

-Wards of Meadowshire

Object: To have one of each of the 3 types of sprouted flower cards protecting each of the 3 Ward cards.

Players lose if both of the 2 Hagwitch cards have been played to the table.

Set up:

Place the three Ward cards in the center of the table.

Shuffle and deal 3 cards to each player. Replace any dealt Witch cards with Fairy or Flower cards. Put any dealt Witch cards back into the deck and shuffle then cut. Place the deck on the table for players to draw from.

Turn sequence:

Player will draw their hand up to 3 cards. Ignore this step on the very first round of the game.

Player may choose to do up to 2 of the 8 actions available to them. An action may be used only once per turn unless allowed by a fairy card that is in play and not sleeping.

Should a Witch card be drawn its effects are resolved immediately as stated on the card. Any removed cards are placed in the discard pile. The player may then draw another card and continue their turn.

The player may choose to do 2 of the following on their turn:

-Place a fairy

A player may place any one fairy that they have in their hand on the table and may immediately use the benefits of that fairy if they see fit.

-Plant/Sow a flower

Flower cards may be planted only if there is at least one non-sleeping fairy on the board. Any flower card may be played to any of the 3 Ward cards on the table. To plant a flower card a player must place the flower card they choose sideways below a Ward card of their choosing.

-Sprout a previously planted flower

A player may activate or 'sprout' a single Flower card their turn that has not been planted by them during their current turn. To sprout a card the player will turn a sideways Flower card so that it is in the same orientation as the Ward card it is protecting. Players may not sprout a 'wilted' Flower card.

-Revive a wilted Flower card.

Players may revive one wilted Flower card only if the Bloom fairy is awake on the table. To revive a wilted Flower card a player will turn the card from its upside down position to a sideways position relative to the Ward card it is protecting.

-Awaken a fairy

Sleeping fairies may be awakened in one of two ways. If an active fairy is in play on the table or if there is a sprouted flower card in play below a ward. A player may awaken only one fairy per turn unless they have 'Fairy Awakening' in play in front of them

-Trade a card

A player may choose to trade a single card with another player as one of their actions during their turn.

-Discard a card and draw a replacement

A player may discard a single card and draw a replacement from the draw pile. If a Witch card is pulled it will be resolved and the player may then choose to draw a replacement or pass play to the next player.

-Finish a ward

If the Ward Fairy is in play a player may choose to turn over a Ward card that has all 3 elements represented (Air, Water, and Earth). Any Ward and Flower cards that have been turned faced down cannot be affected by Witch cards.

All blighted flowers are placed in the discard pile.

Any Flower cards that become wilted will be rotated so that the card is in the top down position.

All Fairy cards that have been put to sleep by the Hagwitch will be rotated 90 degrees so they are sideways on the table in front of their owner. Players may not use the abilities of any fairy that is currently sleeping.

When playing solo, take out the 'Busy Fairy' and 'Fairy Blessing'. You may place 'Busy Fairy' on the table in front of you to give you an active fairy to begin the game with. Her ability does not come into play, though.