

FAIRY MEAT™

Miniatures Game



KENZER &
COMPANY

by
**Scott
Leaton**



Earth, Water, Air and Fire...

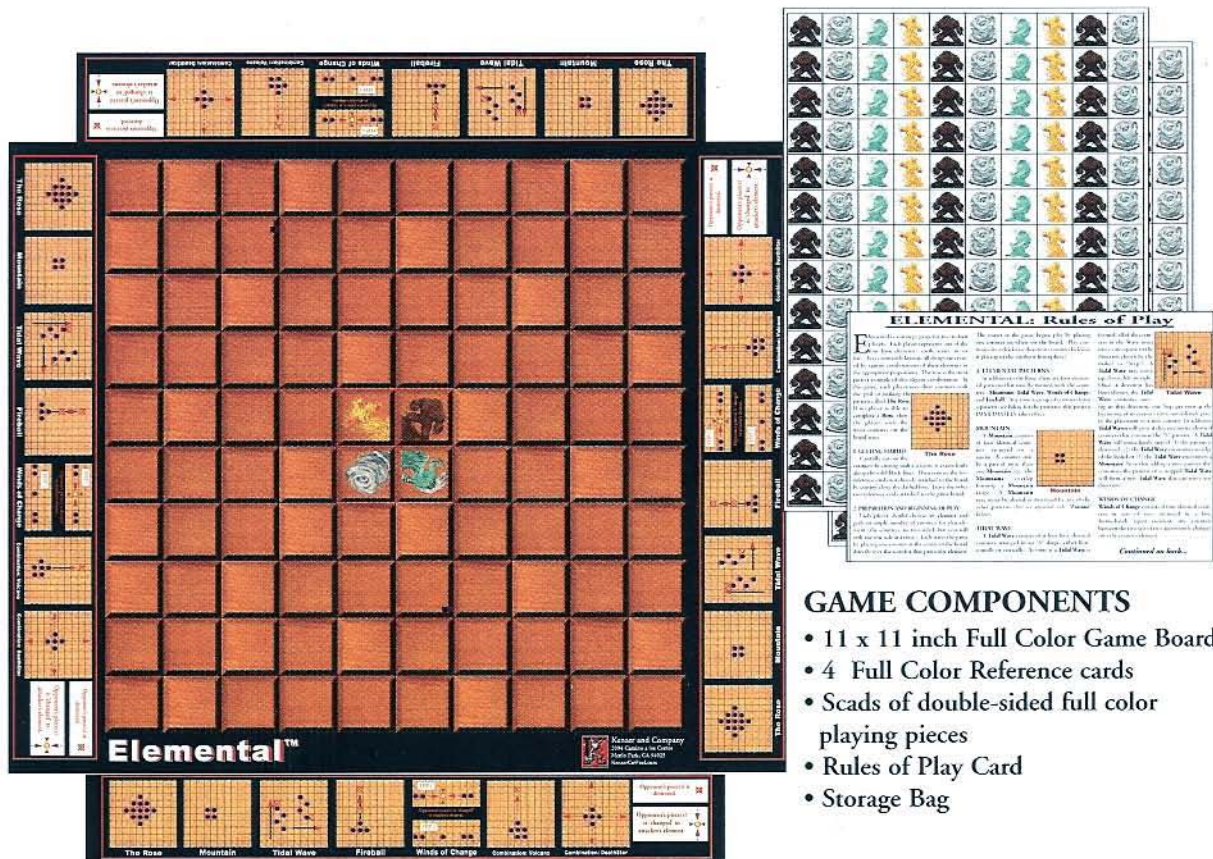
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Elemental Game Board. (Actual size is 11 x 11 inches)

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- Scads of double-sided full color playing pieces
- Rules of Play Card
- Storage Bag

Available now at better game and hobby shops or directly from Kenzer and Company (see www.kenzerco.com for ordering details).

FAIRY MEAT™

miniatures game

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This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

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ON FAIRIES



Fairy life was once such an innocent, dreamlike affair, with the day's events consisting of lovely tastes and songs, of sharing giggles, playing games with squirrels, finger-painting on dried leaves, and so on. There were no concerns for survival, and the most pressing issues were usually things like, "do we have enough berry wine for the party?" or, "now that we've licked all the honey off, how many of us can fit onto that sunny patch of moss and go for a noontime nap?"

Oh, but those beautiful days ended a very long time ago. Today, their lives have direction, their actions have a goal. This is to eat as many of their friends as possible. But before we get into that, let's take a look at the creatures themselves.

The Common Fairy

Fairies are cute, tiny little creatures, standing approximately 23mm high. They belong to no order within the animal kingdom. If one had to classify them as anything, it would be among those odd, improbable entities we might call "spirits"; although they are mostly material and not really very *spiritual*, as most would think of it. Their origins are unknown but certainly ancient, and probably didn't involve evolution of any sort. They seem to change mannerisms and clothes over time according to the current trends among humans, so it is possible that they relied (and still rely) on human influence to develop. Another theory is that they influence human creativity in some mysterious way, and that their styles and trends actually influence ours...

Appearance and Anatomy

Their skin varies in hue, from snow white to mauve to orange, and is usually decorated with colorful painted stripes and spirals. Hair can be just about any color, but is usually one of the bright colors nature reserves for poisonous things, like blue or bright yellow. This rainbow apparition is framed by a pair of shimmering insect wings. All fairies have wings of some sort. These are usually brightly colored, iridescent butterfly wings,

although in the southern hemisphere and much of Asia, glittering dragonfly wings are also common. A fairy's wings, solid though they may look, are magical in nature and act solid only to the willed touch of fairies and of the air, which they were made to beat against. If a person tried to touch a fairy wing, the finger would pass right through, as though the wing were an illusion or irresponsive hallucination; a fairy, however, could tear one in half with her hands.

Fairies usually look somewhat child-like and androgynous, leaning somewhat more towards female than male; as reproduction is not a fairy function, they theoretically don't have any genitalia[†]; at least not to anyone's knowledge. They are lightweight and spindly, what one of us might call "impossibly thin". According to legend, their shape came from the dreams of ancient man. They have large, slightly slanted eyes, and two seemingly functionless antennae originating at the inner edges of the eyebrows. Breasts are negligible, and though lithe and shapely, there is no muscle tone on a fairy frame. Male or female, no-one seems to know; all who see them enjoy the vision, at any rate. They are unequivocally charismatic and adorable.

The innards of a fairy are a simple affair. The maw consists of two single crescent-shaped tooth-ridges, which respectively span the upper and lower jaw, as would rows of teeth. These incisive implements border a thin, triangular^{††} tongue, which can be stretched and extended (after some difficult oral exertion) to a length long enough for the fairy to clean her own eyeballs. Past the tongue, we come to a dark and mysterious channel which leads into the fairy's chest and abdomen. To describe the loathsome details of what lurks within that warm, wet, wretched place would require dissection on the part of the author, as there are no medical resources pertaining to such things. The author thinks dissection is icky and smelly. The author was intentionally absent from biology classes on several occasions as a youth. You're a sick, naughty little badger for even wanting to know what a fairy's slimy bloody gully-wuts are like. Boys are so gross. Yick.

[†]Shame on you for even thinking about it.

^{††}Isosceles, silly!

Fairy Lives

A fairy life span is typically around four years. They pop out of pods which grow, apparently at random, from amber drops on trees in the Springtime (undeveloped fairy-pods are a most yummy delicacy among fairies; they lack any nutrients, but feed the addiction nicely). Fairies emerge fully grown, although a little naive. Usually the only pods that last long enough to gestate into a fairy are the ones

which are hidden well enough in the dark

labyrinthine treetops for hungry fairies to unknowingly pass them by. Sometimes, a fairy will chance upon a pod that's about to hatch, and will kill and eat the fairy the moment it pops out (a common tactic among weakened or crippled fairies). On a few rare occasions, the newborn wins, and gets a good healthy breakfast to start the long, beautiful day we call life. She usually has to vomit up a load of birthing-fluid out of her belly first.

How Fairies Got That Way

This all started not too long ago, in the spring of 1917. Merryzot, a newly born fairy, had just found some honey and was on her way to tell her friends. She was distracted by a trail of ants, which she followed to a large, glowing mushroom. After a quick bite and a nap, she awoke to find a dying mouse by her side and a hunger in her belly. One minute passed, and Merry made history as the first fairy to eat meat.

This practice spread like Beatlemania among fairykind, who thought the new food was exciting and delicious. Mouse, baby or bug, anything smaller than a breadbox was fit to be hunted, and the fairies thrived. But fairies aren't very ethical spirits,

and tend to take new ideas as far as possible; thus, it wasn't long before a fairy had a nibble on her mates. A nibble became a bite, and a bite became a happy-meal. Soon enough, this practice was just as popular as animal-eating; in fact, animals were beginning to seem a bit bland. Everything but fairy-meat seemed bland!

No fairy could have known that fairy-meat would be so addictive, so consuming, so empowering. Little by little, bloody night fell upon fairykind, and the old way of life vanished...

Modern Sylvan Society

Fairy society was not always structured around anarchy, as it seems to be nowadays. There are stories and legends telling of noble fairy courts, and of influence in human affairs, even of fairies directly influencing the British monarchy. If this was ever the case in the past, it is certainly not so today. Fairies are hunters, gatherers and survivors now, and with that comes a nomadic, violent lifestyle more savage than civil. This is not because of low intelligence or sinister nature, although one might say that fairies are cursed by both; it is mainly due to their unhealthy, all-consuming addiction to their own meat.

†Fairies feel that all recreational activities pale in comparison to killing and eating, and some pass the time by "sleeping", which is sort of a new idea to them.



Fairy Meat

Fairies are all utterly addicted to fairy meat. The practice of cannibalism has so perverted the universal fairy spirit that they are addicted to the flesh of their kin from birth, born knowing that fairy-meat will ease the numb pain in their heads. This addiction is coupled with the thrill of hunting, the red haze which infects the mind after a fresh kill, the dream of being strong enough to eat anyone in the world. The Hunt is life, you see. If they're well fed, they still occasionally have time for a little fun between hunts, but that's mainly just to pass the time until they're hungry again.

Fairy Style

Creative creatures from birth, fairies love to decorate, and often their bodies are all they have to work with. Seeing a fairy, you might conclude that they spend lots of time putting together their colorful outfits and painting their faces. In truth, this comes so naturally to the fairy folk that they really don't need to try at all. The simplest (and most common) fairy dress consists of tie-dye rags and headbands, as well as tiny moccasins. Many have adopted styles which seem a bit more modern and human (but still very fairy), adopting knee-boots, gloves, T-shirts, kneepads and elbow-pads. Exactly where these artifacts come from is unknown, but it probably involves Twinkle-magic; there's just no way a fairy could find tiny rhinestones in the wild.

Organization

Most fairies live together in naturally-forming Circles. A Circle is a sort of tribe that shares meat within itself to better distribute the precious goods. Circles usually reside in tree stumps, abandoned wood-mouse warrens or hallowed-out bee or wasp hives (the original inhabitants of these dwellings usually get relocated to that warm, wet place mentioned earlier). The advantage of being in a Circle is that you never go completely hungry, as a few successful hunts can feed every fairy in the Circle, at least enough to stave off withdrawal. But woe betide the fairy who eats all the day's winnings and returns healthy and empty-handed: dozens of hungry, angry and betrayed fairies are more than a small problem for even a well-fed hunter.

There are also small packs of fairies wandering the forests, groups who are independent of any Circle.

These keep company with each other for the strength of numbers and the subsequently increased chance for victory in a scuffle. Often, these fairies get a little attached to each other, sometimes so much that the strongest of them will draw their own blood for the weakest to drink, in the name of survival of the whole. Sometimes these tighter groups give themselves a group name and designate the strongest as leaders, and wear matching war-paint and garments. Fairies are very poor at sustaining healthy social systems, though, and these relationships usually break down after some of them get bored and try to eat each other. Treachery in these fairy-packs is quite common, and it isn't unusual for a weaker member's disappearance to coincide with a stronger member merrily glowing for no admitted reason.

Fairies Among Man

Many fairies have relocated to places where men live, or vice versa. The presence of free food lying around in their kitchens and pantries hasn't affected the practice of animal hunting, though. People food is usually cooked or stale, and their wine is bitter and sour. But people themselves come in all sorts of sizes, and the little ones make funny noises when they're being ripped up by dozens of busy, tiny knives and hatchets. They don't taste too bad with honey, either.

A handful of people are sharp enough to have seen fairies in action, and some have made studies of Fairies and their ways. These are usually artists and poets, and so most information concerning finds itself told through stories, plays, art, and (less accurately) miniature games. There has been much speculation about exactly why this is. One explanation come from Gustav Abbasid, photographer and former professor of psychology at Berkeley, California, who was fired in 1963 following the publication of his report *Fairies, Crow-People, and Related Mythological Pheonomena*, and who later went into solitude in the woods. He speculated that creativity is "a kind of warmth or vitality felt to supernatural, and thus naturally attractive to ethereal animals who seek shelter from the cold felt in its absence." While his report is still held to be true by some odd Theosophists and the modern fringe, it fails to mention any of the strange behavior among fairies today. But we know the truth!

Introduction

What is Fairy Meat?

Fairy meat, the substance, is the magical, addictive meat of a fairy. As the game you hold in your hands concerns the collection and digestion of fairy meat, it, too, is called *Fairy Meat*. But what manner of game is this, you ask?

Fairy Meat falls into the category of "miniature wargame". For those new to the hobby, this silly term refers to the type of game which simulates combat using small plastic, paper, or metal models ("miniatures"). The movements of these diminutive destroyers is usually measured in spaces or inches, along a board or map of a correspondingly small size.

Fairy Meat strays from this definition a bit. You see, miniatures in *Fairy Meat* are actual size, and use the world as their game board! This is because *real* fairies are actual size, and use our world as their bloody playpen. This game is thus an incredibly accurate simulation of fairy combat in this respect.

What You'll Need

To begin playing, you'll need to have the following:

- **Two or more players** (including yourself, silly!) The game is truly ideal for three or more players, but two is enough.
- **A deck of cards** of the standard Poker variety. If you're playing with lots of people, or don't want to shuffle quite so often, you can combine two decks, but this can lead to some pretty extraordinary hands. Keep those loveable Jokers in the deck!
- **Fairy Cards and Counters.** These are provided with the game, and may be copied for personal use. Counters can be glass beads, coins, whatever you like. You'll also need some playing pieces or miniatures to represent fairies on the board; some splendid paper figures are provided for you herein.
- **A Ruler or Measuring Tape**, marked in inches, to measure the movement of the miniatures. The Metric system is forbidden, as it makes too much sense, and gives fairies headaches.

You'll also need a place to play: a fairy battlefield in which combat will take place. Be it a messy dorm room or an area of forest floor, a playing area must be agreed

upon. If using a scenario, the area might require certain points mapped out in this book, or it might have criteria that must be met. Ideally, there should be plenty of obstacles and high landing places for the fairies to navigate.

The Playing Field

You can make a model of the forest floor out of styrofoam and plywood if you like, but it's really not necessary. The world of fairies is our very own modern Earth, you see, and the playing pieces are all actual-size, so any place in the world is actually your very own highly-detailed three-dimensional game board! Fairies originate in the forest, but their new hunting habits have caused them to be found all over. Bus stops, alleys, kitchen tables, and laundromats have been stained by fairy blood. Of course, you can't easily play it underwater or atop an active volcano; be sensible, man.

If playing in an open area, you might like to section off a playing field with tape or string, to contain the battle. Avoid the floors of bustling public places, and anyplace illegal or dangerous. Basically, anywhere you can lie down and sleep without waking up dead, imprisoned, or partially eaten. Here's some ideas:

Some Rather Nice Places to Play Fairy Meat:

- A local forest preserve
- A cluttered table or desk
- That filthy mess you call a bedroom
- A church or other place of worship
- The food court at the mall

Some Very Bad Places to Play Fairy Meat:

- Darkened movie theatres
- The intensive care ward
- The middle of the road
- Prison (unless you're already there)
- Subterranean steam tunnels
- On a table being used by other gamers (the fairies landed here and started fighting! Honest! ...Ow, hey! *Give me back my tooth!*)

Once you've got everything you need, you're almost ready to begin playing. First, however, you'll need to read the rules. Turn the page, and begin your education in the how-to's of itty-bitty butterfly-winged butchery!





The Basics

Game Terms

This rulebook contains some terms you've probably never used before, which is most likely because we made them up. Before you go on to the actual rules, read this little list, to familiarize yourself with our new fairy vocabulary:

Fairy Deck - Any ordinary deck of playing cards that, when used with this game, becomes a magically-powered randomizer of death and destruction. The cards drawn from the Fairy Deck are used as Order Cards and for random draws to resolve Attacks, Wrestling, Twinkle and other events requiring a random draw.

Order Cards - The Order Cards are the cards that determine which player goes first, second, etc. Each figure is dealt a card at the beginning of every round.

Fairy Cards - These are special cards players use to keep track of an individual fairy's Live, Kill, and Twinkle Points. Each fairy on the board has her own individual Fairy Card.

Points - The term *Points* is used quite a bit. It refers to the counters, placed on the Fairy Cards, to denote the status of the fairy. There are three types of fundamental points: *Live*, *Kill*, and *Twinkle*, all described below.

Live Points - A fairy uses her Live Points to defend herself against attacks (so she can *live*). When a player's fairy is attacked, the player draws a number of cards based on her fairy's Live Points.

Kill Points - Kill Points are what a fairy uses to attack (hence *Kill Points*). When a player attacks, she draws a number of cards based on her fairy's Kill Points.

Twinkle Points - Twinkle Points are what a fairy uses to cast spells, or "Twinkle".

Fairy Points - Fairy Points is the name to describe all of the Live and Kill Points that the fairy is able to use, noted by their location on the Fairy Card.

Meat Points -

Meat Points is the name to describe all of the Live and Kill Points that have been damaged, and have become useless meat. These are noted by their location on the Fairy Card.

Turn - The length of time in which a player may act with all of her fairies.


Round - The *Round* is the length of time in which each player takes her turn. In scenarios, the game is measured in Rounds.

The Fairy Cards

Every fairy in the game has her own Fairy Card (these are found in the back of the book). Using this card, players keep track of the respective fairy's ability and health, using counters to represent *Live*, *Kill*, and *Twinkle Points*. The players should keep the fairy cards outside the playing area, in front of the player who's using them. All players should feel free to examine each other's Fairy Cards, unless everyone agrees otherwise.

Looking at the card, you'll see that it's divided into two halves, marked *Fairy* and *Meat*. The top half is the *Fairy* side, where the player places all of the points which the fairy can use (her *Fairy Points*). Fairies start the game with all of their points on the Fairy area of the card, rearin' to go.

