Fairy Lights

OVERVIEW & GOAL OF THE GAME

Complete sets of identical bulbs in order to make the most beautiful garland and earn the most points (⭐). The player with the most points at the end of the game wins.

CONTENTS

✶ 1 rulebook
✶ 103 cards distributed as follows:

	Number of cards depicting 1 bulb	Number of cards depicting 2 bulbs	Card color
Racoon-Chicken	28	6	Yellow
Rabbit-Hedgehog	23	5	Pink
Owl-Butterfly	16	4	Orange
Fox-Deer	13	3	Silver
Dragon-Dragonfly	5	0	Gold

CARD ANATOMY

Examples of faces

Number of ⭐: 0   **Color:** *Silver*   **Number of ⭐: 2**   **Color:** *Pink*

Number of bulbs: *1*   **Number of bulbs:** *2*
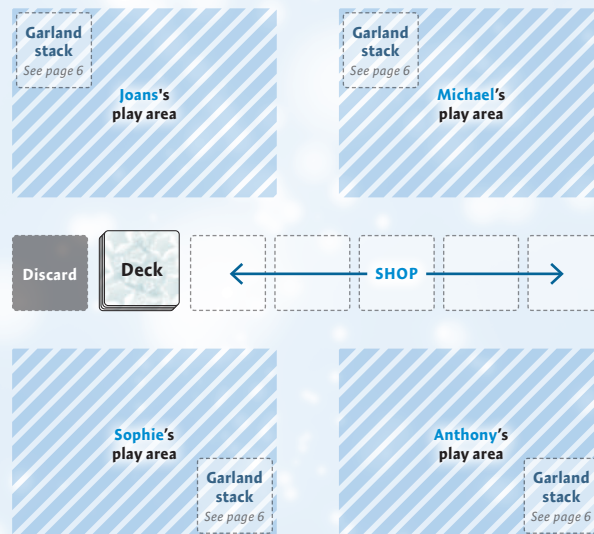
Back

All cards have the same back.

SETUP

Shuffle all of the cards and stack them face down in the middle of the table to create a deck. Beside the deck, leave enough room to be able to lay out 5 cards that will become the "**shop**".

Also reserve free space beside the deck to eventually create a discard pile.

Each player has their own play area.

Randomly determine the first player.

Garland stack *See page 6*	Joans's play area		Garland stack *See page 6*	Michael's play area

Discard	Deck	← SHOP →

Sophie's play area		Anthony's play area	
	Garland stack *See page 6*		Garland stack *See page 6*

Example of a 4-player setup.

PLAYING THE GAME

Players take turns in clockwise order. On your turn, you must/may (depending on the situations described below) perform a **Reveal** action, then a **Take** action. After this, your turn is complete.

REVEAL ACTION

You have different options depending on the number of cards already revealed in the shop:

If there are 0 cards revealed
You **must** reveal a card.

If there are 1 – 4 cards revealed
You **may** reveal a card.

If there are 5 cards revealed
You **cannot** reveal a card.

To reveal a card, you take the top card of the deck and place it in the shop:

✳ If there are currently no cards revealed, place the card beside the deck to inaugurate the shop.

✳ If at least one card is already revealed, place the new card beside the last card of the shop (which may have been revealed there by another player).

You **can** repeat the Reveal action several times consecutively in the same turn, until there is **a maximum of 5 cards in the shop**.

IMPORTANT

However, as soon as you reveal a card that is the same color* as the **previous** card in the shop, your turn ends **without being able to perform the Take action** (see following page).
In this case, the number of bulbs and ⭐ on the cards is irrelevant.

You can only reveal one card at a time.
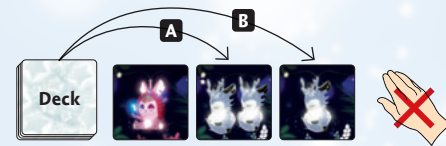
*In this example, 1 pink card was already revealed before Michael's turn. He chooses to reveal (he had the option not to reveal) a new card A, and he draws a silver card, which he places beside the pink card. He decides to draw 1 more card, and revealed another silver B, and places it beside the last one. Because this last card is the same color as the previous card, **Michael must end his turn without taking a card!***

TAKE ACTION

If you have not already ended your turn (see previous page), you **must** now perform a Take action.

What should I take from the shop?

The number of cards revealed in the shop determines the cards that you must take from the revealed cards:

If there are 1 – 4 cards revealed
You **must** take **one color** of card.
You **must** take **every** card from the shop of this color.

If there are 5 cards revealed
You **must** take **two colors** of card.
You **must** take **every** card from the shop of these two colors.

> **NOTE**
>
> If there is only one color of card in the shop, you take only this color.

What should I do with the cards I take from the shop?

Add the cards you took to your play area, sorting them by color. By doing this, you will create or complete sets.

You **cannot** create multiple sets of the same color.

If a set has **1 or 2 bulbs**, then this set is "under construction" and **remains where it is** face up in your play area; you can complete it later.

If a set has **a multiple of 3 bulbs** (3, 6, 9, 12), then you **must immediately store it face down** on your Garland stack. The ☆ in your Garland stack will count at the end of the game.

If a set has **any other number of bulbs** (4, 5, 7, 8, 10, or 11), then you <u>must</u> **immediately discard it face up** on the common discard pile. Cards you discard are lost, and will serve no further purpose in the game.

> **NOTE**
>
> There are only 5 cards depicting the Dragon-Dragonfly bulb. Thus, it is only possible to form **a single set** of them per game.

What do I do with the cards remaining in the shop?

Shift all cards remaining in the shop — i.e. those that weren't taken — toward the deck to close the gaps before the next player's turn.

