

Fae Shift Rules

Overview:

Fae Shift is a fantastical abstract strategy board game where fairies are trying to capture mystic shrubs that grow in the ever changing landscape which morphs to your imagination.

Equipment:

1. You will need 36 2" x 2" **tiles** (included in the pdf)
 - a. 3x 1 sided wall
 - b. 4x 2 sided wall (corner)
 - c. 7x 2 sided wall (straight)
 - d. 3x 3 sided wall
 - e. 2x 4 sided wall
 - f. 3x river
 - g. 1x vortex
 - h. 4x door
 - i. 6x arrow
 - j. 2x tornado
 - k. 1x pentagram
2. a **board** that is at least 13" x 13"
3. 4 different **fairy avatar** tokens
4. 20 **energy tokens**
5. 10 **Mystic Shrub tokens**
6. 2 distinct 6 sided dice (one for horizontal placement and one for vertical placement).

Number of Players:

4

Game Duration:

30 minutes

Board Setup:.

1. Each player selects a fairy avatar token.
2. Each player picks a side of the board , which determines the direction of the tiles towards them. The direction of each tile towards the player signifies whether the tile active or blocked - discussed more in "Game Play."
3. Shuffle the 36 **tiles** face down. (Make sure you are rotating the pieces as well to ensure random orientation.)
4. Randomly place the tiles on the game **board**, turning them face-up, to form a 6 by 6 square grid.
5. Randomly place the 4 **avatar tokens** on the center 2x2 game squares so that each **avatar** is occupying it's own **tile** (squares: (3,3) (3,4) (4,3) and (4,4))
6. Randomly determine the start player.

7. The starting player will 'seed' the two starting **mystic shrubs** by rolling dice to randomly place them on a tile. One die will be used for the x axis (horizontal direction) and the other for the y axis (vertical direction) (with 1,1 being the current players bottom left corner tile and 6,6 being the top right corner tile). A **mystic shrub** may never be placed on top of an **avatar** or another **mystic shrub** (instead just reroll both dice until you get a vacant **tile**) .

Game Objective:

First player to collect 3 **mystic shrubs** wins the game.

Game Play:

1. At the start of a player's turn, that player gains 1 **energy token**
2. At any time during a player's turn that player may perform these **energy actions** (any number of times):
 - a. Pay 2 energy to rotate any **tile** (90° , 180° , or 270°) (keeping any playing pieces on that **tile**).
 - b. Pay 3 energy to swap places of any two **tiles** (maintaining their original orientation and making sure that any pieces on the tiles don't move with the tile).
3. A player may move their avatar up, down, left or right to 1 **tile**, as long as the move does not violate the **tile's** move. Also the edges of the board wrap around, so a player may move from a tile at the bottom of the board to the tile at the top of the board along the same column, or move from a tile on the left of the board to the tile on the far right of the board along the same row. In other words, the top row and bottom row are considered adjacent, as well as the right and left columns.
 - a. **Wall Tile:**
 - i. When a wall **tile** has a wall along the bottom of that tile, (based on the tile's orientation to the player) it is considered **blocked** to that player and therefore their **avatar** can't move onto that space.
 1. Even Though an **avatar** can't enter a blocked tile, they may exit it.



b. Pentagram Tile:

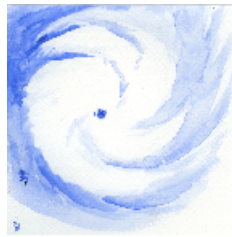
- i. When a player enters a pentagram tile they gain 1 **energy**.



Pentagram Tile

c. Vortex Tile:

- i. When a player enters a vortex **tile** they may choose to rotate the entire board (90° , 180° , or 270°). Please note that this may change many active or blocked **tiles**



Vortex Tile

d. Door Tiles:

- i. When a door tile is oriented right-side up to a player, it is considered active for that player.



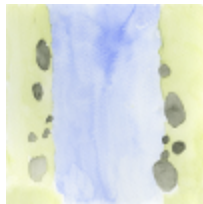
Door Tile

- ii. All active door tiles are considered adjacent to one another, and therefore a player can move from one to the other (1 tile away)

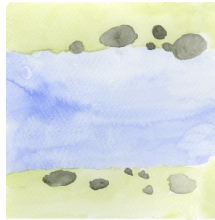
e. River Tiles:

- i. When a river tile is positioned right-side up (so the stream is vertical to the player) it is considered active for that player
- ii. When a player moves onto an active river tile, they will continue moving to the next tile in the same direction they are moving.
 - 1. It is illegal for a player to move onto an active river **tile** if the river leads them to a blocked tile

2. If a player moves onto an active river leading to another active river **tile**, then the **avatar** would pass through that river tile as well (as long as it's to not a blocked tile)
 3. Please note that when moving onto an active river the **avatar** never stays on the **tile** and thus can't collect any **mystic shrubs** that may be on top of the river **tile**.
- iii. If the river **tile** is not active for a player, i.e. horizontal to the player, they can still move onto the river tile.
1. Moving to an inactive river **tile** will not move the player to the next **tile**.
 2. Any **mystic shrubs** on the river **tile** can be collected



River Tile is vertical and "active" to top and bottom



River Tile is horizontal and "inactive" to top and bottom

f. Tornado Tile:

- i. When a tornado tile is positioned right-side up (so the line is vertical to the player) it is considered active for that player
- ii. When an avatar lands on a tornado **tile**, the player may move any tile, that is located along the edge of the board, to the opposite end of the board, pushing all **tiles** in that row or column over one space. In other yeswords, the row or column is shifted, so that the tiles move to accommodate the newly placed tile. Please remember to maintain the 6x6 tile layout.
 1. Please note that all pieces (**avatars** and/or **mystic shrubs**) on any of the tiles moved are moved with the tiles that they were on.



Tornado Tile facing bottom and top players

g. Arrow Tiles:

- i. Arrow tiles (unlike most **tiles**) aren't affected by the orientation of the tiles to a player. Instead they behave the same for all players.
- ii. A player may only leave an arrow **tile** in the direction that the arrow is pointing towards.
 1. Please note that there is no restriction on entering a arrow **tile**.



Arrow tile indicating you can only exit this tile to the top

4. If an **avatar** enters a **tile** containing a **mystic shrub**, they will collect it and remove it from the board.
 - a. When a player collects a **mystic shrub**, the player will place a new one on a random tile by rolling the two 6 sided dice (one for the horizontal axis and one for the vertical axis). Reroll both dice if the **mystic shrub** would land on another **avatar** or **mystic shrub**.
 - i. Whenever a new **mystic shrub** is placed on the board, the player who is in last place has the option to reroll one of the dice. The last place is determined by selecting the player having the fewest **mystic shrubs**, and in a tie we break the tie by selecting the one with the fewest energy tokens, and if still tied we break the tie by selecting the first player in clockwise direction.
 - ii. If this reroll causes an illegal placement (the random tile contains another **mystic shrub** or **avatar**), then the original legal roll will be used.
 - b. After the player has placed the new **mystic shrub**, that player may then perform any number of **energy actions** before ending their turn.