The bottom half, the *Meat* area, is where the player moves a fairy's points when they can no longer be utilized by the fairy (thus becoming *Meat Points*). When a fairy takes damage, she moves damaged Live and Kill Points from the Fairy area to the Meat area, which denotes their status as Meat Points; also, when a fairy casts a spell, the Twinkle Points she spends go to the Meat area. Although a fairy cannot use points which are in the Meat section, circumstances can sometimes return them to the Fairy area. When all of a fairy's Live and Kill Points are on the Meat area of the Fairy Card, it means the poor fairy is completely dead, and fit for eating by any other fairy.



There are also blanks on the card for writing down the fairy's name and armament. You should remember each fairy's name, so you know which particular card refers to her. You might like to use pencil, so you can erase whatever you write. We recommend you laminate the cards and use a fine-point dry-erase marker for marking them, so they can be re-used. You'll kill many more trees this way, as you will constantly be buying tissues to wipe off the cards; the resulting two-dimensional deforested wastelands enable one to see many more stars at night, which is good.

The Fairy Deck

In life, nothing is certain; the mischievous spirit-monkeys of Luck have the last word in who lives and who dies. It is their law that almost every game contains a randomizer, a device for these ethereal monkeys to manipulate events in our world. Usually, players use dice, coins or knuckle-bones for this purpose, but in *Fairy Meat*, we use a standard deck of Poker cards, containing both jokers. This comprises the Fairy Deck from which players draw their cards.

Numbered Cards

Cards in *Fairy Meat* are ranked from lowest to highest in the typical order, Twos through Tens. These are hereafter called the *numbered cards*, for ease of reference. There is no hierarchy of the particular suits (Hearts, Spades, Diamonds and Clubs), but if the players agree, they can settle upon one to eliminate ties.

Trumps

Kings, Queens, Aces and Jacks are known as *Trump Cards* here, and function differently than the number cards listed above, in that they are used to bolster the strength of normal cards or to regenerate Twinkle Points. This is explained in more detail below.

Drawing Hands

When fairies are called upon to draw cards against each other, the players use their fairies' Live and Kill Points to determine how many cards they draw. For instance, in normal fairy combat, the attacker draws her *Kill* against the defender's *Live*. This means the attacking player draws as many cards as her available fairy's Kill Points (remember if Live, Kill or Twinkle Points are in the Meat area they are NOT available), and the defending player draws as many cards as her fairy's available Live Points.

After such a draw, each player selects one numbered card and any supporting trumps from her hand. The attacker places her main card face-down, then places any supporting trumps behind it. (Each Trump placed down adds 1 to the value of the number card, so an 8 and two trumps is considered a 10). The defender then does the same. After the players are done placing their selected cards down, turn the cards face-up. Whoever gets the highest total result is the winner of that particular conflict.

In such contests, fairies always want to get a higher result than their opponents, so drawing a greater number of cards increases a fairy's chance of drawing a higher card to play.

Wild Trumps

If a player places a trump as her main card (perhaps because she drew no numbered cards in her hand), it's called a Wild Trump. When the cards are revealed, the player draws another card, and places it on top of the wild trump. This continues until the top card is a numbered card. The value of the wild trump is considered to be the number of the card on top, plus one for each trump beneath it.

Example: Mabletart, a fairy, plays a King as her main defense card. Once the players reveal their main cards, Mabletart (Who everyone now knows has played a Wild Trump), draws another card and places it atop the King. It's a Queen (another Trump), so she places it atop the wild trump and draws another card. The next card is a Nine, which makes the final value of her main card $(9 + 2) = 11$.

A fairy can play a wild trump as her main card and still use more trumps as support cards.

Jokers

Jokers are particularly liked by the magical luck-monkeys, as they serve to screw up the player's intended results. They have different effects on different situations, and only have to be played if the holding player wishes, or if it's the only card available. If a player plays a Joker, it is the only card played; that player may not place other cards down. The effects of Jokers are described throughout the rules, according to situation. If two involved fairies should get jokers, they cancel each other out, and nothing exciting happens.





Game Play

Preparation

Exactly what the players are meant to achieve during a battle is explained by the scenario, which they have agreed upon beforehand. Objectives can vary from "capture the Golden Acorn" to "drag eight points of meat off the board" or "kill everything," among others. Some scenarios are listed later in this book, oddly enough, in the chapter entitled *Scenarios*.

The Playing Area

Before the game actually starts, the players must designate a playing area. Make sure it meets any particular criteria described in the scenario!

Selecting Figures

The next step is for the players to select their fairies. Scenarios might call for a specific assortment of pieces and weapons to each player, or a Force Limit. Unless otherwise specified by a scenario, each fairy starts the game with all of her points (including Twinkle Points) in the *Fairy* area of the card. The fairy's weapon counters should be placed in the Meat section. (For more information on selecting and arming your little fairy warband, see the section entitled **The Fairy Lists** below)

Entering the Battlefield

How fairies get on the battlefield is also described in the scenario. If they set up directly on the playing area, as opposed to entering along the battlefield's border, a "round zero" will take place. During round zero, players draw Order Cards (as described below) to determine who sets up first, second, etc. If they like, the players might also start off the area during turn zero and enter along the edge during the first turn (assuming the playing area has an edge).

The Turn

Each game of Fairy Meat is broken into *rounds*. Each round, every player takes a turn with all fairies under her control. After the last player has taken her turn, if the game isn't over, a new round begins. This contin-

ues until one of three things happens:

- 1) Only one player's fairies are still alive, or the game objective is met.
- 2) Players suddenly become injured, mentally ill, drafted, or otherwise unable to play long enough to complete the game objective.
- 3) The sun burns out.

"Round" is taken to mean the completion of the following events:

- 1) The round begins.
- 2) The Fairy Deck is shuffled, and each fairy is dealt an Order Card.
- 3) Players take turns acting with their fairies (Twinkle, move, attack, and/or eat meat), in the order determined by Order Cards.
- 4) The round ends.

In a player's fairy's turn, she may make that fairy move, fire, and Twinkle (in any order). She may also eat meat in lieu of moving or attacking. Play then moves on to the next player's fairy or another fairy of the same player, as chosen by the Order Cards, a process described below.

Order Cards

The turn opens with the shuffling of the Fairy Deck. The players then draw *Order Cards*, one for each fairy, to determine the order in which fairies take their turns. Someone then counts down, from Kings to Aces.

Upon hearing her fairy's Order Card being called, a player may choose to take her turn or wait until her number is reached again. After the countdown reaches Aces, the count goes back up from Two to Kings. Any player whose initiative card is called during this second count must take her turn.

Redraw any ties and the player with the higher card chooses whether her fairy will take her turn before or after the other fairy(ies) with the formerly tied Order Card.

Jokers!

If a fairy draws a Joker for her Order Card, she may take her turn whenever she likes by shouting out any obscene word and showing everybody her Joker card. If she shouts while another player is acting, she must wait until that action is done.

Thinking

While it's not the easiest thing for a fairy to do, fairies are capable of some forethought. Any fairy with enough Twinkle in her head can engage in this most unfairylike behavior. A fairy may spend Twinkle Points at the beginning of the round to get extra Order Cards. Each Twinkle gives her one additional Order Card.

A fairy with multiple Order Cards can still only act once per round, but additional Order Cards give her more options as to when she may take her turn.

Flying Fairies

"Flying is probably the coolest thing in the world, next to shaving."

-Pterry,
Pee-Wee's Playhouse

Fairies fly about on their little wings from the moment they pop out of their pods. It's how they've always moved around, and as a result they fly much faster than they can walk upon their lithe, weak legs.

Moving the Figures

Some games use "spaces" for determining how far a piece can move; *Fairy Meat* uses inches. To move a piece, simply choose where you want it to go, and measure the distance from the piece to that point with a ruler or measuring tape.

Types of Movement

After the player selects one of her fairies to act, that fairy may move about the battlefield. Movement is measured in inches, up to the distance determined by the fairy's speed. This distance is measured *along the*

ground. Determine the speed of the fairy immediately after selecting the fairy to act, before moving or attacking. The speeds are as follows:

Pose - The fairy doesn't move at all, but sits still and looks pretty. A posing figure may only pivot on the spot. A fairy fights better when posing.

Pounce - The fairy moves a distance up to 3", at an altitude of up to 12" high. This is good for scaling large obstacles.

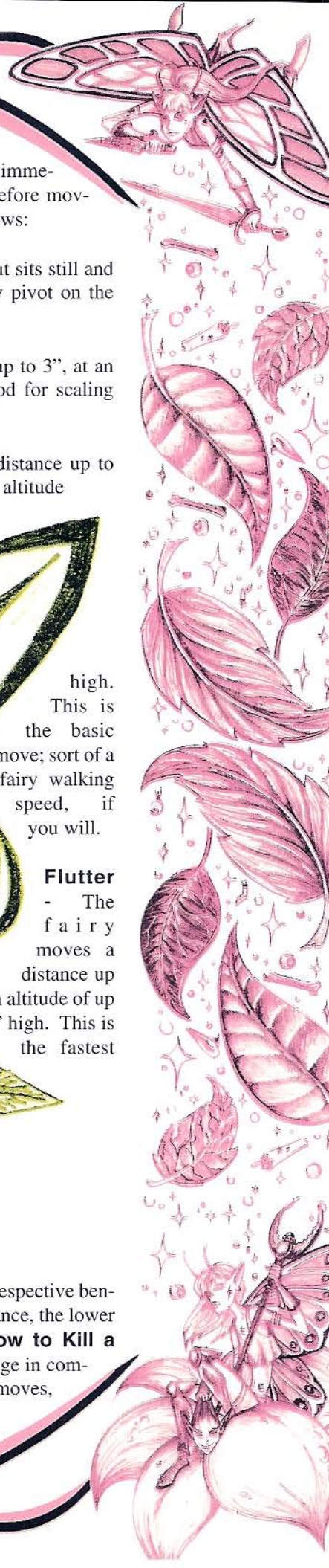
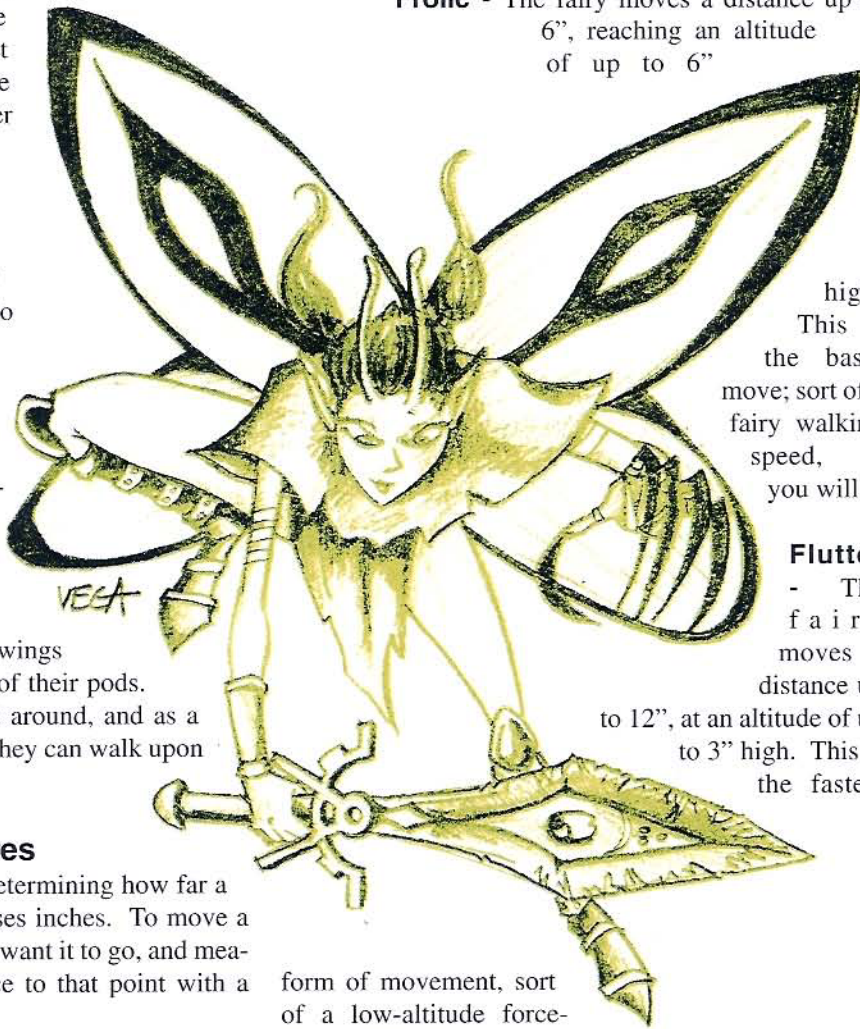
Frolic - The fairy moves a distance up to 6", reaching an altitude of up to 6"

high. This is the basic move; sort of a fairy walking speed, if you will.

Flutter - The fairy moves a distance up to 12", at an altitude of up to 3" high. This is the fastest

form of movement, sort of a low-altitude force-flight.

The different modes of movement have respective benefits and drawbacks; the farther the distance, the lower the altitude. Also, as you'll see in **How to Kill a Fairy** later, fairies who pose have an edge in combat. A figure can attack before it moves,





although the rate of movement has some affect on how well the fairy can fight that turn. This is why the player must declare the fairy's speed at the *beginning* of the figure's action.

Altitude

A fairy may change facing at any point during movement, as many times as she likes. Before and after movement, the fairy is considered to have landed, and during movement is considered to be airborne, at an altitude up to the maximum heights listed above. Even if she's flying along the ground (at an altitude of 0), she is still considered to be flying; fairies don't walk, you see. If you had wings, you wouldn't walk, either.

Vertical movement (up and down) does not count as distance traversed, so a fairy who *frolicks* 6" across the board may travel over rocks and under twigs, up and down, as long as she doesn't exceed her maximum altitude (6" for a frolicking fairy) in doing so.

A fairy can fall any height without injuring herself. She merely floats down to safety with her lightweight frame and magical wings.

Fairies can't stop in mid-air; in a typical flight they fly upward and drift downward a number of times using their delicate wings. Hovering would take its toll on even the most durable pair of fairy-wings after a few seconds of effort!

Dragging Loot

As dull as physical labor may be, a fairy might occasionally need to drag something from point A to point B once in a while. After a successful kill, fairies are often obligated to drag some meat back home to their hungry friends or just somewhere they can eat in peace, or perhaps a scenario requires the retrieval of some (relatively) large and heavy object. For simplicity's sake, we say that such burdens decrease movement altitude and distance by half. This includes movement resulting from Twinkle spells!

Obviously, carrying a one-point piece of fairy meat isn't going to be *that* heavy, so we also say that dragging any amount of meat which is *less than half* of the acting fairy's Fairy Points plus Meat Points (round up) is not considered a burden at all, and won't slow anyone down.

Example: if Merryzot (with 6 Fairy Points) wished to carry the grisly remains of Pixypuff (of which only 2 Meat Points remain) to her friends, she would not be hindered at all, as 2 is less than half of 6. Math is fun.

Rushing

Rushing an enemy fairy is a good way to knock her to the ground, a perfect position for some rowdy wrasslin'! For one fairy to rush another, the acting player must first announce the target of her rush (as usual, pre-measuring is a no-no!). Treat a rush as a flutter, going in a straight line, with no obstacles in-between; rushes are not like normal flutters in that they are a direct, linear flight at high speed. Thus, the target of the rush must be within direct line-of-sight of the rushing fairy.

A fairy can't rush another fairy who is already wrestling; she can, however, simply flutter right up and join in.

For the rush to be successful, the target figure must be at a *rush distance* of 6" or more. Before this point, the rampaging fairy doesn't have enough inertia, and just kind of lightly 'bumps' into her target, which sadly results in no wrestling at all.

If the rush is successful, the attacker pushes the target along the rush path a bonus distance equal to the attacking fairy's Kill Points. If the fairies bump into any obstacles or other fairies, the bonus movement stops.

At the end of this push, the attacking player draws a number of cards from the Fairy Deck equal to her fairy's Kill, and the defending player draws a number of cards equal to her Live. Weapon modifiers (described below) are not used here. If the defending fairy gets a lower result than the attacking fairy, the two of them are now on the ground, *wrestling*, and a turn of Wrestling immediately commences. Wrestling is described in greater detail in the aptly-named Wrestling section on page 15.

Jokers!

If either player plays a Joker when drawing for the result of a rush, the fairies still wind up on the ground, but the target fairy saw it coming, and so she gets the Rush Bonus instead of the attacking fairy. Rush bonuses are described later, in the Combat section.

Pouncing

A fairy who Pounces and lands atop another fairy may also try to knock her foe to the ground and begin wrestling. A fairy who gets pounced-on can only draw one card (instead of her Live as in a normal rush), or two if the assaulted fairy hasn't moved yet this round. Oof!

Note that a fairy may pounce straight up out of wrestling and land back atop her opponent again, and still receive a bonus. She still has to successfully escape the brawl to do so, however (see **wrestling** on page 14).

To Kill a Fairy

After the studious fairy is done learning how to prance about, it's time for her to whip out some sharp pointy things and get herself some breakfast!

Attacking

A fairy may make an attack before or after her movement. If your fairy should like to attack *during* movement, try to talk her out of it; if that doesn't work, take her weapon away until she apologizes for disobeying the rules.

First, the fairy nominates her target. A fairy may attack anyone within her weapon's Range. Hand weapons (swords, knives, fingernails and the like) require base-to-base contact. Ranged weapons, such as bows, have much longer ranges, a few of them having no limits at all!

A fairy must have at least one Kill Point to attack, even if a weapon lets her draw extra cards. The only way for a fairy without Kill Points to attack is to *frenzy*, described below.

Line o' Sight

An attacking fairy also requires visual contact to hit her target. The target must be within the attacker's Line of Sight. To determine whether or not a fairy can see a distant target, draw an imaginary line from her head to the target. If you can't get in a position to clearly determine this by eyesight, try using a shoelace, bird intestine, or laser pointer.

The Combat Process

The basic process is as follows. The attacking player

draws a number of cards from the Fairy Deck equal to her fairy's available Kill (the Kill Points in the Fairy or active section of the Fairy Card, i.e., one card for each Kill Point NOT in the Meat section). The defending player draws just like the attacker, except she uses her fairy's Live Points rather than Kill Points; if the attacker gets a higher result, the target takes one point of damage; otherwise, the target is unharmed. As you'll see below we toss many additional modifiers such as weapon, terrain and movement modifiers into this process. These modifiers make combat more fun. We know they do, because if they didn't fairies wouldn't use them.

Note: A fairy with only one card to defend with *must* use that card to defend, even if it's that horrid little Ace of Spades card (described below).

Nasty Hits

If the attacker's card (including support trumps) is higher than that of the defender by an amount *greater than four*, it's considered a *Nasty Hit*, and results in two points of damage, rather than one. If the attacker beats the defender by more than eight, the hit results in three points of damage. These are hits that not only break the assaulted fairy's defense, but result in a nasty injury to boot. Ouch!

The One Card Rule

If a fairy is attacked, and she hasn't yet taken her turn this round (she still had an Order Card at the time of attack), she always gets *one extra card* to defend with. She receives this card even if she has no Live Points, or if a weapon has reduced her number of defense cards to zero.

