



Fairy Bargains

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A fast paced game of strategy and deals

Brief Description

The Fairies are bored and looking to make a deal, but as everyone knows, Fairy Bargains are a little one sided.

Fairy Bargains is a strategy game where players try to make the best deals possible for themselves while leaving less than desirable results for everyone else.

2-6 players, Age 8+, 30-45 playtime

The Deck

The Deck is made up of 65 cards with 13 each valued 1, 3, 5, 7, and 10.

The Rules

Setup: Shuffle the deck and deal each player a hand of 6 cards. Turn 3 more cards face up (the Fairy Pot). The rest of the cards are placed face down in a Draw Pile.

Play: Play starts on the dealer's left. On each players turn, they play one card from their hand. The player then takes the fewest number of cards from the Fairy Pot that the sum of the values is *greater than* the played card. If the sum value of the entire Fairy Pot is less than the played card, add cards to the Fairy Pot from the Draw Pile until the total exceeds the played card. The cards taken are placed face down in front of the player and the played card goes into the Fairy Pot. The round continues to the left until all cards are played. Deal then passes to the left. At the end of each round, players score the number of cards in front of them.

Example: If the Fairy Pot consists of a 1, 5, and 10 and the first player plays a 3, that player would trade the 3 for the 5. The 5 is placed face down in front of the first player and the Fairy Pot for the next player is 1, 3, and 10. The next player plays a 5. They exchange it for the 10 and place it face down in front of them. The third player plays a 10. Since the Fairy Pot is 1, 3, and 5, it cannot exceed the 10, so a card is added from the draw pile. If this card is a 3, that player takes the two 3s and the 5, places those cards in front of them, and the Fairy Pot is left with a 1 and a 10.

Winning: After all players have dealt once, the player with the highest score wins.

Variant 1

This variant is similar to the main rules but requires more score keeping. The trade off is that there is less luck and more skill involved on the part of the players.

Setup: Shuffle the deck and deal each player a hand of 6 cards. Turn 3 more cards face up (the Fairy Pot). The rest of the cards are placed face down in a Draw Pile.

Play: Play starts on the dealer's left. On each player's turn, they play one card from their hand. If the Fairy Pot can *equal* the value of the played card with one or more cards, the player takes those cards from the Fairy Pot. If the value of the entire Fairy Pot is less than the played card, add cards to the Fairy Pot from the Draw Pile until the total *equals or exceeds* the played card. If the Fairy Pot cannot match the exact value of the played card, the player takes cards from the Fairy Pot of total value greater than, but as close as possible to the played card. The difference between the played card and the cards removed are added to the player's score. The played card then goes into the Fairy Pot and the removed cards are discarded. If the Draw Pile empties, shuffle the discards and make a new Draw Pile. The round continues to the left until all cards are played. Deal then passes to the left.

Example: If the Fairy Pot consists of a 1, 5, and 10 and the first player plays a 3, that player would trade the 3 for the 5 and score 2 points. The 5 is discarded and the Fairy Pot for the next player is 1, 3, and 10. The next player plays a 5. They exchange it for the 10 and score 5 points. The third player plays a 10. Since the Fairy Pot is 1, 3, and 5, it cannot match the 10, so a card is added from the draw pile. If this card is a 3, that player takes the two 3s and the 5, scores 1 point, and the Fairy Pot is left with a 1 and a 10.

Winning: After all players have dealt once, the player with the highest score wins.

Variant 2

This variant requires more setup and strategy

Setup: Each player starts with three 1s, three 3s, two 5s, two 7s, and one 10. These are placed in front of the player, face up. (Note: There are only enough cards in a single Fairy Bargains deck to play this game with up to four players.)

Play: Start with a random player. Play proceeds to the left. On each player's turn, they place one card into the center (the Fairy Pot). They then withdraw any number of cards with a total value up to 1 less than the amount put in. (Obviously, the first player would not be able to withdraw anything since the Fairy Pot starts empty.) Cards taken are left face up in front of the player.

Example: Player one puts a 1 in the Fairy Pot. Since there are no other cards, there is nothing to take back. Player two puts in a 3 and takes the 1. Player three puts in a 3 and cannot remove anything. Player four puts in a 7 and takes the two 3s.

Winning: A player is immediately eliminated when they run out of cards. The winner is the last player with cards in front of them. (If everyone just played their highest card each time, then the player that goes last would win by default with a single card in front of them.)

Variant 3

This variant is the solitaire version

Setup: Shuffle the deck and turn one card face up to the left side of your play area. Then deal five more face down. On the first face down card, turn another face up on top of it and deal one each face down to the other piles and repeat until you've turned one face up card on each of the piles. When complete, you will have one card in the leftmost pile and 6 in the rightmost pile with one card turned up on top of each pile. This is the Bargain Area.

Play: From the remaining cards, take the first three and turn them over. This is your Play Area. Only the top card can be used. Match the exact value of that card to any combination of the face up cards in the Bargain Area. (For instance, if you have a 10, you could match it with a 10 from the Bargain Area or 3 3s and a 1.) After matching, remove the played card and the cards from the Bargain Area that match it. Turn over any face down cards in the Bargain Area. You can then match with the next card showing in the Play Area. If there is no match to be made, turn over the next three. You can only go through the deck once. If you clear the entire Bargain Area, you win. For a less challenging game, deal only 5 total piles to the Bargain Area. For a more challenging game, deal 7 piles to the Bargain Area.