

妖精の施し

Fairy's Alms

Koo&Qoo Fam's
Original Card Game
Fairy's Alms Yosei No Hedekoshi



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Players
2~4

Time
15min~

Age
8+

Components : 26 Dream cards, 8 Friend cards
20 Cheer cards (Two +1~+5, -1~-5 each)
2 pawns, 1 Rulebook



Dream card



Friend card



Cheer card

STORY

**“Want to be ~”, “Want to do ~”,
people have many wishes and dreams.
Do you know there are beings that help
‘grant those wishes’ in this world.**

**They are called ‘fairies’ .
Usually, they live in the world called ‘Dreamlands’ .
Goes to someone’s place whimsically,
standing by, and shares power
to go toward to their dream.**

**Now at this moment,
there are twin fairies going to someone’s place.
Cat eared ‘Roo-ko’, and rabbit eared ‘Qoo-ko’ .**

**Together, Roo and Qoo.
As an dweller of Dreamlands,
lead the twins so they can accomplish their job.**



Overview of game

Player will be an dweller of Dreamlands, and cheer Roo and Qoo' s work. At the start of each turn, players will choose a 'dream card' which they want to grant, and play one of dealt 'cheer cards' . When the total number on cards which players had played matches the number on dream cards, it will be able to grant that dream. Repeat this on certain numbers and reach to the goal.



End of game

Player will win the game when they have granted last dream on field without failing.

If the player have fail even once, they will lose.



Skills

Each player has an character, which has their own skill, and this skill is able to use once during the game. Timing to use this skill differs. Refer p.10 for more details.



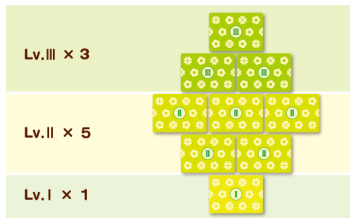
Preparing the game

① Shuffle the dream card by each level, and place as picture below.



Easy mode

Placement will differ by difficulty. Below is an example of easy mode. Card placement for other difficulty is listed on p.12.



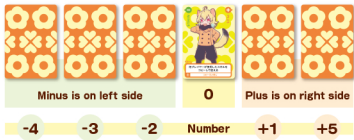
② Deal friend card to each player. It could be randomly or player's choice. Card which is received will be placed faced up in front of player.

③ Shuffle cheer cards and deal five cards to each player faced down.

④ Each player will check the cheer card and line up on left and right side of friend card. When lining up the cheer card, place the card with small absolute value near to friend card.

✚ Example: If the cheer cards are $-4, -3, -2, +1, +5$

Check the number, and place it faced down. Consider the friend card as '0', and line up the cards so that the amount of card will be bigger as it goes to right.



⑤ Reveal the dream cards and place the pawn in front of level 1.

⑥ Decide the starting player, and place the another pawn in front of the starting player. Person who had seen a good dream will be a starting player. If there are no person who had seen it, decide by Rock Paper Scissors.



Game sequence

1 Decide the destination

Starting player will proceed the pawn to the chosen dream card. The card which is not adjacent cannot be chosen. If the card that can be chosen is only one, proceed the pawn to that card.

2 Choose cheer card

Each player chooses a cheer card from faced down card. At this moment, players can have an conversation to which card to play. Rules for conversation will be described later.

3 Reveal every player's cheer card

The chosen cards are revealed and the numbers are added up. If the total number matches one of the numbers on the dream card, the dream card is cleared. If the dream card is cleared, the cheer card remains face up.



Game sequence

4 Shuffle cheer cards

If stage 4 is cleared on except easy mode or all of player' s cheer cards are opened, shuffle all the cheer cards and deal to players again.

5 Change starting player

Starting player will pass the pawn to the player on left side. The player who was passed the pawn will be the next turn' s starting player and repeat from ①.

6 End of game

Player will win if the last dream are granted without failing any single time.

On the other hand if the players had failed any single time, players will lose.



Conversation rules for choosing cheer cards



At the conversation, the way of sharing information is recommended as below.

- Who will play plus or minus.
- Point the other player's card to urge to play, from information of used cards.



NO small talk or instructions that guides to total number.

- Tell the specific number, or information that identifies number such as even or odd.

Example① "I'll play +3!"

Example② "I'll play a card with even number!"