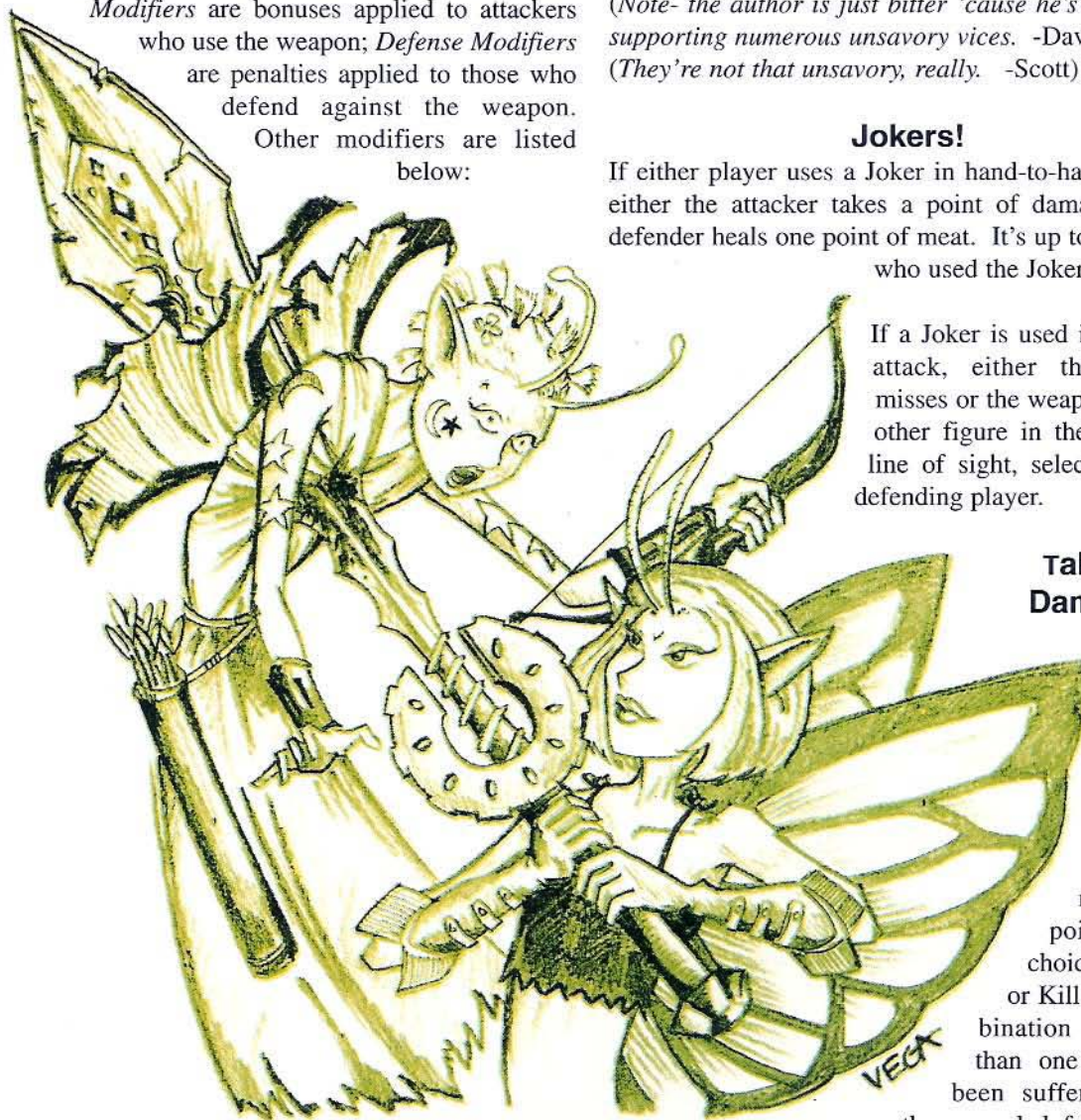
Multiple Attacks

Some weapons grant a fairy more than one attack. These attacks all come from the same hand of cards; the attacker doesn't draw her Kill again for each attack. Likewise, the defender must use the same hand of cards to defend against all attacks. A fairy who is capable of attacking more than one target in a turn may do so; so a bow which has two attacks can fire at two different fairies in a single turn, or a sword with two attacks may be used to attack two different fairies. Simply divide the number of cards in the attacker's hand into two different hands, however the attacker wishes.



Attack Modifiers

Weapons and Twinkle-enchantments modify the number of cards drawn by the attacker and defender. These modifiers are listed by the appropriate weapon or spell in the **Weapon & Spell Lists**. *Attack Modifiers* are bonuses applied to attackers who use the weapon; *Defense Modifiers* are penalties applied to those who defend against the weapon. Other modifiers are listed below:



Target in Partial Cover†.....defender receives +1 card
Attacker posed.....attacker receives +1 card
Attacker fluttered.....attacker receives -1 card

†ranged weapons only

Partial Cover is terrain such as grass and moss-hedges, and the partial line-of sight obstruction caused by another fairy. Hard cover, which cannot be fired through, is anything like a wall, glass window, or

mushroom-stem which covers at least 50% of the fairy. (Use your best judgment here; if you don't have any judgment whatsoever, flip a coin. If you don't have a coin, go to a street corner and beg like a filthy urchin!)

(Note- the author is just bitter 'cause he's broke from supporting numerous unsavory vices. -Dave)

(They're not that unsavory, really. -Scott)

Jokers!

If either player uses a Joker in hand-to-hand combat, either the attacker takes a point of damage, or the defender heals one point of meat. It's up to the player who used the Joker.

If a Joker is used in a ranged attack, either the weapon misses or the weapon hits any other figure in the attacker's line of sight, selected by the defending player.

Taking Damage

When a fairy takes a point as damage, the controlling player moves a point, her choice of Live or Kill (or a combination if more than one point has been suffered), from the wounded fairy's Fairy Points to her Meat Points. This means that, while she can no longer make use of the points, they're still around to be digested after she's dead. Move damaged points (represented by the counters Live and Kill counters) from the Fairy half of the fairy's Fairy Card to the Meat half.

Summary of Combat

1. The attacker draws as many cards from the Fairy deck as she has Kill Points and the defender

draws as many cards as she has Live Points (remember modifiers!).

2. The attacker then selects one card with which to attack, along with any trumps, and places it (or them) on the table face-down.
3. The defender selects one of her cards to defend and places it on the table face-down, along with any trumps. Note: If the defender has no cards to use, any of the enemy's hits automatically penetrate!
4. The players flip over and reveal their selected cards. If the defender's card is equal to or higher than that of the attacker, no damage is dealt. If the defender's card is lower, the assailant has scored a hit, and the defender must lose one point of her choice (either a Kill Point or a Live Point). The slain point is then moved from the Fairy half of the fairy's card to the Meat half.
5. If the attacking fairy has more than one attack (by virtue of a special weapon or a spell) the sequence continues from step two on (in other words, cards are only drawn ONCE and all attacks are generated from that single draw of cards and, likewise, the defender may only defend with her single draw of cards).

The Infamous Ace of Spades

Yes, the card everyone dreads: the Ace of Spades. How this card came to be so evil is lost to us, but it is evil, make no mistake. Just look what it does in *Fairy Meat*:

Whether a player uses this card as a supporting trump or a wild trump, it not only counts as a trump, but that the attack (if successful) will automatically result in a **three damage Nasty Hit**, even if the attacker did not beat the defender by more than eight (nor even four!). To make matters worse, a target hurt in such a way has her movement distance (and flight height) impaired by half for the rest of the game, or until the wound is completely healed somehow. Note that this effect takes place if *either* player involved uses an Ace of Spades, not just the attacker!

Combat Example:

It's Berrywine's turn to move. She decides to rush the nearest fairy: a harmless looking sprite named Merryzot.

Her player measures the distance between her and Merryzot and finds it's less than six inches, the minimum rush distance. *Drat!* She failed to rush, and simply bumps into Merryzot. Undaunted by this, Berrywine proceeds to attack her foe.

Berrywine has two Kill Points, and is armed with a gremlin tooth. Berrywine's player draws two cards for her Kill Points, and her weapon gives her an extra two, giving her a total of four cards.

Merryzot has four Live Points. The situation does not present any modifiers, so her player draws four cards.

Now it's time to place the cards on the table. Berrywine's highest card was a 5, and she has two trump cards in her hand, which will bring that number up to 7. She places these three cards on the table, face-down.

Merryzot's player drew a Ten and three trumps, which can give her a total value of 13; not bad! Her player giggles a bit and places the cards, face-down.

The players reveal their cards: Merryzot's 13 beat Berrywine's 7, and so the attack failed miserably. Now Berrywine can only hope that Merryzot's little knife is as harmless as it looks...

Ranged Attacks

Combat with ranged weapons (guns, magic wands, bows and the like) is a bit different from normal "hand-to-hand" fighting. There's only two differences, listed below.

Ranged Weapons

Ranged weapons are listed with a *strength* attribute. This is how many cards the attacking fairy draws. Ranged weapons always draw a number of cards equal to their Strength, regardless of how many Kill Points the attacker has.

The defender draws her Live Points, as with normal attacks.

Attack Ranges

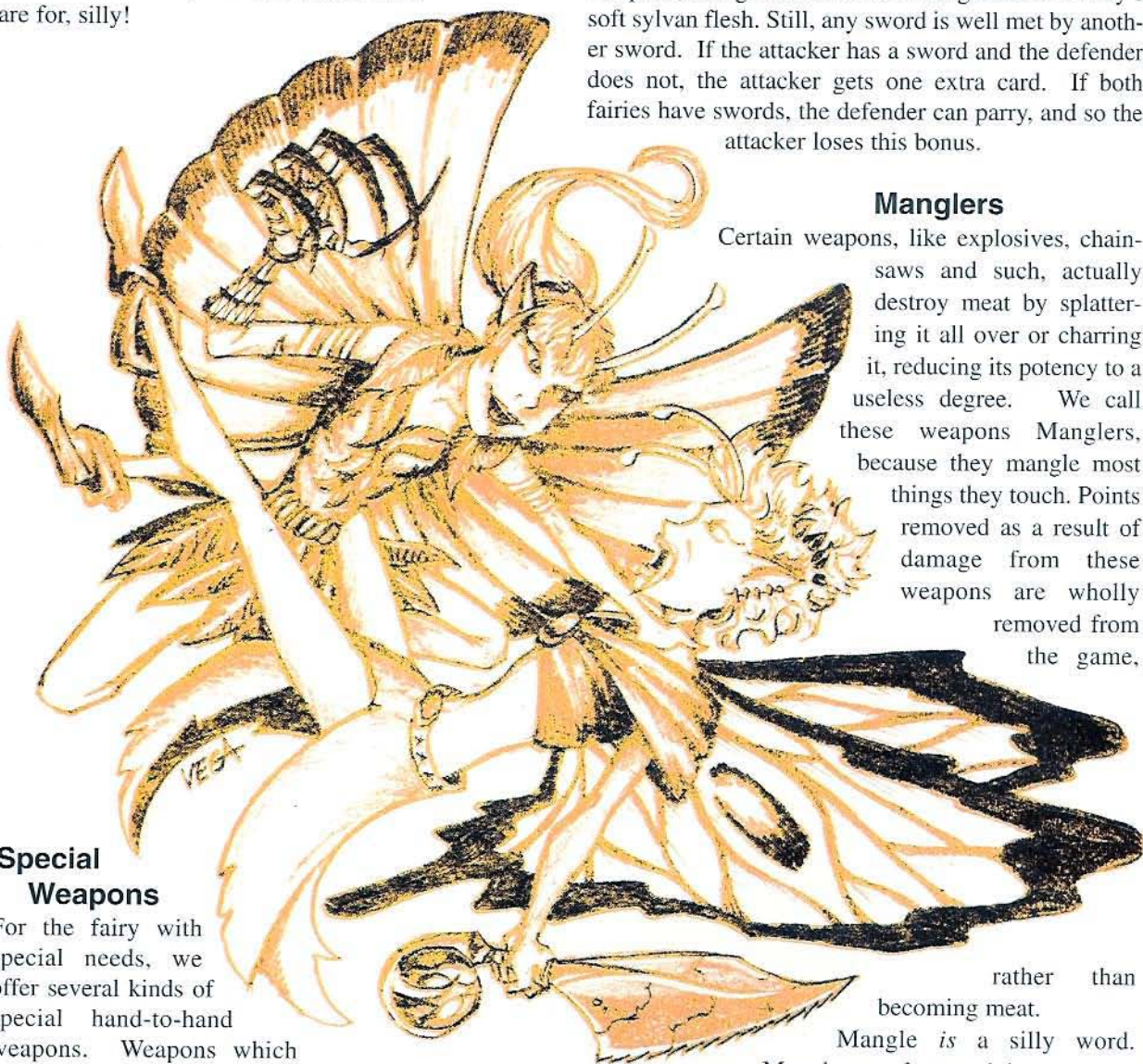
Each ranged weapon also has a *Range* attribute. This is simply how far, in inches, the weapon can fire; if the target is beyond this distance, she is out of range.





The player must declare ranged attacks *before* measuring; fairies aren't amazingly good at judging distance.

Long-range weapons cannot be used to hit targets less than one inch away. That's what knives are for, silly!



Special Weapons

For the fairy with special needs, we offer several kinds of special hand-to-hand weapons. Weapons which have special attributes, such as those listed below, are noted as such in the weapon descriptions.

Riot Weapons

Riot weapons are hand-to-hand weapons which are small and light enough to use in extremely close quarters. Unlike normal weapons, a fairy may use Riot weapons when Wrestling.

If a fairy uses a Riot weapon to make a non-Wrestling attack, she suffers a -1 card modifier.

Swords

Swords are a bit more powerful than most close weapons, being able to carve wide gashes in a fairy's soft sylvan flesh. Still, any sword is well met by another sword. If the attacker has a sword and the defender does not, the attacker gets one extra card. If both fairies have swords, the defender can parry, and so the attacker loses this bonus.

Manglers

Certain weapons, like explosives, chain-saws and such, actually destroy meat by splattering it all over or charring it, reducing its potency to a useless degree. We call these weapons Manglers, because they mangle most things they touch. Points removed as a result of damage from these weapons are wholly removed from the game.

rather than becoming meat.

Mangle *is* a silly word. Mangle mangle mangle!

Wrestling

If one fairy successfully rushes another, as described above in the movement section, place both figures lying on their sides next to each other, 'cause the two are considered to be *wrestling*. Kinky!

Such entangled figures are rolling upon the ground, fighting at each other's throats. Combat

between wrestling fairies is measured using only the Kill Points, without taking weapons into account. (Note that Riot weapons can be used in wrestling, as described above.)

First, the Attacker selects a target. The attacker and defender then each draw their Kill Points, and the player with the lowest result takes damage, as usual. In case of a tie, both players take one point of damage! *Rawr!*

Wrestling Bonuses

The attacker in Wrestling (the fairy who's turn it is) always gets an extra card. Also, when a fairy charges into another, the force of the impact entitles her to one extra attack card during the ensuing wrestling that turn, should she choose to attack her new friend. This is the *Rush Bonus*.

The More, the Merrier!

Any fairy may join in on the wrestling by moving up next to the involved figures and saying, "I'm gonna wrastle!" Place the figure on its side with the others.

Escaping the Brawl

If a fairy makes a successful attack in Wrestling, instead of doing damage, she may opt to leave the



brawl. She can then move out of Wrestling however she chooses, including pouncing back in.

Outside Interference

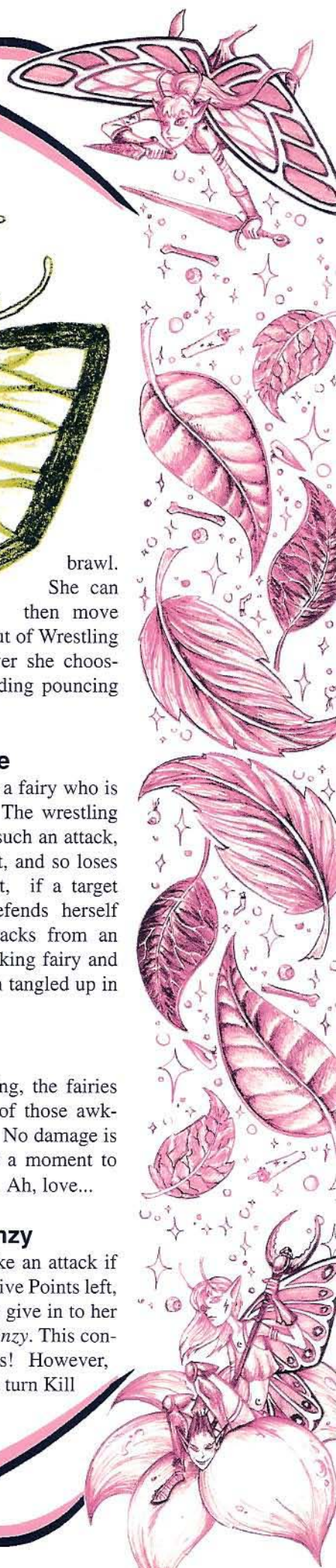
Should an outside fairy decide to attack a fairy who is in the wrestling pile, she may do so. The wrestling fairy is less able to avoid getting hit in such an attack, being otherwise engaged at the moment, and so loses one card from her defense hand. But, if a target involved in wrestling successfully defends herself against one or more close-combat attacks from an uninvolved fairy, she can grab the attacking fairy and pull her into the mess! The fairy is then tangled up in the wrestling herself.

Jokers!

If either player uses a Joker in wrestling, the fairies make eye contact and experience one of those awkward moments (you know how that is). No damage is dealt by either fairy, as they pause for a moment to evaluate the nature of their relationship. Ah, love...

Mad about Meat - Frenzy

Normally, an acting fairy may only make an attack if she has Kill Points left. If she has only Live Points left, then after moving, she may (reluctantly) give in to her dark side and be overtaken by a *meat-frenzy*. This converts all her Live Points into Kill Points! However, the frenzy is not reversible: a fairy can't turn Kill Points into Live Points.





If a frenzied fairy is within 12" of a fairy corpse, she cannot resist feeding, and must head towards the body and eat as much as she can. She may not fire at others while eating. Also, any Live Points eaten by a frenzied fairy become Kill Points.

A fairy cannot frenzy if she has at least one Kill Point. Besides being exquisitely painful, a meat-frenzy is permanent, slowly drawing her into madness and eventually death. Because it hurts, and because most fairies instinctively know that it's a one-way ticket to mindlessness, it's always a last resort.

Eating Meat

"Meat is meat, and a man's gotta eat!"

-Granny, *Motel Hell*

Why-ever are the fairies killing each other? For meat, of course. There's good eating on a fairy, especially if you're a fairy as well.

