make a reserve **6**.

F Randomly choose a player who takes the **First Player tile** and places it beneath the left side of their Village board **7**.

G For your first few games, place a **player aid** in front of you; it explains all the Mana produced by the Mushrooms **8**.

H Put the remaining components back in the box, they will not be used during this game.

8

Magidrome
Gather the indicated number of Mana.

Lookout
Depending on the size (number of stacked cards) of your Lookout, gather a total of 3, 8, 15, or 24 Mana.

Pollenarium
Gather 1 Mana per Mushroom in your Village.

Academy
Gather Mana equal to the Fairy's movement.

Luminarium
Gather 1 Mana per **visible** Firefly in your Village.

Spring
Each time a Fairy (including yours) moves over your Spring **without stopping**, gather the indicated number of Mana.
Note: When a Fairy stops on a Spring, no Mana is gathered.

Gameplay Overview

The game plays over **2 rounds**.

For the first round, take the Round **1** deck and deal **7 cards**, facedown, to each player.
Put the remaining cards back in the box.

Round Overview

A round plays over **6 turns**, each with the following phases:

A. **Choose**
B. **Resolve**
C. **End of turn**

A. Choose

Simultaneously and secretly, look at your cards and choose one to place, facedown, under the right side of your Village board.

Place your remaining cards, facedown, under the left side.
The first player places them on top of the First Player tile.

Remaining cards   Chosen card

B. Resolve

One player at a time, starting with the first player then continuing clockwise, complete **all the following actions**, in order *(details on pages 5 and 6)*:

1. Place your Mushroom

Reveal your chosen Mushroom card and place it in your Village.

2. Move your Fairy

Move your Fairy as many Mushrooms as shown on your chosen card.

3. Gather Mana

You and/or another player gather Mana according to the Mushroom your Fairy stopped on.

C. End of turn

When everyone has completed these 3 actions, pass your remaining cards to the player on your left.
The first player also passes the First Player tile.

Then a new turn begins with the new first player.

End of the round

The round ends once everyone has played **6 cards**. The final seventh cards are not played; put them back in the box.

At the end of the first round, deal **7 cards** from the Round **2** deck to each player, then play the second round following the same rules.

1. Place your Mushroom

Reveal your Mushroom card, then place it in your Village. To do this, you may either:

Plant a new Mushroom

Place your card **to the left or right** of your other Mushroom cards. You can never place a card between two already-planted Mushrooms.

Note: *There is no limit to the number of Mushrooms you can plant and you can have several Mushrooms of the same type in your Village.*

OR

Make a Mushroom grow

Place your card **on top of a Mushroom card of the same type**. To do this, lay the new card just above the stacking line of the existing card.
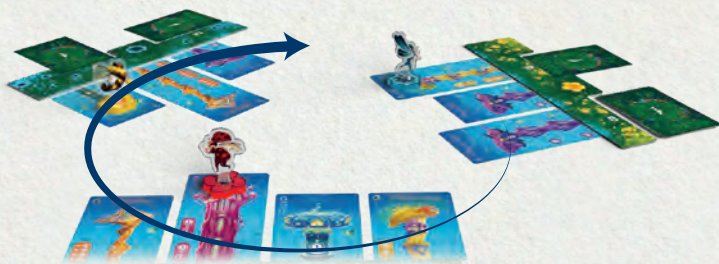
Important: *The maximum size of a Mushroom is **4 stacked cards**. You cannot make a Mushroom grow if it has already reached this limit.*
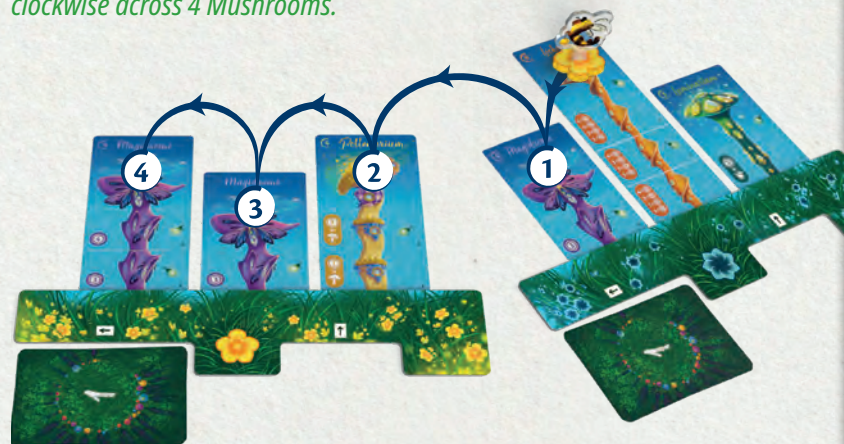
2. Move your Fairy

Fairies move **clockwise** across a route composed of **all players'** Mushrooms. The leftmost card of your Village is connected to the rightmost card of the next Village, forming a ring that evolves each turn: a fairy ring.

