GROW FAIRY KINGDOMS

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The competitive plant-growing game
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GOAL: Be the first to reach full points
by growing your plant and pruning
your rivals.

For 3-6 players, age 6-and-up.
2 minutes to learn, 30 to play.

SET-UP:
6 FairyCircle Base tiles, face up, 1/player.
92 play tiles, face down in a shuffled
Draw pile. There are four main types of plant tiles:

- **STEM:** Residential, contributes to plant length and branching.
- **LEAF:** Shielding, defend against pruning (shield icon). Straight or bending.
- **THORN:** Pruning, attack opponent plants (sword icon). Straight or bending.
- **FLOWER:** Scoring, counts for Victory Point (flower icon). Straight or bending.
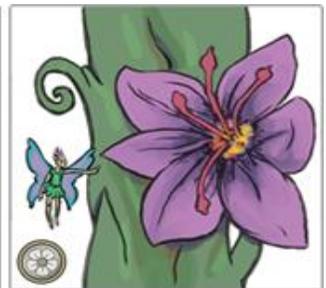
PLAY: Each round has a Day Phase for growing and a Night Phase for pruning.

DAY PHASE: *GROW!*

Players simultaneously select 3 new tiles, look at them, & pass 1 to any player they choose. After passing, view your received tile/s and add all 3 to your plant at any open bud, in any order you choose. When Night begins the tiles cannot be re-arranged.

If you found a Rot or Caterpillar, choose an additional plant tile and play these attack tile/s on your rivals after all plants have been grown. Caterpillar plays before Rot.
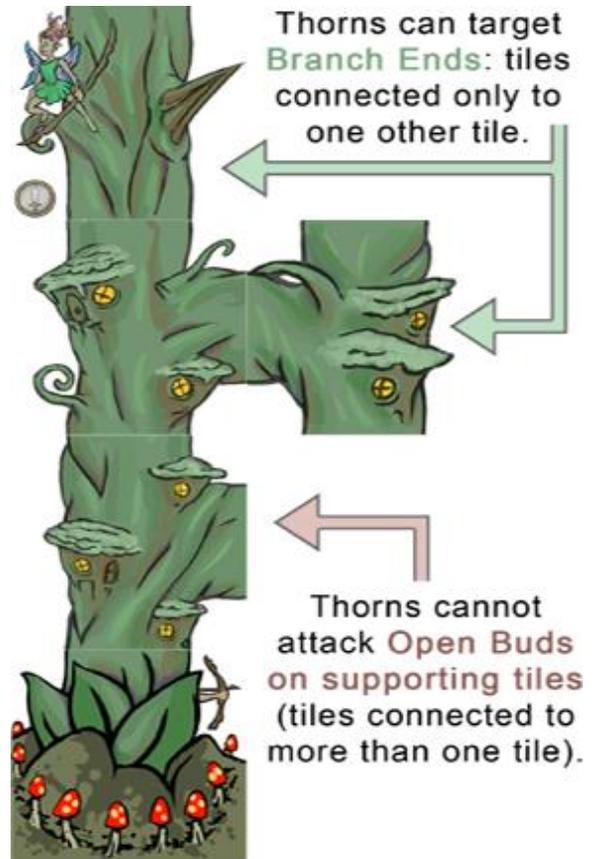
NIGHT PHASE: *PRUNE!*

Each player counts their Thorn Archers. All players have at least 1 Thorn Archer: the Base. The Player with the fewest Thorns attacks first, with initial ties going to the younger player and subsequent ties going to the player left of the last player to roll.

Only branch-ends may be targeted (not open buds on supporting tiles). Attacking player identifies a rival end-tile to prune (discard) and rolls a 6-sided die per Thorn:

- Non-Leaf tile, undefended: **roll 4, 5, or 6** to prune.
- Non-Leaf tile, defended by adjacent Leaf: **roll 5 or 6** to prune.
- Leaf tile: **roll 6** to prune.
- FairyCircle Base tile cannot be targeted, nor any supporting tile (only ends).

Re-mix pruned tiles back into the Draw pile, or for a faster game discard all but Rot, Caterpillars, or gold tiles.

When all players have rolled attacks the Night ends, and a new growing Day begins!

Thorns can target Branch Ends: tiles connected only to one other tile.

Thorns cannot attack Open Buds on supporting tiles (tiles connected to more than one tile).

SCORING: Play ends when at least 1 player survives a night with 5 victory points (for longer games, try higher numbers) or all tiles are used:

- Each **Flower** on your plant is worth 1 victory point.
- Each **Victory Branch** is worth 1 victory point: a line of 3 tiles at an end with none of those 3 branching into other tiles. A line of 3 plant tiles at an end is a "Victory Branch" until one of the first 2 gets a tile added to a side bud, the end is pruned, or a Rot is attached.
- **Points Victory:** If one player survives a night with at least 5 victory points they win. If two or more players reach morning with at least 5 points, the player with the most points wins, and equal high scores tie. If the shuffled Draw pile is exhausted, highest victory points by morning wins.
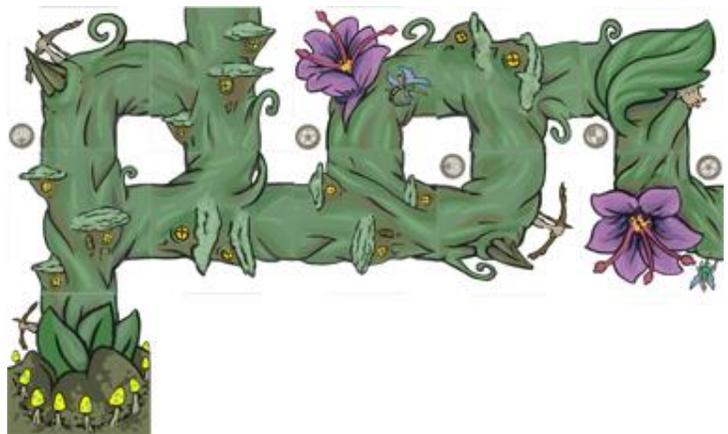- **Martial Victory:** Survive a night with at least 12 Thorns and the fewest flowers.
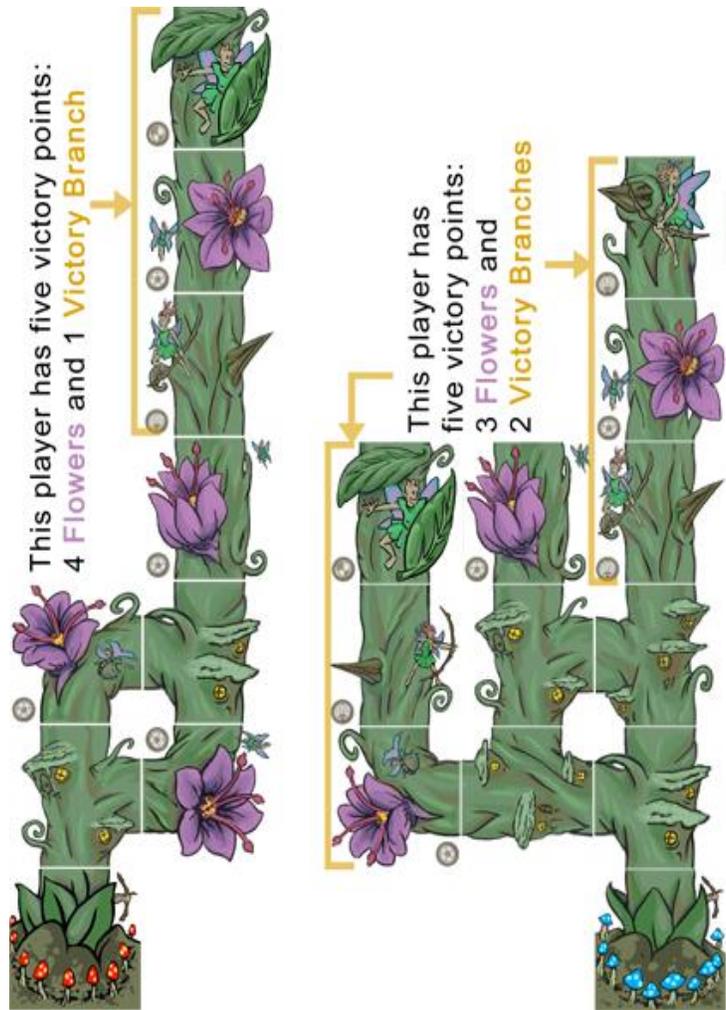
LOOPS:

With branching and bending tiles it is possible to make loops in your plant. Fairies love circles!

Loops are good because there are no ends, so every tile making the loop is protected against pruning.

Loops are bad because there are no ends, so no looped tiles count towards a Victory Branch.

This player has five victory points: 4 Flowers and 1 Victory Branch

This player has five victory points: 3 Flowers and 2 Victory Branches

ADDITIONAL TILES: These 5 tile types are shuffled-in after round 3:

- **Caterpillar:** Can be added to any open bud on an opponent plant. Can be removed with a successful Thorn-roll like any other end-tile. If not removed, eats 1 attached plant tile at the start of the next day and is then reshuffled. Good for breaking up a loop! Is not a plant tile, and so an end to which it is attached can be pruned, and Caterpillar is removed.

- **Rot:** Can be added to any open bud on an opponent plant. Prevents growth on that bud. Can be removed with successful Thorn-rolls like any other end-tile. If placed on an end-tile, Rot must be pruned before the end-tile can be pruned. Rot cancels that Victory Branch: no Fairy would count a branch with Rot at the end!

- **Golden Thorn:** Counts as 2 thorns for that player. If pruned, attacking player adds it to their plant, but does not add to Thorn count until the following night.

- **Golden Leaf:** Makes adjacent tiles into leaf-shields (requires a 6 to prune). If pruned, attacking player adds it to their plant.

- **Golden Flower:** Counts as 2 victory points for that player. If pruned, attacking player adds it to their plant.

SPECIAL CASES:

Q. *I grew my plant "underground," below my FairyCircle Base. Is that OK?*
A. Fairies do weird things. Feel free to grow in every direction!

Q. *My loop closed off all available buds, so I have nowhere to grow. What now?*
A. Change the direction of your last tiles right away so you can keep playing.

Q. *I grew a branch next to another branch on my plant, with a bud (side-output) facing an empty side of the neighboring piece in the other branch. What happens?*
A. You have an end that no longer grows but can still be pruned. Lame but legal, unless it is your only open end, in which case change the direction of your last tiles right away so you can keep playing.

Q. *How do I indicate the rival tile I am targeting for an attack?*
A. Drag a turned-over tile from the shuffled pile and touch a corner to the target.