When a fairy dies, the magic which fueled it so well in life resides in the corpse for a short while after death. Consuming the meat from such a body doesn't do

much for, say, a rabid squirrel. But when the carnivore in question is born of fairy-stock, the corpse's energy merges with that of the consumer! The flesh magically dissolves into oblivion within the chambers of her belly, and she obtains the power dwelling within the meat of the carcass which lay before her. Side effects include stomach-aches and minor flatulence.

Although it takes time for one fairy to ingest another bite by bite, the effects of consumption are immediate enough to use on the battlefield. Here are the rules for engaging in such a meal in the midst of a fairy skirmish.

Eat Them Up, Yum!

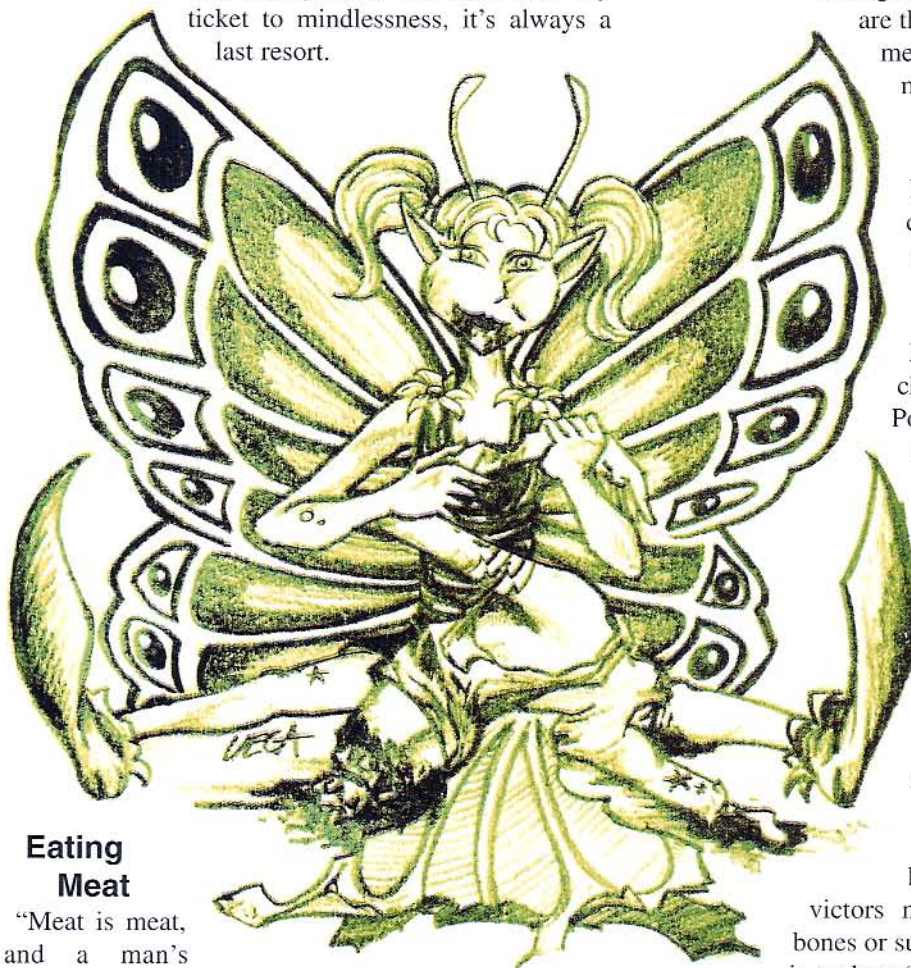
Eating a fellow fairy is not a complicated affair. Basically, when a fairy eats a bit of another (dead) fairy, one point from the dead fairy's Meat Points (consumer's choice of one Live or one Kill Point – Twinkle points are NOT meat, they are removed when a fairy dies) goes directly to the feasting fairy's Fairy Points; the dead fairy's total Meat Points being decreased by one, and the living fairy's Fairy Points increasing by one. Once all of the Meat Points on the deceased are gone, the player removes her dead fairy's figure from the board, with just about all of its precious meat having been eaten. Later, the

victors may return to gnaw on the bones or suck the marrow. However, this is a slow (albeit delicious!) process and thus has no game effect.

Mealtime Manners

For one fairy to eat another, the consumer in question must be in contact with the ready-to-eat corpse (if you like, imagine that the fallen fairy is still squirming a little).

A fairy can take a bite instead of moving or attacking, or both (take two bites). An eating fairy may not



Twinkle (Twinkling is described below). Each bite takes one Meat Point off the carcass.

Here's an example:

Merryzot is a short distance from Lollytwink. Merryzot shoots an arrow through Lollytwink's brain, taking her last Fairy Point and killing her. Merryzot then frolics over to Lollytwink's twitching corpse and kneels down to take a bite. Oops! She already moved and attacked, and so there's no time left to snack.

Glitterspark, a fairy who was near her partner Lollytwink, also wants a meal. It's now her turn, so she struts over to Lolly's body and sacrifices the time it would take to swing at Merryzot to take a bite.

For all her carnivorous efforts, a fairy may never exceed a total of twelve Fairy Points. She can still eat, simply to steal the meat from other fairies, but the energy gained will level off after twelve.

Twinkling

Fairies live on magic. It's the shimmering internal spark which lends life to their limbs. While people and other equally mundane manners of life wish to tap into

magic, it usually involves lots of hard work, concentration, time, and a few ounces of newt blood. Fairies, on the other hand, can use magic as easily as fish can swim. It's literally born into their bones.

When fairies use magic, little pinpoints of light glimmer around them, making them sparkle and shimmer with colorful, flickering stars. They call this "Twinkling". Fairies can Twinkle from the moment they're born, and they become better able to Twinkle as they increase in age and get more energy from committing murder a few times.

Twinkle Points

Fairy brains generate Twinkle Points through action and violence, developing in an excited Fairy's brain during combat. Casting fairy-spells requires the expenditure of these Twinkle Points. These are wholly separate from Live or Kill Points. They can be regenerated, and they cannot be gained from eating another fairy.

When players draw cards during combat, before placing any cards on the table (including jokers, which are played face-down like any other attack or defense card), the players may discard any trumps they receive during any draw to charge the fairy up with Twinkle Points. Each trump is worth one Twinkle Point. The player moves regenerated Twinkle Points from the Meat half of the card to the Fairy half. The fairy may not gain more Twinkle Points than are already on the card.

Also, a fairy may pause for a moment and reminisce about some violent deed she once performed; this can get her worked up enough to regain one Twinkle Point. This is done *instead* of attacking!



Casting Spells

A fairy may cast a spell at the beginning or end of her turn. Unless otherwise stated in the spell's description, a fairy cannot cast spells when engaged in wrestling. A fairy who is caught in a wrestling pit is considered to be perpetually fighting, and simply doesn't have the time for spells!

When a fairy casts a spell, the player moves a number of Twinkle Points equal to the spell's cost from the Fairy half of the card to the Meat half. A fairy can regenerate these in subsequent turns by spending trumps. If a fairy doesn't have enough points to cast a spell, she simply can't cast the spell.

A fairy can cast as many spells per turn as she wants, as long as she has enough Twinkle to use for them all. She cannot, however, cast the same spell twice in one turn.

Fairies cannot share Twinkle Points with other fairies, even if they really like each other.

Targets

A spell may target either the casting fairy, or any fairy to which a straight, unobstructed line can be drawn from the caster. The caster needn't be facing her target, though. Partial Cover does not block spells.

Zapping

By using her own Twinkle to blow away another fairy's Twinkle, a fairy can Zap another into losing magic. This pisses fairies off, and has tactical value as well!

To Zap a fairy's Twinkle, the acting player must spend trumps in the same way used to regain Twinkle. For every two trumps spent, you can Zap one point of the enemy's Twinkle. The Zapped Twinkle Point falls from the Fairy half of the card to the Meat half. Even

if a fairy has no Twinkle Points left, she can still use any trumps she gets to Zap another fairy. The Zapping takes place *after* the concerned fairies have declared how many trumps they will use to regain Twinkle.

Any fairy can Zap any other; line of sight is not necessary.

Who Casts What

There are two different styles of Twinkle magic: Sweet and Mean. Each fairy may have only one style, reflecting the mood her magic-gland is usually in. A fairy may cast any spells within her style of Twinkle, but she may not cast any spells belonging to a different style.



Fairies pick their styles of Twinkling, in the same way they pick their weapons, at the beginning of the game. The Spell Lists are found by the Fairy and Weapon Lists later in this book; see section 4 for more details on selecting your fairy's style.

Jokers!

If a player casts a spell that requires the drawing of cards by either fairy, the opportunity exists for a Joker to come up.

When a Joker is drawn because of a spell, the spell is cancelled, and the target fairy acts as if it just cast the spell (draw the cards again).

Treachery

It's not unusual for one fairy to violently end her friendship with another. Times can be tough, and survival is usually at the top of a fairy's priority list.

If a player decides to have one of her fairies attack another one of her fairies, another player (the one with the next highest Order Card on the table) immediately assumes control of the defending figure for the rest of the game. If there are no players with Order Cards left in the current round, the attacking player may choose who gets control.

BITS 'N Pieces

Here's some rules that players can use to make things a bit more interesting for our fairy friends. All these rules are optional, and everyone should agree on whether or not to use them before the game starts.

Fairy Thralls

During the old days, when fairies began hunting animals for food, one of the most beneficial spells was that of animal enchantment. If the prey was small enough, and its mind simple enough, a fairy could possess it and guide it through mental projection, leading it unsuspectingly into an ambush, where it was usually eaten alive. If the possessing fairy hadn't pulled out of the animal's mind by then, it usually proved to be a traumatic experience for both the creature and herself...

Today, this spell has fallen into disuse. Animals are considered to be a bland alternative to the meat of a fairy, and are only eaten when there aren't any enemies for miles around; still, the spell does prove useful in combat. Any gentle woodland creature can get rabies, and even those are nothing compared to the dreaded Fairy-Thralls: possessed squirrels, mice, small raccoons, insects, and the occasional geographically out-of-place monkey[†].

Each Fairy-Thrall "belongs" to one Fairy. This animal-possessing fairy may not cast spells or fight, as her mind is too occupied with the information coming from the animal's little brain. Should she die, the animal is "Liberated" as described below. A Thrall-Fairy can release control of her pet at the beginning of her turn, if she likes. She may then fight and Twinkle as usual.

Bloody Vermin!

Players purchase Fairy-thralls before the battle, just like fairies. They fight like fairies, too; each has its own *Thrall Card*, with a number of Live and Kill Points. There are just a few differences:

Killing Thralls

When a Fairy-Thrall is damaged, only its Kill Points are lost, and those points are lost forever. Eating the meat of mundane critters has no bearing on the game whatso-

ever, and no fairy has ever bothered to learn how to magically heal a wounded animal. An animal without any Kill Points is dead. When an animal dies, leave it on the board (perhaps placed on its side, to emphasize its sorry status) and use it as terrain.

When Animals Attack

The animal may issue one attack to each fairy it is in contact with. These all come from the same hand of cards, just like a fairy with multiple attacks. Depending on the miniature's pose, the players should agree on where its head and claws are^{††}, as those are the places that result in attack. Frightening as a squirrel's tail may be, all may rest assured that no one's going to get eaten by it. Usually.

Resolve attacks from thralls just like normal Fairy attacks. Thralls may have no weapons other than teeth and nails, unless otherwise stated in the Thrall Lists.

No, silly! A fairy can't Wrestle with a thrall. That sort of thing just isn't natural.

Also, thralls don't Rush enemies unless they have horns or antlers. When a fairy enthralls anything like that, we'll let you know; for now, though, no rushing thralls.

Thrall Movement

Thralls move just like fairies, but most lack the ability to fly. Each animal has a Climbing, Crawling, or Bounding skill; the thrall may only use one of these methods to move each turn.

Crawling is simply a way of travelling along the ground. Any obstacle taller than the animal is too high to cross by Crawling.

Climbing is just like walking along the ground, except it can be measured up the sides of obstacles as well. A thrall only needs to climb if the obstacle is taller than the animal itself (don't include long ears or tails as height).

As to what a Thrall can and cannot climb on, we can only ask that players use their own judgment. They can climb over a firm cake, for example, but probably not a big pile of gelatin and whipped cream.

[†] Many a wandering gypsy has lost a finger or two to their suddenly ferocious thrall-monkeys.

^{††} This shouldn't be hard. The head is the part with a mouth. What do you mean, which one?! Are you guys playing while intoxicated *again*? I expected better from you this time around. I've half a mind to call your mum. Honestly!





Bounding is the same as flying is for a fairy. The altitude and distance are both equal to the animal's Bounding skill.

Liberated Thralls

When a Thrall's master (the fairy who has claimed control over its mind) is either killed or voluntarily releases her grip on the Thrall's mind, the animal is affected in one of two ways: either it goes mad and is whipped into a rabid frenzy, or it comes to its senses and runs like hell. To find out what happens, draw a number of cards equal to the Twinkle level of the Thrall's previous master. If two or more trumps come up, the Thrall has gone mad; otherwise, it flees. If it flees, it moves its maximum movement towards the nearest table edge (or away from combat, if playing in a field or something) at the beginning of each turn.

A mad Thrall can be used to move and fight once by *every* player in a round. On each player's first Order Card, she gets to use the mad Thrall however she likes. This confuses the poor frenzied beast terribly, and is also great fun to watch.

Thrall Models

Finding miniatures to represent Thralls shouldn't be too difficult. Any approximately-actual-size stuffed animal or lawn ornament will do. In playtesting, cute rubber raccoons and squirrels from a local hardware store were used. We even painted the cute, beady eyes with black and white psycho-swirls, to denote their enthralled status, and painted a bit of blood about the maw. This had the added effect of terrifying children, as well.

The Fungus Among Us

"Feed your head!"

-Anonymous Door Knob

In moldy basements or shady forest floors, mushrooms can be found just about anywhere. We all know that mushrooms have no strange effects on us humans, and are thus utterly useless, except perhaps as pizza toppings and hideously retro kitchen decorations. However, they often have strange effects on

fairies. Eating certain varieties of mushroom can cause a fairy to hallucinate, become disoriented, experience dizziness, nausea, or feel a false sense of power, speed or strength. Fairies, being carefree (some would say suicidal) spirits, have a lot of fun toying with this strange brain-twisting food. The effects of said fungus are often significant enough to have an effect on a battle. All a fairy has to do is land on or next to any mushroom on the board, and then eat it as though it were meat. To use these rules, you will have to make some mushrooms as terrain, or play a game in an area of the forest floor where mushrooms grow.

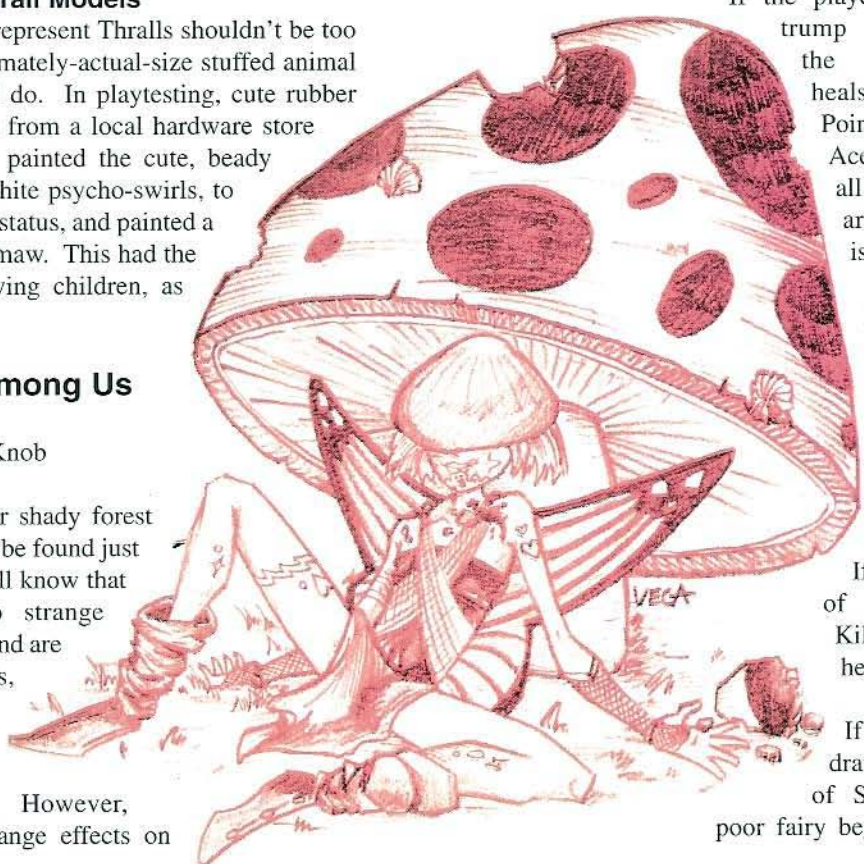
Fairies cannot tell one mushroom from another, so they never know what will happen should they hazard a bite off the cap. The Fairy Deck knows, though! The acting player draws a card after the fairy eats a piece of mushroom, and then checks the effect below. Only Trump cards have any effect.


If the player draws a trump of Diamonds, the mushroom replenishes one spent Twinkle Point. If it's an Ace of Diamonds, all Twinkle Points are replenished!

If the player draws a trump of Hearts, the mushroom heals one Live Point. If it's an Ace of Hearts, all Live Points are replenished!

If the player draws a trump of Clubs, the mushroom heals one Kill Point. If it's an Ace of Clubs, all Kill Points are healed!

If the player draws a trump of Spades, the poor fairy begins to trip





something fierce, making her a bit wiggy for a round. Each player may use the fairy to move and attack on their turn, as if she is a mad Thrall, until the crazed fairy's next turn comes around. If it's an Ace of Spades, the poor creature is utterly tripping gonzo nuts, and this effect is permanent!

Fairy Circles

Fairies within circles often must obey certain rules. This irritates fairies immensely, but it's better than being eaten.

The main rule is, usually, no killing your hunting mates until the hunt is over. The entire Circle likes to watch the action of hunting through magic looking-pools, and when the whole Circle is watching, these rules can feel very hard to break...

If the players agree, the Discretion rule can be put into effect. This rule says, basically, that none of any player's fairies can attack any other fairies belonging to that player. You can eat your friend once she's dead, you just can't be one of the fairies who attacked her while she was alive.

Note that in some scenarios, this rule isn't optional. As the proverbial rhyme goes "fairies of a wing stick together-ing." Erm. Something like that, yes.

Grave-Robbing

You can't take it with you...

If the players agree, instead of eating a point of meat, a fairy may steal a weapon from a fallen fairy's mortal coil. A fairy can only hold two weapons at once, though. If the stolen weapon gives her three, she must leave one of her own weapons on the corpse. Another fairy can then steal *this* weapon, in exactly the same way.

Tug-Tug!

It's not uncommon for a feeding fairy to try to drag the meat somewhere else, perhaps to her mates or a safe dining area. And it's not uncommon for other fairies, who happen to be feeding on the same corpse, to decide they'd prefer it if their meat didn't go anywhere. Such disagreements result in a fun (and often messy) game of Tug-Tug!