- Specify the other player's number to play.

Example③ "Anyone who has -2, play that card!"

Example④ "I'll play a card with even number, so play a card with odd number."



If players doesn't agree during conversation, ask start player for direction.



About friend card skills

Each player can use skill of chosen friend card once, during the game. After using skill, turn the card sideways and continue the game.



List of skills

(Possible timing to use)



Daisy

Plus or minus one to number played.
(After revealing cheer card)



Mona

Decide and reveal the cheer card before other player. (When deciding cheer card)



Leyon

Collect all players cheer card and shuffle. After this, deal the card again.
(Before deciding cheer card)



Mimi

Shift the pawn's current position to left or right (Before deciding the destination of dream card)



Domino

Trade an unused cheer card with another player. (Before deciding cheer card)



Ten

Copy other player's used skill.
(Same timing as copied skill)



Merry

Reveal a card from your hand.
(When the cheer cards are dealt)



Gray

Exchange plus and minus on a revealed card. (When the cheer card is revealed)



Difficulty of game

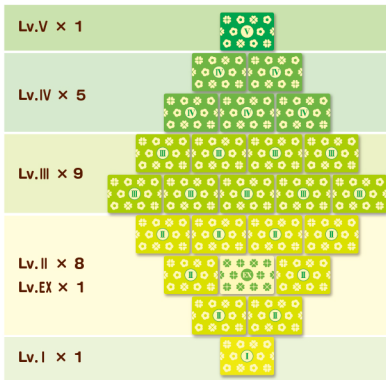
Player can change difficulty of the game by placement of dream cards. It is suggested to play first from easy mode. Cooperate with other player to clear 'Nightmare mode'. After finishing stage 4, shuffle the cheer cards and deal them again. This procedure will be held except easy mode.



Normal mode



Hard mode



Nightmare mode

On Nightmare mode, replace Lv.5 card with Lv.∞ card. Players cannot use their skills in cards which are Lv.EX and Lv.∞ appears on Hard and Nightmare mode.





Credits



Game design

Aso bo-ya



<https://asobouyabg.wixsite.com/asobouya>



Illustration

ntm39



Designer

Hitomasu Modoru

coda



Prototype preparation

Ryo Asakura



Director

Rooq



Special thanks

*Mute

BOOKS ながしま

NIBISHI

ofton_morph

petamoriken

S. W.

T.Misono

あなくま

ウエダメタヲ

エリザベス

クロナナ

こりんぼたーん

ジロー

すみかけ

トイリス

とだ

ぬまぬまぬ

はかせー@けもみみ魔法使い

ばっずん

魚介類

工藤諒也

小沢卓也

常盤台メイ

素の人(しろのーと)

駄菓子屋さんた

亡々冠

唯々神トシナ



More info about characters

by **RagesQue!**

RagesQue <https://ragesque.com/>



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Rules for 2 players.

Base rules doesn't change from 4 player game.
Although, make change on following parts.



① Choosing friend card

Each player chooses a friend card,
then choose another friend card and place it faced down.

② Dealing cheer cards

Each player receives 2 set of cards
(1 set will be 5 cards),
and place them following the lining up rules.
Set the friend card on upper row and place
the friend card which is faced down on lower row.

③ Choosing cheer cards

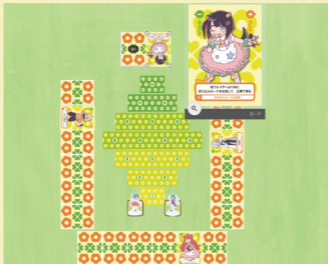
Each player chooses the cheer
cards from both upper and lower row.
And then judge the result from total amount of 4 cards

④ Using skills

Each player can use faced up friend card's
skill only once during the game.

Rules for 3 players

Base rules doesn't change from 4 player game.
Although, make change on following parts.



① Adding NPC

As a fourth player, add the NPC.

Friend card of NPC will only be Mona.

② Dealing cheer cards

As 4 player rule, each player receives 5 cards.

But, for NPC shuffle the cards
and place the pile by the friend card.

③ Choosing cheer cards

On 3 player game, **Mona's skill activates every time.**

Reveal a card from top of cheer card pile and
treat that card as chosen cheer card.

Each player will discuss and choose their cheer card
after NPC has revealed the cheer card.