END OF YOUR TURN

Your turn is over when either of the following occurs:
✴ You reveal a card the same color as the last card in the shop.
✴ You have completed your Take action.

> **NOTE**
>
> You can never end your turn early to avoid taking cards you don't want from the shop.

END OF THE GAME

As soon as someone reveals the final card of the deck, they finish their turn and the game ends.

NOTE

If the final card revealed is the same color as the last card in the shop, the game ends immediately.

At this point, if there are any revealed cards remaining in the shop, discard them.

COUNT THE POINTS

For scoring, **only the** 🎍 count.

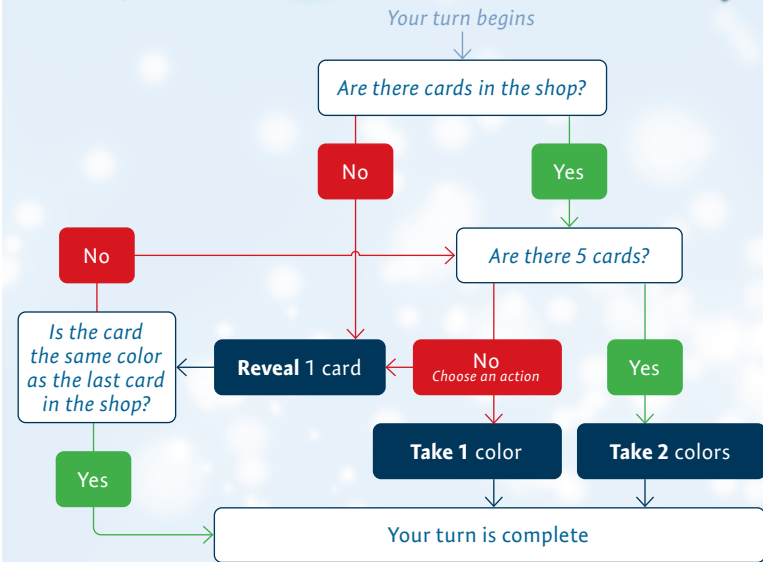You **score 1 point** for each 🎍 in your Garland stack.

You **lose 1 point** for each 🎍 in the sets "under construction" (not finished) in your play area.

The player with the most points wins.

If there is a tie, the tied player with the **most** cards in their Garland stack wins. If it is still a tie, the tied player with the **most** negative points in their play area wins. If even this is a tie, the tied players share the victory.

THE GAME AT A GLANCE

Your turn begins

Are there cards in the shop?

No → Yes →

No → Are there 5 cards?

Is the card the same color as the last card in the shop? ← **Reveal** 1 card ← **No** *Choose an action* | Yes

Take 1 color | **Take 2** colors

Yes →

Your turn is complete

EXAMPLE OF A GAME IN PROGRESS

Joan, Michael, and Sophie are playing a 3-player game. It's **Joan**'s turn. Because there are no cards in the shop, he **must** reveal the top card from the deck **A**. It's pink. He chooses to reveal another **B**, but it is also pink. So his turn ends immediately.

It's **Michael**'s turn. He hasn't started collecting any sets, so he decides not to reveal cards, and just takes the 2 pink cards. This is a good move, because with their 3 total bulbs, they form a complete set, and they have 4 ✨ that immediately get stored safely in his Garland stack. His turn is over.

Pink set to store

It's **Sophie**'s turn. She **must** reveal at least 1 card; she reveals a silver. Then she reveals 4 more, one after the other, luckily never the same color as the previous: pink, silver, pink, orange.

With 5 cards revealed, she **cannot** reveal any more, and **must** take 2 colors of cards. She chooses to take silver and pink.

With 6 bulbs, the silver set is complete, and **must** be stored. Her pink set now has more than 3, without being a multiple of 3: She **must** discard this set. If she had taken the orange card instead of the 2 pink, she would have lost the orange set, but she's banking on the greater number of ✨ in her orange set.

Set to store

Set to discard

Set under construction

SETS BEFORE ADDING | CARDS ADDED
SOPHIE'S PLAY AREA

Shifted toward the deck

Before Joan starts his turn, Sophie shifts the cards left in the shop closer to the deck. Then it's **Joan**'s turn and he chooses to reveal a card, then another: Gold, then orange. He decides to stop so he can take the orange set, because it is complete, and he doesn't have one started in his play area. As a result, he directly stores this set.

Orange set to store

Shifted toward the deck
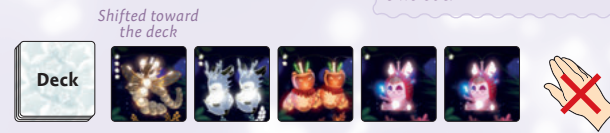
Michael reveals 4 more cards. Unfortunately, the final card is the same color as the previous card. His turn ends without him getting to take cards.
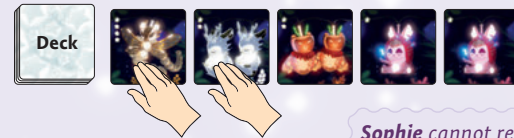
Sophie cannot reveal a new card because there are already the maximum of 5 in the shop. She is therefore required to take 2 colors of cards. No choices let her complete a set this turn. If she had taken the orange card, she would have lost her orange set (4 bulbs).

Set under construction

Set under construction

Set under construction

Set under construction

SET BEFORE ADDING | CARDS ADDED
SOPHIE'S PLAY AREA

Joan

JOAN *"A big thank you to the entire Sit Down! team! My desire was to create an accessible family card game. From my prototype with a simple mechanism, that I presented at Cannes in 2020, this working partnership has permitted us to develop the gameplay to make it even more fun. I also thank my friends at MALT for their playtesting, and my companion and my son for their support."*

SIT DOWN ! thanks Claire & Pierrick. They know why.