When a fairy opts to drag her meal somewhere, any enemy fairy *who hasn't acted yet this round* and is touching the corpse can try to prevent the thievery of

the meat by playing Tug-Tug. If more than one fairy is opposing the dragging away of the body, each player should draw a card to find who gets to resist first (highest goes first).

Players resolve Tug-Tug just like a single attack of wrestling combat, using only Kill Points. The contest is based solely on the strength of the fairies involved, and so any weapons the fairies may have do not affect the number of cards used. Note that no fairies get hurt in a game of Tug-Tug. No living ones, anyway.

If the resisting fairy wins, she's held on tight, and the body isn't going anywhere just yet. If the dragging fairy wins, she's pulled the corpse free of any enemy grip and may proceed to drag the meat wherever she likes, unless there's another feeding fairy who wants to play Tug-Tug next.

RRRRIP!

If the dragging fairy wins, the resisting fairy can opt to make a violent ripping motion away from the enemy tugger, tearing the corpse in two and getting blood everywhere in the process.

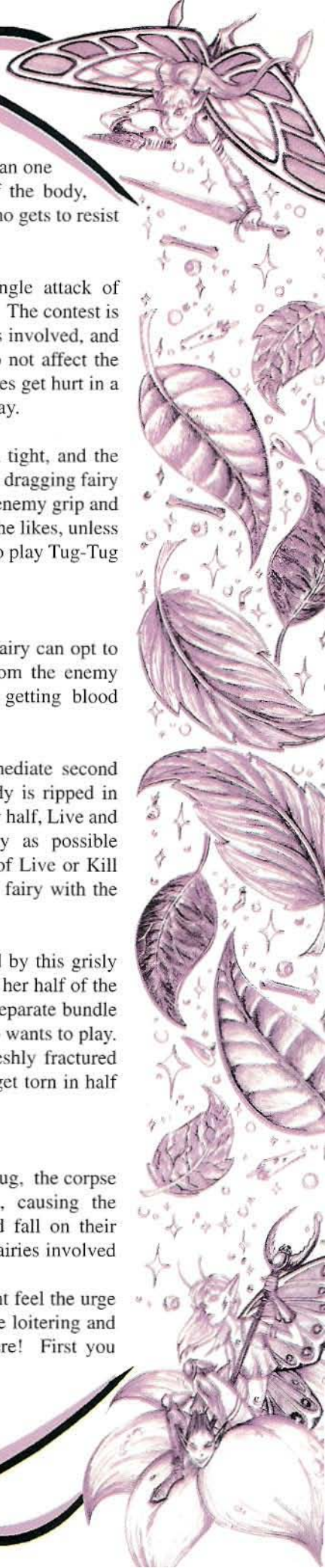
To do this, she simply initiates an immediate second round of Tug-Tug. If she wins, the body is ripped in half. The total Meat Points are divided by half, Live and Kill Points being distributed as evenly as possible between the two fairies. If the number of Live or Kill Points is odd, any extra points go to the fairy with the most active Kill Points (the strongest).

After the poor corpse has been mutilated by this grisly division, the tugging fairy is free to carry her half of the corpse away (use a counter for the new separate bundle of meat), unless there's another fairy who wants to play. A new Tug-Tug commences, and the freshly fractured charnel chunk of fairy-flesh might then get torn in half *again...*

Jokers!

If either player uses a Joker during Tug-Tug, the corpse is incredibly slippery with fairy-blood, causing the fairies to lose their respective grips and fall on their backs. The meat goes nowhere, but all fairies involved move 1" away from the carcass.

Now that you've read the rules, you might feel the urge to run out of the game shop where you're loitering and start playing right away. Stop right there! First you need to put together a Fairy warband.



The Fairy WarBands

Fairy Force Limits

Your warband has a value, a sort of power rating. We use this value to ensure that two fairy warbands are an even match in battle. We call this the *Fairy Force*.

Each fairy type and weapon has a basic cost in Force; when you pick a fairy and her weapons, you add their force costs together, and add that cost to the force of your other fairies. The total is the Fairy Force of your warband.

If you're using a scenario, it will state the Force Limit each player gets, and the players must then select enough fairies and weapons to meet that number. A player's force can cost less than the scenario's Force Limit, but she cannot select *more* than the Force Limit.

If you're not using a scenario, all players should agree upon a Force Limit. You might also want to give bonus points to a less experienced player, or one who is strategically disadvantaged somehow, if everyone involved is feeling friendly.

A Force Limit for a normal-size game is 100 points per player, but any number will do. Feel free to adjust the force limits of any scenarios or battles to your own liking, as long as all players agree. You bought this game, so do whatever you want! However, if you *stole* this game, you may *only* play with 11 points, and you may not

enjoy it one bit. Naughty.

The Fairies Wild Fairy

This is your basic fairy. She's eaten before and she's jonesin' for more. A good standby, with

no particular strengths or weaknesses, these form the bulk of fairies today.

These are younger fairies, still new to the world and not quite corrupt. they naturally lean towards traditional pre-carnivore dress, painting their faces and tie-dyeing whatever clothing they wear. As they grow in age and lust, these fashions give way to more elaborate and glamorous equipment, such as brightly-colored gloves, collars and knee-high boots.

Glitter Fairy

Some fairies are born a bit closer to their magical origins than others. These are Glitter Fairies, named for the shimmering, ethereal "glitter" which perpetually floats about them. They feel inklings of what fairies once were, and are usually a bit reluctant to fight until they're starving.



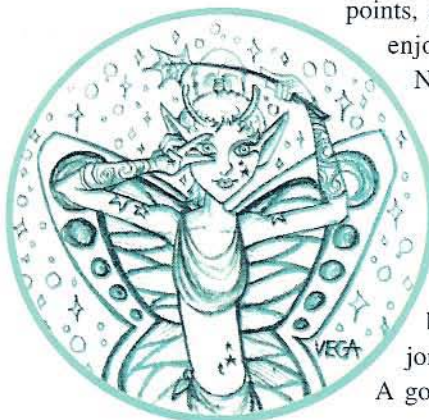
While they do have a magical edge, meat doesn't stick to the bones of Glitters for very long. Even after a long carnivorous career, they're still physically as weak as the day they were born.

Glitter fairies feel cold unless they're wearing a shimmering glitter-spark gown. Anything else just seems too constraining, too *people-ish*. And they *always* carry a wand, magic or not. Anything else wouldn't be...right.

Special Rules- A Glitter fairy may automatically recharge 1 spent Twinkle per turn.

Seasoned Fairy

As fairies move up in life, the school of battle teaches them how to be meaner and sharper. Once the lessons of



war start to show in a Wild fairy, she gradually becomes what we here call a Seasoned Fairy. Seasoned Fairies are spunky young warriors who occupy that awkward transitional phase between novice and Hunter, between user and abuser. Their little metabolisms are tweaked and their skills more refined, giving them more kick than they had in their wild days, but not by much. While not too different in appearance from a Wild Fairy,



a Seasoned Fairy can be identified by her faster response time, her more confident form, and her much larger collection of disgusting war jokes.

Hunter Fairy

Of the Hunter Fairy's innocence only a drop remains, the rest having been frozen into hard, hungry chunks of meatlust long ago. At this point, the Hunter-fairy is more than a little whacked, and thinks only of combat. These fairies don't try to keep friends or play around, and many lead their own hunting-packs.



Professional fighters, stronger and wilier than most, even a Hunter is less than a match for a...

Hardcore Fairy

The hardcore fairy sits high upon the fairy-folk food chain. With a



cold smile, a wicked sense of humor and a wild, staring gaze, they terrorize night and day without rest. But every junkie's like a setting sun, and these fairies soon crave more meat than they can possibly get. Most eventually die from the ineffably nightmarish withdrawal pains that follow such a life.

Hardcore fairies, it can be said, have either influenced or are influenced by the darker side of human culture. Spiked collars, whips, chains and boots, often in the unfairylike color of black, compliment their menacing appearance. Their hair styles are another telltale mark of Fairy madness: mohawks, spikes and partially-shaved heads abound among these insane elite. Some Hardcores work solo, but most keep at least a few mates around, for security (or unsuspecting snacks).

Addin' It Up

Each fairy and weapon is worth a number of points as shown on the chart below for fairies and the charts on next few pages for weapons and thralls. Players may put together their warbands however they like, as long as the points add up to the maximum Fairy Force amount agreed upon before the game.

Each fairy can carry a maximum of two weapons. Don't forget to choose what style of Twinkle-magic the fairy uses, too!

The Fairies

Wild Fairy	14 pts.
Kill 3	
Live 3	
Twinkle 1	
Glitter Fairy	11 pts.
Kill 2	
Live 2	
Twinkle 4	
Seasoned Fairy	17 pts.
Kill 4	
Live 3	
Twinkle 3	
Hunter Fairy	23 pts.
Kill 6	
Live 4	
Twinkle 2	
Hardcore Fairy	27 pts.
Kill 5	
Live 6	
Twinkle 3	

The Fairy Lists

Fairy Weapons

Fairy-Knife

The most common fairy weapon, this knife is usually carved from animal bone or teeth. They can vary from crudely chiseled spearheads to finely sculpted blades, but all fairy-knives are essentially the same

simple device.



Press-On Claws

The practice of using the natural weapons of small animals is a favorite among the fairy-folk, as perhaps best demonstrated by "press-on claws." These are usually the fingers and claws of birds, lizards, and predatory vermin, worn upon a fairy's hands like finger-caps or gloves.



Moon Dagger

"Moon blades," as fairies call them, are exquisite, fairy-sized blades of unknown origin. These are usually found in or near mysterious, uneaten fairy-corpses, and are usually accompanied by evidence of a bloody fight. This dagger is one of the smaller moon-weapons commonly found by fairies, and like all moon weapons, it glows eerily under the light of the moon...

Gremlin Tooth

Although gremlins typically haunt their rumored creators, the Gnomes, their bodies are sometimes found (or killed) by wandering fairies. The sharp, over-

sized fang of one of these creatures will magically bond to a fairy's own teeth, giving her a nasty bite attack!

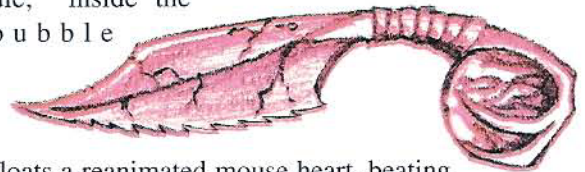
Ripper

Rippers are unique weapons, consisting of a magically animated pair of sharp beetle mandibles, tied to the end of a stick. When something comes between these mandibles, they respond by snapping shut. This device is known to rip off bits of a fairy's flesh, which (for a fairy) means a less nutritious meal, should the victim die; this has limited its popularity among fairy-folk.

Vibro-Master

The "vibro-master" is one of the oldest and most ingenious fairy inventions; indeed, how such a device came into a fairy's mind is a mystery today, as each new vibro-master is simply copied directly from the design of an older one.

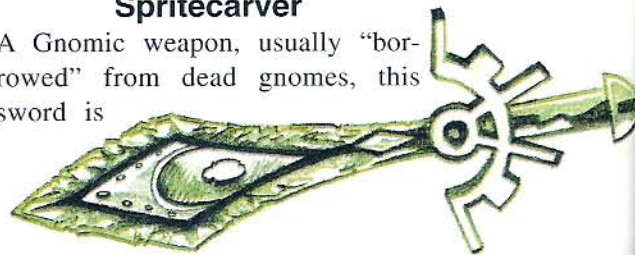
It consists of a very large fairy-knife with a heavy amber bubble attached to the base of the handle; inside the bubble



floats a reanimated mouse heart, beating so swiftly as to produce a humming noise. This makes the entire weapon vibrate, improving its ability to messily cut through fairy-flesh.

Spritecarver

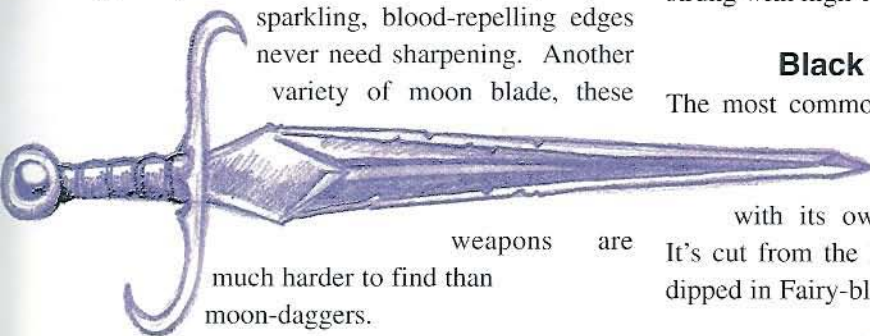
A Gnomic weapon, usually "borrowed" from dead gnomes, this sword is



forged from Faecide, an enchanted form of iron. Wounds from Faecide weapons are incredibly painful to fairy-folk, and cause weakness and dizziness; it can, however, be safely wielded by a fairy.

Crystal Blade

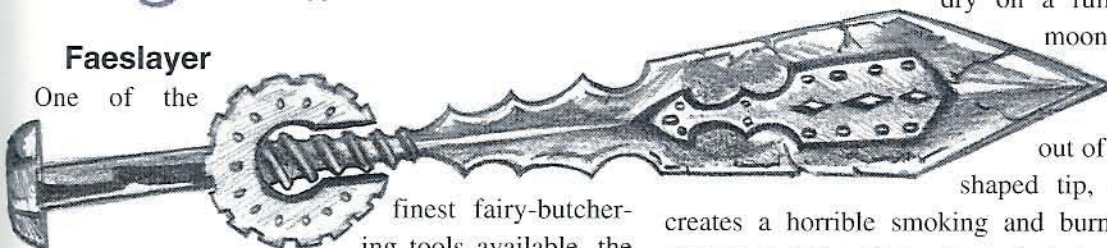
A long, sharp sword made of dark blue crystal, its sparkling, blood-repelling edges never need sharpening. Another variety of moon blade, these



weapons are much harder to find than moon-daggers.

Faeslayer

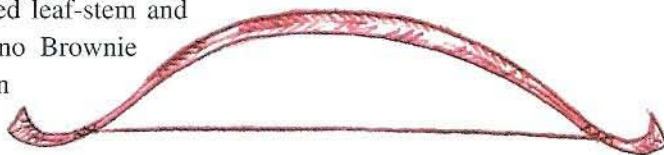
One of the



finest fairy-butcher- ing tools available, the Faeslayer is a gnomic device developed especially for killing fairies. Made of gleaming black Faecide, it's programmed with a dim hunger for fairy-meat, which it attempts to satisfy by twisting and making big, messy gashes as it cuts.

Fairy-Shot

A simple bow, made from hardened leaf-stem and tightly strung brownie-gut. It's no Brownie bow, but it does the job often enough.



Brownie Bow

A high-quality bow made by the usually peaceful Brownie folk, and like so many other weapons, frequently "borrowed" by fairies. This bow is carved from wood and strung with high-tension Fairy-gut.

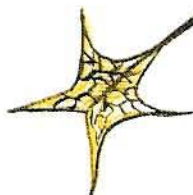


Black Wand

The most common magic wand of the Fairy folk, and the only one with its own Twinkle supply. It's cut from the leaf of a black oak, dipped in Fairy-blood, and hung out to dry on a full

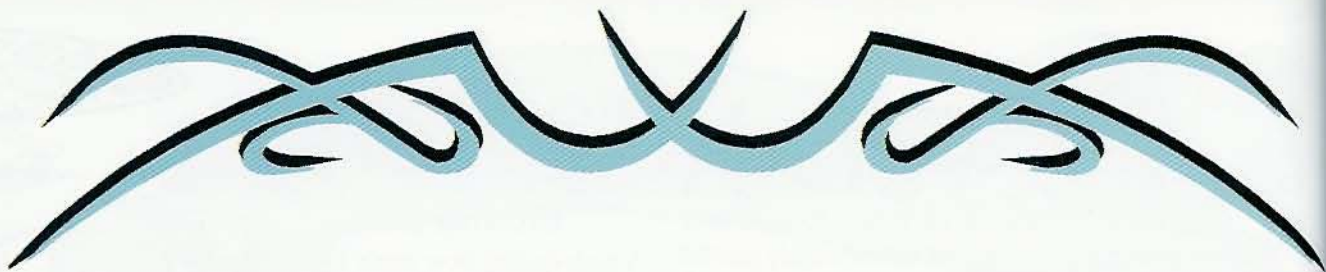
moon. When fired, a tiny red spark bolts out of the star-shaped tip, which

creates a horrible smoking and burning pinhole in Fairy flesh. It needs to be re-dipped in blood about once a month.



Fairy Weapons, Ranged

Weapon	Def. Mod.	Range	Strength	Cost	Special
Fairy-Shot	-	24	1	5	-
Brownie Bow	-	36	2	8	-
Black Wand	-	Infinite	2	11	Mangler



Fairy Weapons

Weapon	Def. Mod.	Att. Mod.	Attacks	Cost	Special
Fairy Knife	-	+1	1	1	-
Press-On Claws	-	+1	1	2	Riot
Moon Dagger	-	+2	1	2	-
Gremlin Tooth	-	+2	1	3	Riot
Ripper	-1	+2	1	3	Mangler
Vibro-Master	-1	+1	2	5	-
Sprite Carver	-2	-	1	6	Sword
Crystal Blade	-1	+2	2	9	Sword
Faeslayer	-1	+2	3	12	Sword

Twinkle Spells

Sweet Magic

Cost	Spell	Effect
1+.....	Wind-up	"Winds up" a fairy, giving her a little boost of wing- power. The target fairy gains 4" extra movement (and altitude) on its next move. Each additional Twinkle spent increases this bonus by 2".
2+.....	Shimmer	A wall of Kinetic Twinkle-Stars spin around the target like a tornado, acting as a force field of sorts. The target fairy gets a +2 card bonus to all Live-based draws until her next turn starts. Each additional Twinkle spent increases bonus by +1.
3.....	Ritalize	This spell has the amazing ability of improving a fairy's ability to pay attention to what's going on! The target fairy may discard her next hand and draw again, if she wishes.
4.....	Kiss	The caster blows a magic kiss which seals wounds and stops bleeding, repairing damaged muscle and skin tissue. The target fairy may return one point of Meat to the Fairy area of the card.

Twinkle Spells

Mean Magic

Cost Spell

Effect

1.....Wing Bind

Tightens the muscles in a fairy's back, restricting the wing movement. Halves target fairy's movement and altitude on its next turn.