Move your **Fairy standee** as many Mushrooms as the movement indicated on the card you just placed.

Important: *A Mushroom made of multiple stacked cards is treated as **a single Mushroom**.*

Example: *The card I just played has 4 movement. I therefore move my Fairy clockwise across 4 Mushrooms.*

Note: *The **"Spring"** Mushroom card is special and gives you the choice of 3 movements for your Fairy. Choose its movement when you place the card in your Village.*

3. Gather Mana

Each Mushroom produces Mana in a different way *(see page 7 or your player aid)*.
When you gather Mana from a Mushroom, count the Mana produced by **all the cards** that are part of the Mushroom.
Then, take Mana tokens from the reserve equal to the amount produced and place them in front of you.

Depending on the Mushroom your Fairy stopped on, there are two possible situations:

Your Fairy stops on one of your Mushrooms	Your Fairy stops on an opponent's Mushroom
Gather Mana from this Mushroom.	**Your opponent** gathers Mana from this Mushroom.

OR

Your opponent gathers Mana from this Mushroom.

Then check **your Village**:

- If you have **one or more Mushrooms of the same type** as your opponent's Mushroom, choose one and gather Mana from this Mushroom.
- If you don't have **any** Mushrooms of the same type as your opponent's Mushroom, do not gather Mana this turn.

As soon as you gather at least **20 Mana**, gain **1 point**. Turn your score wheel one notch to the right to increase your score by 1, then return 20 Mana to the reserve. Keep any excess Mana in front of you.

Example: My Fairy ended its movement on an opponent's "Magidrome" Mushroom, so they gather 3 Mana from their Mushroom. Since I also have two "Magidrome" Mushrooms in my Village, I choose the bigger one and gather 7 Mana. With the Mana I've already gathered, I now have a total of 25 Mana. I return 20 to the reserve and gain 1 point on my score wheel.

My Village

Opponent's Village

Mushroom details

*Reminder: A Mushroom composed of multiple stacked cards is treated as **a single Mushroom**. When you gather Mana from a Mushroom, gather Mana produced by **all the cards** that are part of the Mushroom.*

Magidrome
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Luminarium
Gather 1 Mana per **visible** Firefly in your Village.

Spring
Each time a Fairy (including yours) moves over your Spring **without stopping**, the indicated number of Mana.

Note: When a Fairy stops on a Spring, no Mana is gathered.

Example: Here is the Mana I would gather for each Mushroom in my Village, if a Fairy were to stop on it this turn (after moving 5).

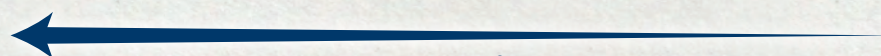|					
8 Mana 3+5 Mana	**18 Mana** 3×6 Fireflies	**0 Mana**	**8 Mana** 2 cards = 8 Mana	**6 Mana** 1×6 Mushrooms	**10 Mana** 2×5 movements

3 Mana
1+2 Mana since the Fairy moved over the Spring without stopping.

Direction of movement

7

End of the game

At the end of the second round, reveal your score wheel. The player with the most points wins the game. In case of tie, the player with the most Mana in front of them wins the game. If there is still a tie, tied players share the victory.

Variant: Objective cards

After several games, we suggest adding Objective cards.
The game plays in the same way, with the following exceptions:

Setup

Shuffle the **Objective cards** and randomly draw 3 that you place in the center of the table.

Take the **3 Objective markers** that match your flower and place them on your Village board.

The **back side** of your player aid describes the different objectives.

Resolve

As soon as you complete an objective in your Village, place one of your Objective markers on the grassy zone of the completed card.

Then gain **1 point** by turning your score wheel one notch.

You can complete multiple objectives on the same turn, but you can only complete each objective once.

Note: Points you gain from completed objectives are permanent. Even if you no longer fulfill the objective conditions, do not remove your marker from the Objective card.

Example: At the end of my 3 actions, I have 11 visible Fireflies in my Village. I therefore place one of my markers on this objective and gain 1 point on my score wheel.