2+.....Rose Prick

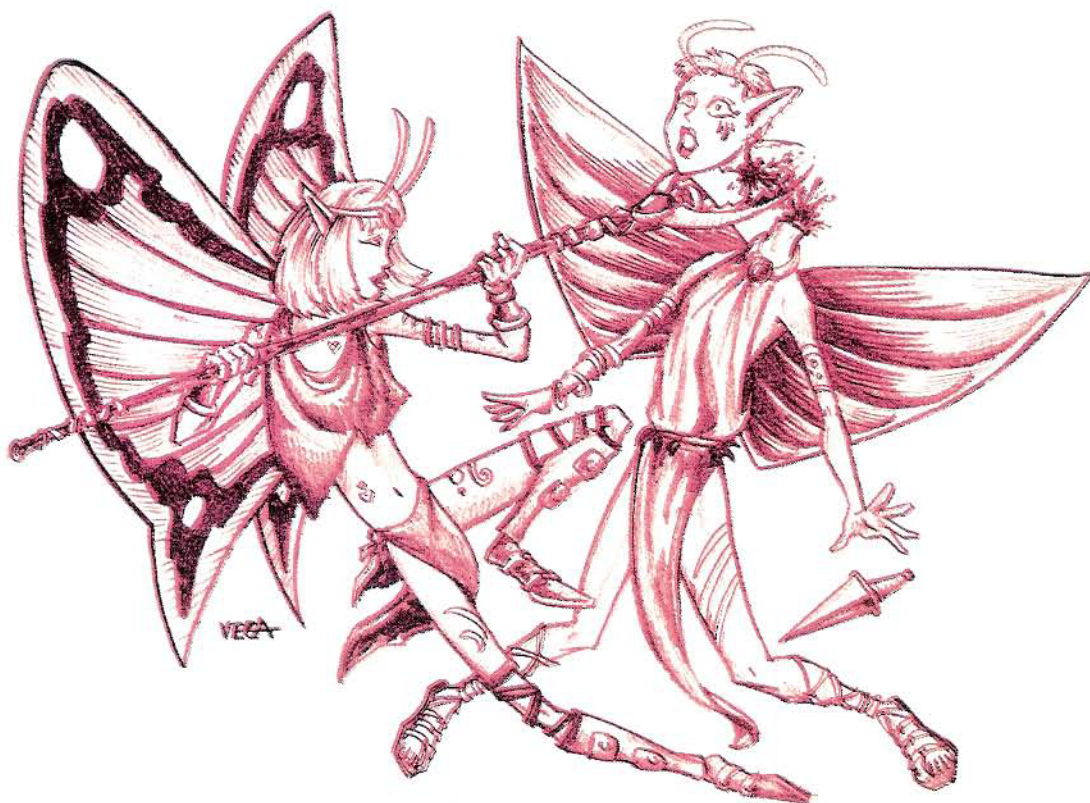
Creates a huge (for a fairy) thorn that stabs into the target fairy's flesh, viciously tearing through bone and sinew alike. This attacks the target fairy with a normal, 1-card attack. Each additional twinkle spent increases the number of attack cards by 1.

3.....Gentle Zephyr

This spell creates a tiny gale of wind which grabs the target and carries her away. Target fairy may be moved 6" in any direction; this may be used to carry a fairy safely out of wrestling, without her being attacked.

4.....CorkScrew

Creates a magical corkscrew-like cone of energy which bores through a fairy's body, eviscerating her. *Destroy* one point from target fairy's Life Points (Live or Kill, attacker's choice).





Fairy Thralls

Each Fairy-Thrall is purchased for a single fairy to command, just like purchasing a weapon. Remember, as long as she's guiding her Thrall, a fairy can't attack or twinkle!

Bunny Rabbit 13 pts.

Kill 1
Live 3
Bounding 12

Fluffy Squirrel 14 pts.

Kill 2
Live 2
Crawling 8
Climbing 6

Unusually Large Spider 15 pts.

Kill 4
Live 3
Climbing 8

Young Raccoon 15 pts.

Kill 2
Live 6
Crawling 6
Climbing 8

Adult Raccoon 17 pts.

Kill 3
Live 6
Crawling 8

Making a Warband

As an example, we'll look at the composition of the Starknockers, a vicious forest-roaming fairy gang from upstate Illinois. The players decided that a Force Limit of 80 sounds good, so our warband will have a force value of 80 points or less:

The Starknockers

We want one really strong fairy to head our warband, so we'll pick a strong fairy type and a powerful weapon, and call her Emily-pop (most roughened veterans spend

time in the harsh world of humans, and many are influenced into making up people-sounding names for themselves).

Seasoned Fairy 17
knows Mean-Style Twinkle
Faeslayer +12

Emily-Pop 29

The second fairy will be a Glitter Fairy. These are less capable in combat, but have good Twinkle. We'll call her Sunripple, partly because it sounds nice, and partly because it rhymes with "nipple", which will come in handy when limericks are written about the adventures to come.

Glitter Fairy 11
knows Sweet-Style Twinkle
Fairy Knife +1

Sunripple 12

We should have one with a bow, to keep things balanced. This one's named Bitterkiss, because she has this nasty trick of biting in the middle of a kiss.

Wild Fairy 14
knows Mean-Style Twinkle
Brownie Bow +8

Bitterkiss 22

We've got 17 points left. Our last fairy will be a standard-type fairy, to fill out the squad. We'll name this one Lilysnap, for no reason whatsoever.

Wild Fairy 14
knows Sweet-Style Twinkle
Ripper +3

Lilysnap 17

Total 80

We've arrived at 80 points, which is exactly at the Force Limit decided on earlier. Of course, getting exact points might be tricky at times, so one should allow for forces of two more (or less) points.

Scenarios

1. Breakfast! (2 to 8 players)

It's just a little after sunrise. The birds are singing, the leaves glimmer with morning dew, and some wandering young fairy-folk encounter their first meal...

This is a training scenario. If you've just learned the rules, you should play this one out a couple of times before moving on to other scenarios. Good luck!

The Fairies- Each player has three fairies. These are very young fairies, not too strong or smart just yet; treat them as Glitter fairies with only one Twinkle point each. They're all armed with Fairy knives.

Playing Area- The playing area should be 4' x 4', or larger. Scatter the landscape with lots of terrain (piles of books, boxes, etc.).

Setting Up- Each player, in an order determined by the Order Cards, selects an edge of the playing area and enters on their first turn.

The Battle- The game lasts eight rounds, or until only one player remains. The player who has eaten the most (the one with the most total points on her cards' Fairy and Meat sections) at the end of the game is the winner.

2. It's Raining Meat (2 to 6 players)

The oaken boughs concealed several fairies, all still and waiting for the first move. Without warning, a strong wind shook the treetops and sent everyone crashing to the ground below. Each fairy saw herself surrounded, and a terrible battle ensued...

This is the standard scenario, and it doesn't have any gimmicks. The Fairy Force below, and the number of rounds, can be tweaked however the players like.

The Fairies- Each player has a Fairy Force of 75 points.

Playing Area- The playing area should be 4' x 4', or larger. It should be peppered with plenty of terrain.

Setting Up- Before the battle starts (during the mythical Turn Zero), players draw Order cards, and take

turns in order placing their fairies (one at a time) anywhere in the playing area. Fairies may not be placed within 16" of enemy fairies.

The Battle- The game ends after eight rounds, or when only one player's fairies remain on the field. The player that has the most points at the game's finish is the winner. Points are awarded at the end of the game, as follows:

Each Fairy a player kills: 4

Each point of Meat a player's fairies eat: 1

3. It's just a Bunny! (2 to 6 players)

It was looking like a pretty clear fight. The afternoon sun shone yellow through the trees. From the shifting shadows of the thicket branches, the fairies emerged. All were poised to strike, their bellies eager for lunch, when an adorable monster leapt from the bushes, beady eyes loaded with glistening hate, buck-teeth like yellow chisels pregnant with death...

The Fairies- Each player has a Fairy Force of 80 points. No Thralls!


Playing Area- The playing area can be any size, but should be no larger than 36 square feet.

Setting Up- The playing area can be any size, with lots of terrain. In the very center of the board, place a mad Rabbit thrall (use a lawn ornament or small stuffed animal). This little bunny is more ferocious than usual, due to snacking on some tainted ham; he has four Live points and six Kill points. Each player enters their fairies on their own edge of the playing area during the first turn.

The Battle- The Rabbit-thrall is *mad*, so each player gets to act with him on her own turn. The game ends when only one player remains on the field; that player is the winner.

4. Run Fairy Run (2 to 8 players)

A gaggle of powerful fairies were just attacked by mysterious hit-and-run assailants...and they didn't finish the job! Everyone can hear them now, screaming and wailing as they lie helplessly bleeding in the moonlight.



Why, there's got to be great big gobs of luscious flesh ripe for the chewing over there! If you and your mates could just stake a claim before it's too late...

This is a high-stakes race to the scene of the crime. The winner will find enough meat to rule the block, and the loser will find lots of well-fed enemies with smiles on their faces!

The Fairies- Each player has a Fairy Force of 50 points, and may have no more than three fairies.

Playing Area- The playing area should be 2' x 10'. There should be plenty of high obstacles along the way, to make things more interesting.

Setting Up- One of the short sides of the board is considered the starting line, and the opposite side is the finish line. All fairies start out along the Starting Line..

The Battle- The game ends after all of one player's fairies have crossed the finish line, or when only one player's fairies remain on the field. The player that has the most points at the game's finish is the winner. Points are awarded at the end of the game, as follows:

Each Fairy a player kills: 1

Each Fairy that crossed the finish line: 4

5. Happy Un-birthday! (2 to 4 players)

How delightful! Those boring ol' Gnomes are finally havin' some fun. They've gone an' left us some shiny presents, in that glade over there. Let's go see what we got!

Are the Gnomes just friendly guys? Are they using fairies to test their terrible weapons? Is it a trap? Who cares? It's your Un-Birthday!

The Fairies- Each player has a Fairy Force of 90 points.

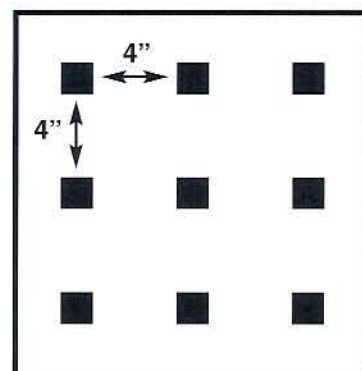
Playing Area- The playing area can be any size.

Setting Up- Place nine gift-box counters in the center of the playing area, in a three box by three box square grid four inches away from each other, as shown. These are Un-Birthday Presents, left by the Gnomes for the fairy-folk to enjoy. The players set up on the board during Turn Zero. No fairy may start within twelve inches of a Present or an enemy fairy.

The Battle- The goal of this battle is, of course, to be the last player left; when the winner is thus determined, the game ends. To aid (or hinder) fairies in this mission, they may try and find out just what's in those lovely little boxes.

When a fairy is touching a box, she may open it instead of attacking. Draw a card and check the list below to see what's in the box!

Note- The Gnomes do this sort of thing all the time, to test their craftsmanship. If the players agree, a box or two can be placed into the middle of any scenario, and the card above used to determine the results.



2,3- Poison gas! This box was full of loathsome Gnomic by-products. The stuff burns and bubbles, emitting a foul-smelling smog. Each fairy within 3" of the box is choking and gagging, unable to act for the rest of the round.

4,5,6- Neat! It's a fancy Gnomic firearm, a pistol small enough for a fairy to wield. Whirring and clicking, these bizarre gizmos are the stuff of fairy dreams. This particular gun is a Crystal Pistol, the smallest of Gnome pieces. It has a Range of 24", a Strength of 3, and a Defense Modifier of -1. Cool!

7,8,9,10- Ooh! It's some kind of buzzing, toothed motor-sword. It growls like a mommy raccoon, and eats through anything. It has two attacks, an Attack Modifier of 3, and a Defense Modifier of -2.

Trumps or Joker- Booby-trap! When the lid comes off, a bomb inside explodes. Each fairy within 3" of the box must remove two fairy-points from their card. What a lousy present.

FAIRY MEAT™

Quick Reference Charts Part I

Round Order

- 1) The round begins
- 2) The Fairy Deck is shuffled, and each fairy is dealt an Order Card (note that a fairy can spend Twinkle before the draw to get one extra Order Card per Twinkle Point expended)
- 3) Players take turns acting with their fairies (move, attack, and Twinkle), in the order determined by Order Cards
- 4) The round ends

Movement

Type	Horizontal	Vertical
Pose	0"	0"
Pounce	3"	12"
Frolic	6"	6"
Flutter	12"	3"
Rush	6" min to 12" max†	3"

†bonus distance = attacking fairy's kill points in inches

Special: dragging objects or meat equal to or more than half the fairy's Fairy Points plus Meat Points (rounded up) decreases movement distance and altitude by 50%

Wrestling Process

- 1) Attacker must be currently involved in wrestling (see initiating)
- 2) Attacker draws Kill (need at least one Kill to attack regardless of modifiers), defender draws Kill (each + or - any modifiers)
- 3) Players may elect to use any drawn trumps to Zap or regenerate Twinkle
- 4) Attacker places face-down one card for attack plus any supporting trumps
- 5) Defender places face-down one card for defense plus any supporting trumps
- 6) Cards are revealed and any wild trumps immediately receive additional cards until a non-trump is drawn
- 7) Results determined (see chart)



Turn Order

Present Order Card when number is called

Declare speed

Move, attack and twinkle (any order)

or eat (instead of moving, attacking or both and twinkling not allowed)

or regenerate twinkle (instead of attacking)

Initiating Wrestling

Rushing†: Attacker draws Kill versus defender's Live (no weapon modifiers). If attacker gets a higher result than defender, the two are wrestling

Pouncing: as rushing, but defending fairy only draws one card rather than her Live (or two cards if she has not yet taken her turn)

Joining Wrestling In-progress: just fly up and step-on in!

†must be more than 6" away to Rush

Wrestling Modifiers

Wrestling..... attacker receives +1 card

Rush Bonus..... rushing fairy receives +1 card

Weapon modifiers..... may only use Riot Weapons
- see chart on page 26

Wrestling Results

Attacker's score was:

Result is:

less than defender's..... Attacker suffers 1 damage

higher than defender's†..... Defender suffers 1 damage

equal to defender's..... Both suffer 1 damage

†attacker may opt to leave wrestling rather than deal damage



Attack Process

Hand-to-Hand

- 1) Attacker picks target in base-to-base contact
- 2) Attacker draws Kill (need at least one Kill to attack regardless of modifiers), defender draws Live (each + or - any modifiers)
- 2a) Each player uses only cards from this draw, even for multiple attacks
- 3) Players may elect to use any drawn trumps to Zap or regenerate Twinkle
- 4) Attacker places face-down one card for attack plus any supporting trumps
- 5) Defender places face-down one card for defense plus any supporting trumps
- 6) Cards are revealed and any wild trumps immediately receive additional cards until a non-trump is drawn
- 7) Results determined (see chart)
- 8) Process repeats from step 4 for additional attacks

Attack Process

Ranged

- 1) Attacker picks target in line-of-sight
- 2) Measure to check if within range of weapon but greater than 1"
- 3) Attacker draws weapon strength (need at least one Kill to attack regardless of modifiers), defender draws Live (each + or - any modifiers)
- 3a) Each player uses only cards from this draw, even for multiple attacks
- 4) Players may elect to use any drawn trumps to Zap or regenerate Twinkle
- 5) Attacker places face-down one card for attack plus any supporting trumps
- 6) Defender places face-down one card for defense plus any supporting trumps
- 7) Cards are revealed and any wild trumps immediately receive additional cards until a non-trump is drawn
- 8) Results determined (see chart)
- 9) Process repeats from step 4 for additional attacks



Attack Modifiers

Target in Partial Cover†defender receives +1 card
Attacker posed attacker receives +1 card
Attacker fluttered attacker receives -1 card
Weapon modifiers varies by weapon - see pages 25-26
Using a Riot weapon wielder receives -1 card
Attacker wields sword	
but defender does not attacker receives +1 card
One Card Rule a fairy that hasn't yet had her turn receives +1 card

†ranged weapons only

Attack Results

Attacker's score was:	Damage is:
less than or equal to defender's 0 damage
higher than defender's 1 damage
> 4 points higher than defender's 2 damage
> 8 points higher than defender's 3 damage

Special Card Effects

Ace of Spades - If played during attack, successful attack results in a three damage Nasty Hit plus movement slowed 50% until healed

Trumps - +1 to attack/defense, or regenerate one twinkle or Zap (two trumps zap one twinkle from opponent)

Jokers

Order Card: take turn whenever fairy wants

Rushing: defender gets Rush Bonus rather than attacker

Hand-to-Hand Combat: attacker loses one Fairy Point or defender heals one Fairy Point at the option of the player who used the joker

Ranged Attack: either weapon misses or hits a different target in attacker's line-of-site (defender's option)

Wrestling: no damage to either fairy

Twinkle: the spell is cancelled and the target fairy casts the same spell back (automatically) and both fairies draw again with the original target as the new attacker

Tug-tug: fairies lose grip and move 1" away from corpse (in opposite directions)

MONTY PYTHON

AND THE Holy Grail



The funniest
card game of all
time just got more
outrageous!

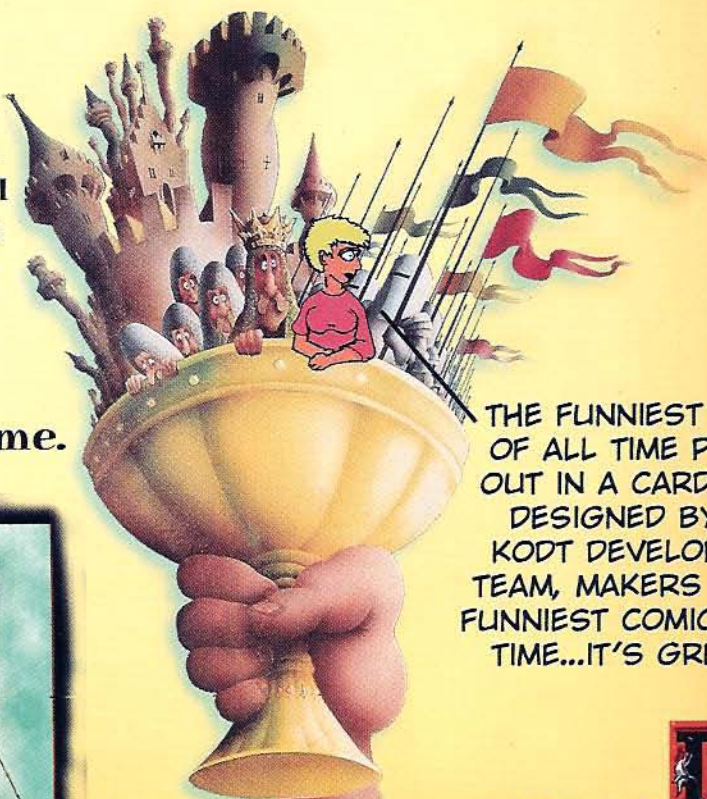
"Taunt You a Second Time!"



- New non-collectible format - one rarity for all cards
- One deck is all each player needs!
- Contains scenes not included in the movie!
- Over 150 new cards.
- Both a stand alone new non-collectible card game and also completely compatible with original game.
- Contains marquee cards like **Tim the Enchanter**, the **Black Knight** and the **Trojan Rabbit**.
- Rules include a complete sample game between Bob Herzog and Dave Bozwell!

I don't want to talk to
you no more, you empty-
headed animal food trough
wiper! I fart in your general
direction! Your mother was
a hamster and your father
smelt of elderberries. Now
go and get your own deck
or I shall...

Taunt You a Second Time.



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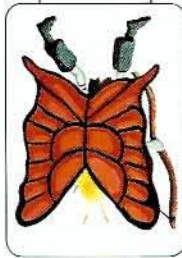
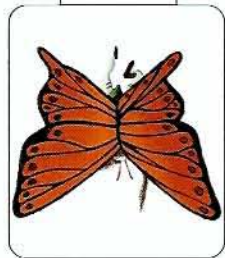
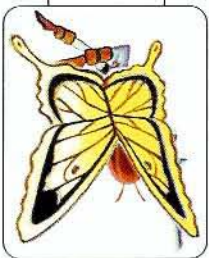


A miniature wargame brought to you by the publishers of Knights of the Dinner Table™. This simple to learn game is a bold adventure in miniature gaming for two or more players. Players get to play cute and cuddly little fairies. The twist is, they've been warped by evil and now the only thing they care about is whom their next meal is going to be. Once happy-go-lucky fairies are now homicidal cannibals in this kill or be killed world of raw carnage and pint-sized mayhem. Whether it's a one shot scenario or an ongoing campaign, this twisted game of brutal action is for all mature gamers who want something different. A game of Fairy Meat, like real battles between the Wee Folk, can last anywhere from ten minutes of slapstick slaughter to hours of ferocious fun. Combat is resolved using household playing cards (not included) and the game also includes a complete magic system. Choose from weapons like the Vibro-blade, the Ripper or the Faeslayer.

On Eating Meat

Why-ever are the fairies killing each other? For meat, of course. There's good eating on a fairy, especially if you're a fairy as well. When a fairy dies, the magic which fueled it so well in life resides in the corpse for a short while after death. Consuming the meat from such a body doesn't do much for, say, a rabid squirrel. But when the carnivore in question is born of fairy-stock, the corpse's energy merges with that of the consumer! The flesh magically dissolves into oblivion within the chambers of her belly, and she obtains the power dwelling within the meat of the carcass which lay before her. Side effects include stomach-aches and minor flatulence.

After all, if you can't eat your friends, who can you eat?



Fairy Knife

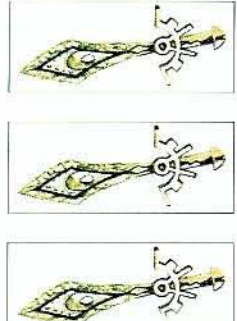
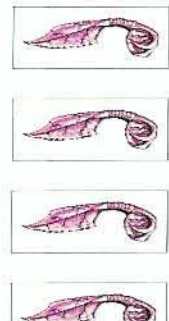
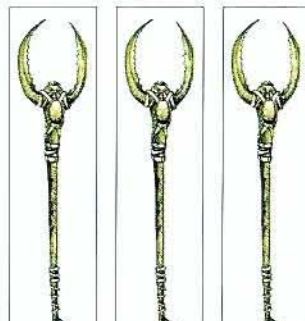
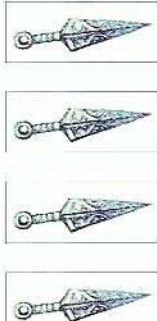
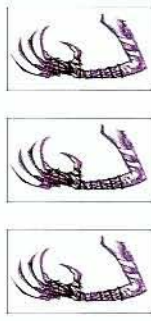
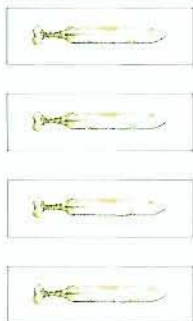
Press-On Claws

Moon Dagger

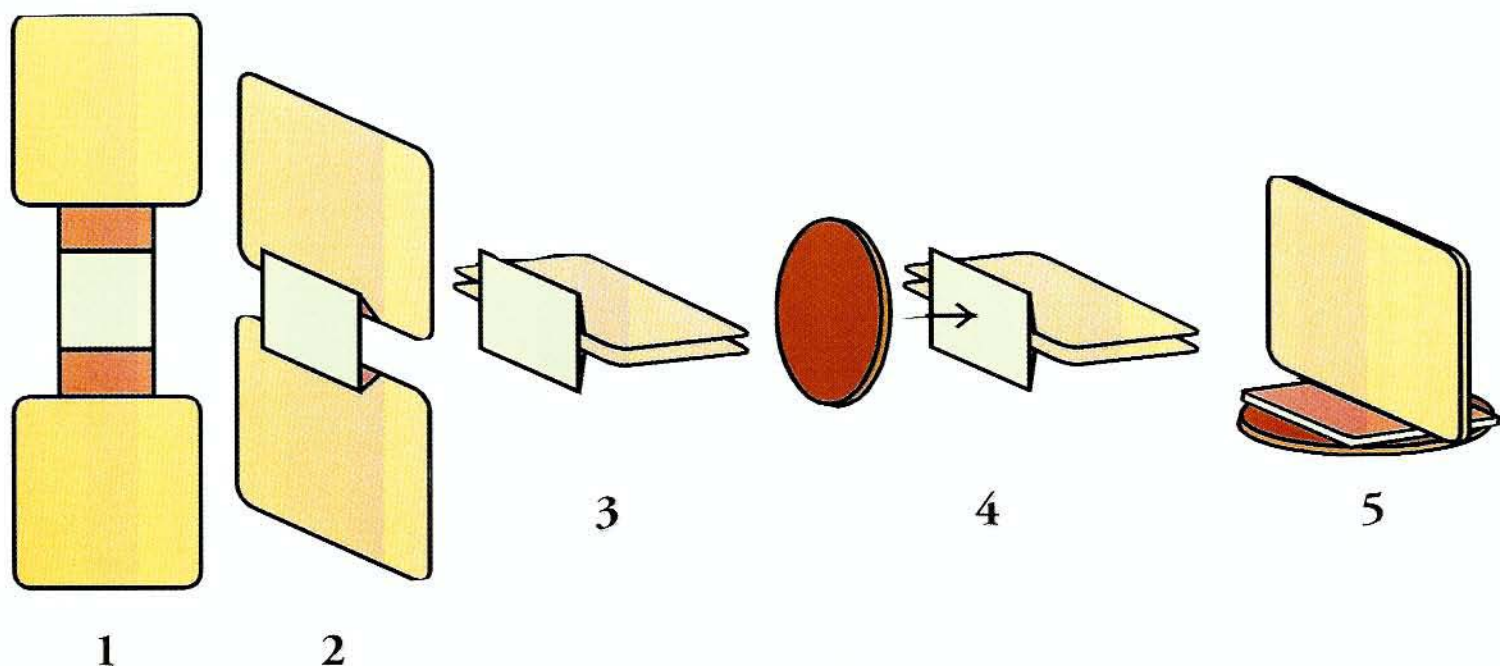
Ripper

VibroMaster

Sprite Carver



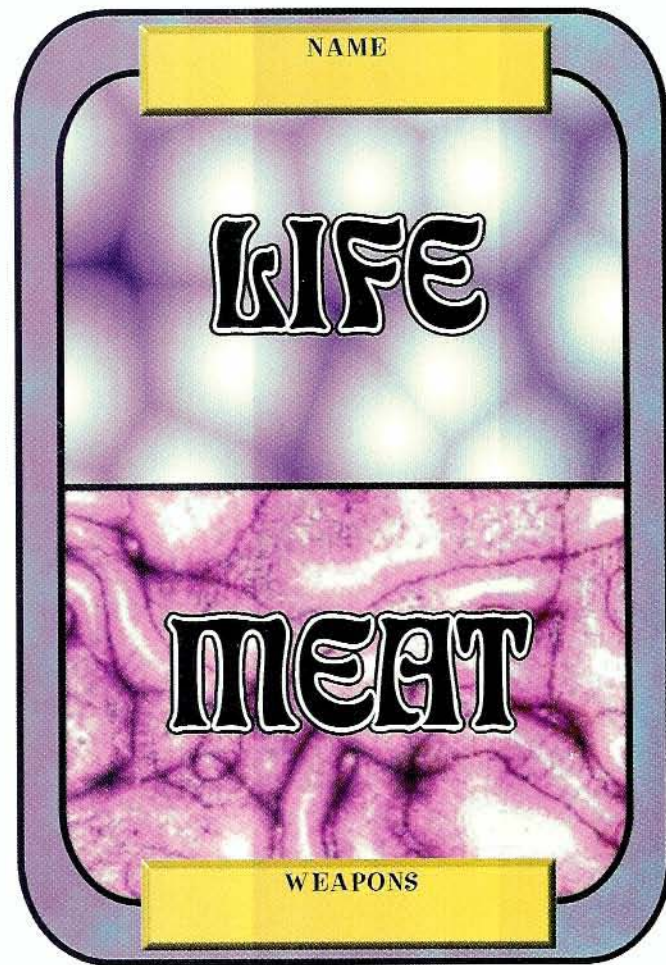
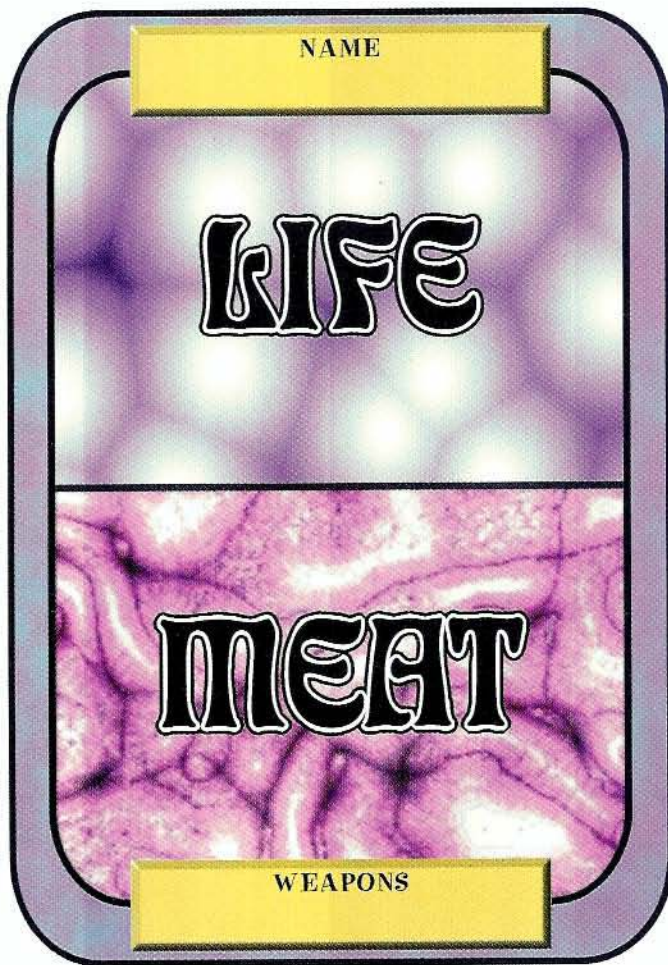
Constructing your Fairy Miniatures



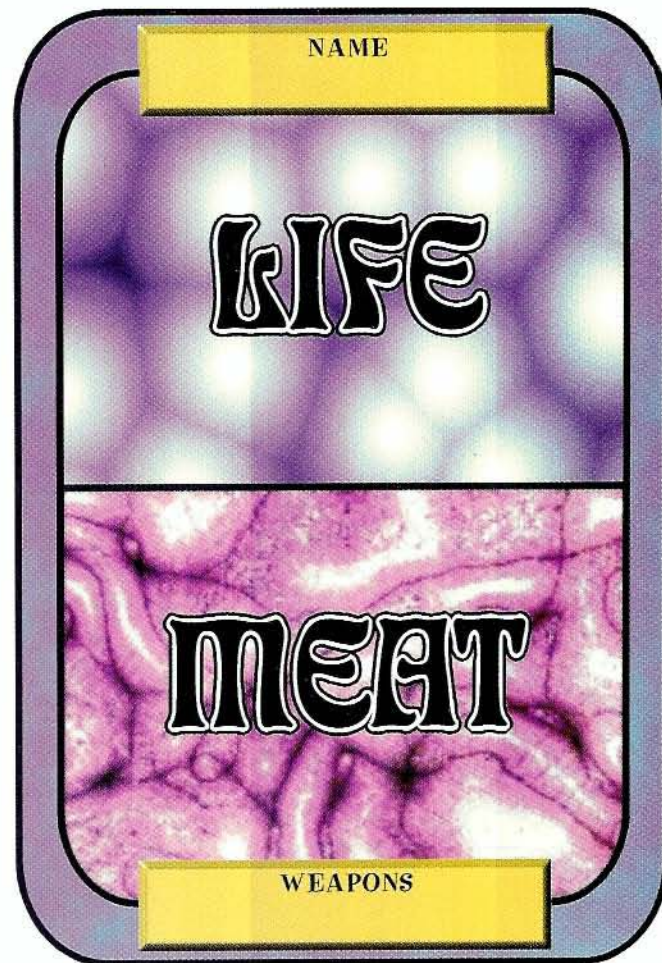
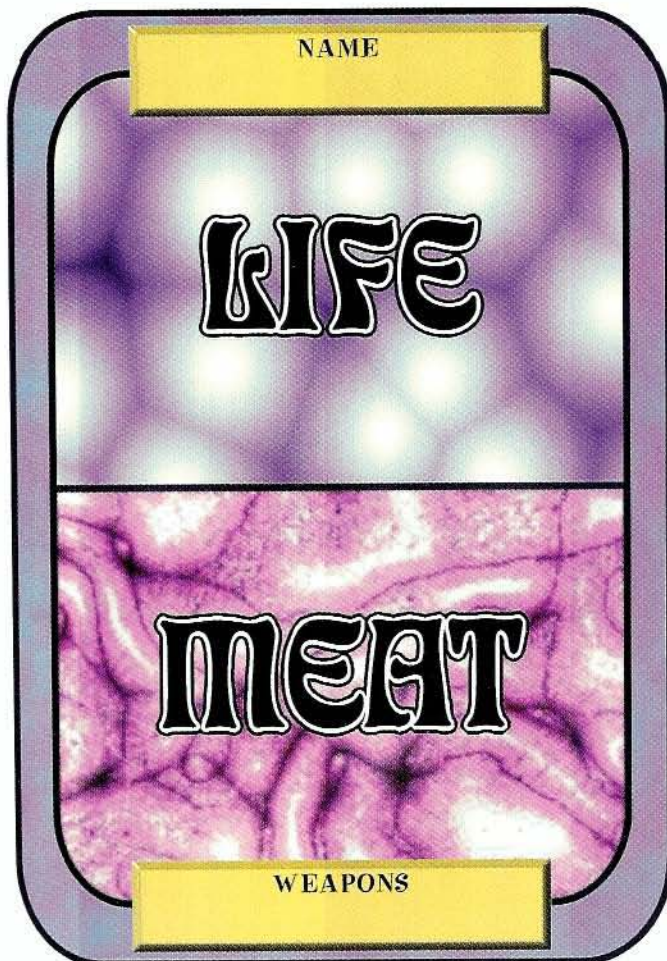
- 1) Cut out the Fairies on the opposite side of this page
- 2) Fold the base such that the two white boxes fit over the gray box.
- 3) The two halves of the Fairy should now line up. Apply a drop of glue to the back to hold it together.
- 4) Fish through your pockets/couch/car for a penny and glue the miniature to said coin (we have compensated you for the use of your own coinage by reducing the price of the product 12¢). *In theory, any circular metallic disk approximately 3/4" in diameter could work but we highly discourage such tinkering...*
- 5) **Viola!!** You now have a life-size Fairy ready to hunt for meat.

The Fairy Arsenal

We've included an assortment of Fairy weaponry to enhance your gameplay. Just cut out these counters and use them as markers whenever a Fairy is slain and leaves her weapons behind for her ravenous fellows. Or perhaps as incentives...



Fairy Cards (see page six of rules for use)



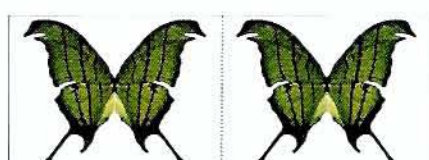
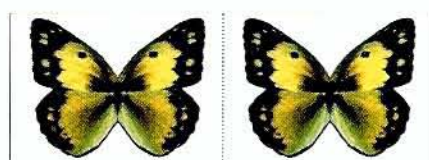
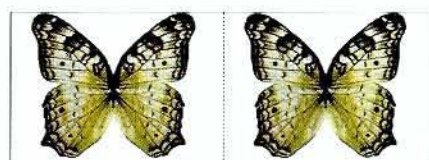
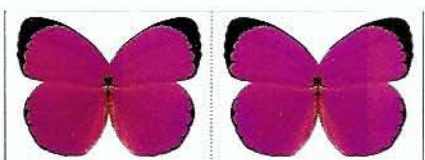
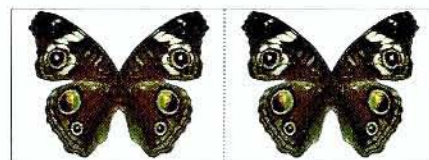
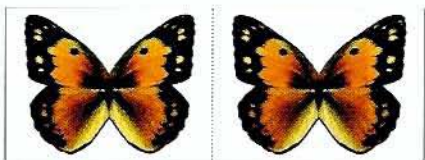
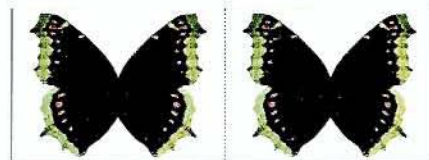
The Fairy Cards

Every fairy in the game has her own Fairy Card (these are located on the opposite side of this sheet - please cut them out with a *very* sharp pair of scissors as they are rather unwieldy to use otherwise). Using this card, players keep track of the respective fairy's ability and health, using counters to represent *Live*, *Kill*, and *Twinkle Points* (these counters are located on the center insert). The players should keep the fairy cards outside the playing area, in front of the player who's using them. All players should feel free to examine each other's Fairy Cards, unless everyone agrees otherwise.

Looking at the card, you'll see that it's divided into two halves, marked *Fairy* and *Meat*. The top half is the *Fairy* side, where the player places all of the points which the fairy can use (her *Fairy Points*). Fairies start the game with all of their points on the Fairy area of the card, rearin' to go.

The bottom half, the *Meat* area, is where the player moves a fairy's points when they can no longer be utilized by the fairy (thus becoming *Meat Points*). When a fairy takes damage, she moves damaged *Live* and *Kill Points* from the *Fairy* area to the *Meat* area, which denotes their status as *Meat Points*; also, when a fairy casts a spell, the *Twinkle Points* she spends go to the *Meat* area. Although a fairy cannot use points which are in the *Meat* section, circumstances can sometimes return them to the *Fairy* area. When all of a fairy's *Live* and *Kill Points* are on the *Meat* area of the Fairy Card, it means the poor fairy is completely dead, and fit for eating by any other fairy.

There are also blanks on the card for writing down the fairy's name and armament. You should remember each fairy's name, so you know which particular card refers to her. You might like to use pencil, so you can erase whatever you write. We recommend you laminate the cards and use a fine-point dry-erase marker for marking them, so they can be re-used. You'll kill many more trees this way, as you will constantly be buying tissues to wipe off the cards; the resulting two-dimensional deforested wastelands enable one to see many more stars at night, which is good.



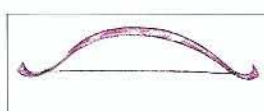
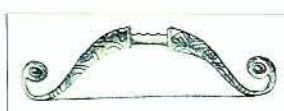
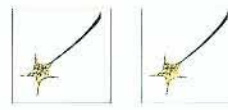
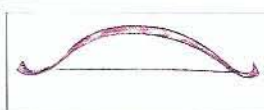
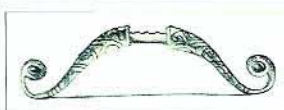
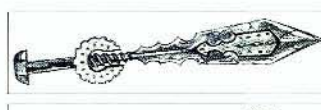
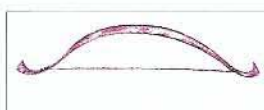
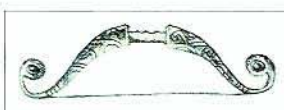
Crystal Blade

Brownie Bow

Fairy Shot

Faeslayer

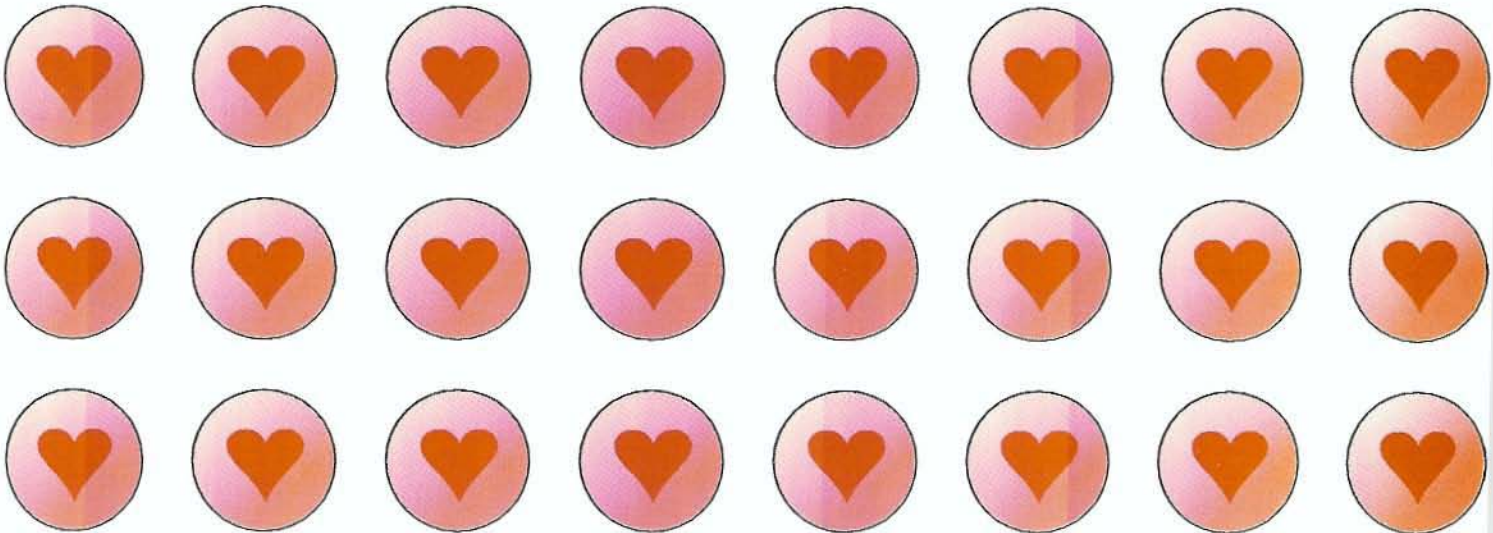
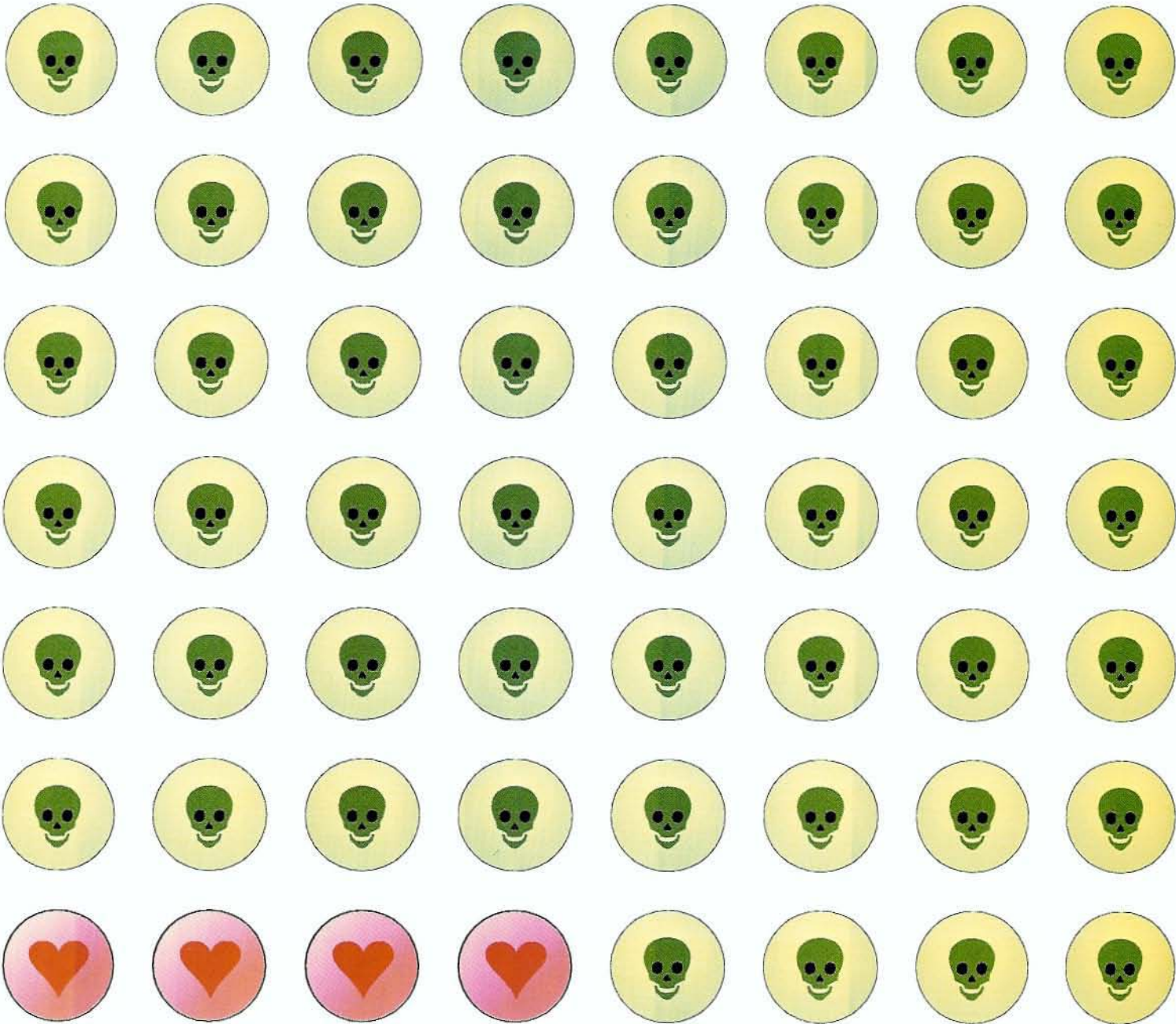
Black Wand



Fairy Wings

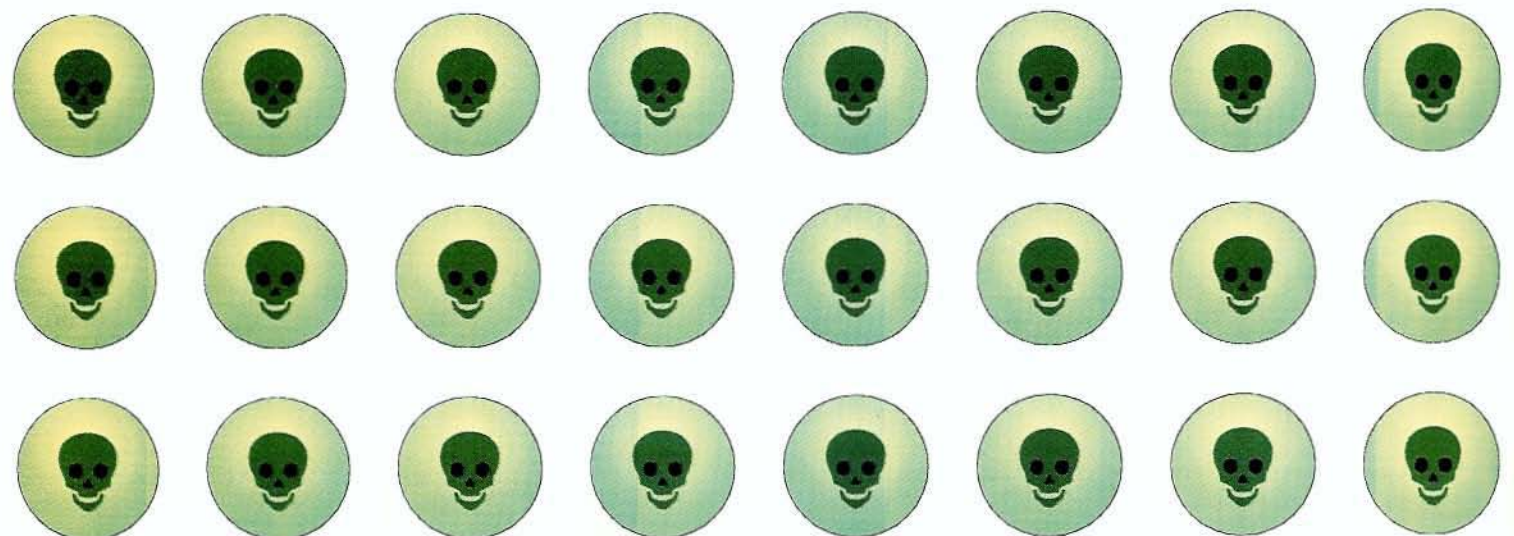
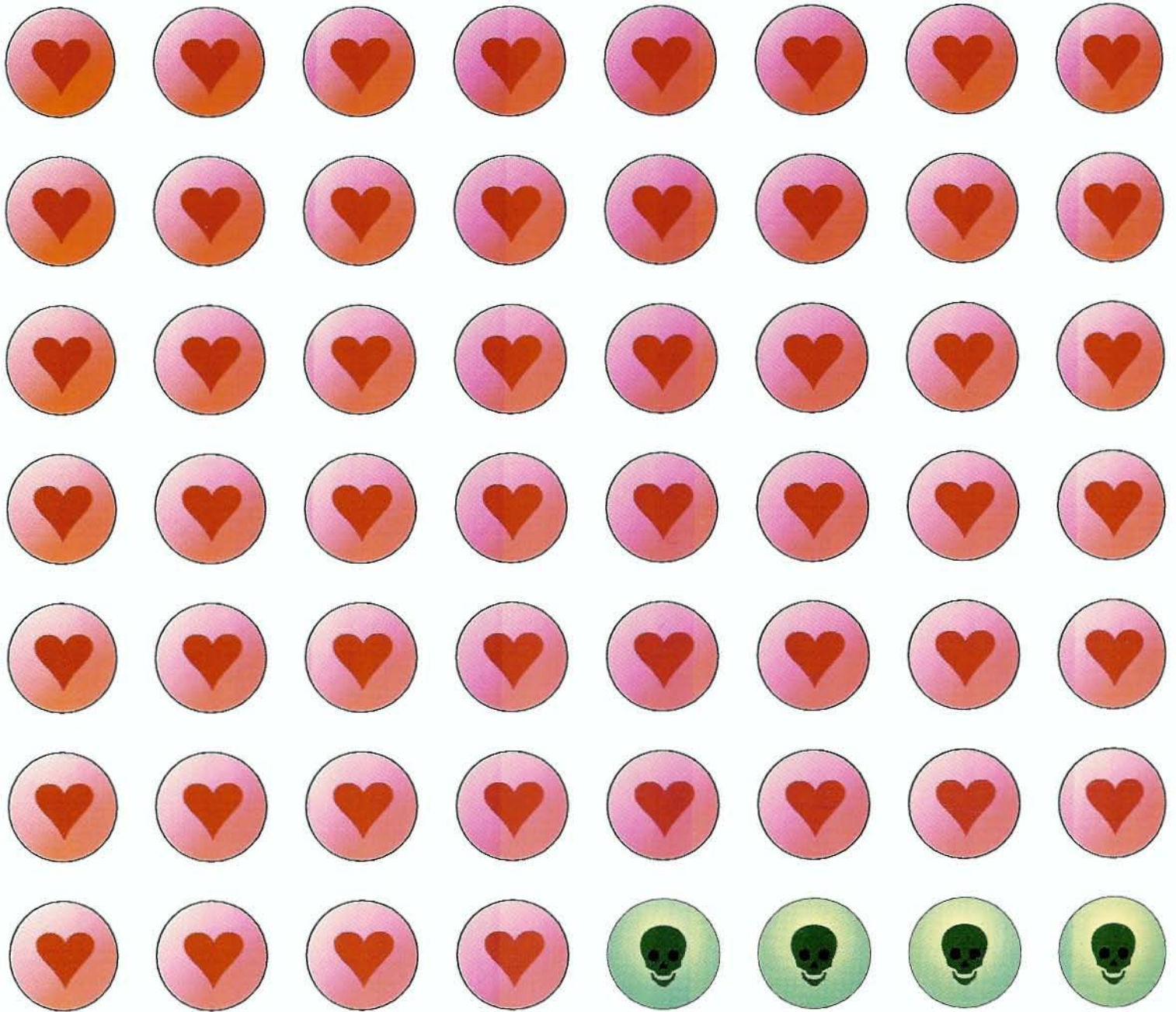
An alternative to using the Fairy miniatures we've painstakingly provided for you is to use your own lead miniatures. Forsooth, it is possible but who wants to use dumb old orcs to represent delightful little fairies? Don't fret, we've created a solution. On the opposite side of this sheet is a colorful assortment of the latest fashion in Fairy wings. All you have to do to enhance your orc scouts is to cut out the wings and fold along the dotted line. Next, apply a thin film of glue to the backsides and hold 'em together. Once dry, trim the excess white area away, fold the wing in half and glue it to your lead miniature's back. Old Gronk never looked so good!

Kill Counters



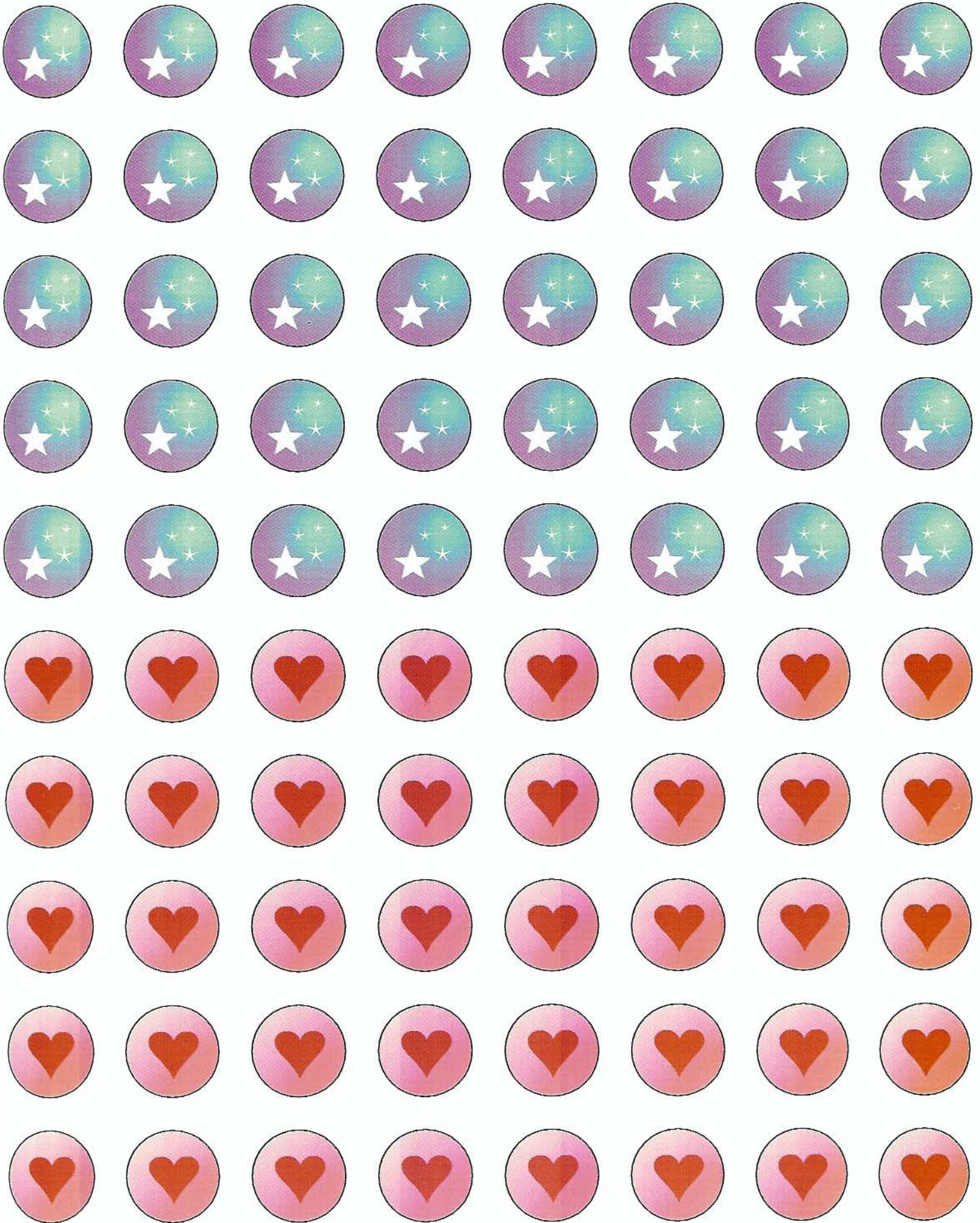
Live Counters

Live Counters



Kill Counters

Twinkle Counters



Live Counters