



To the human who found me - Rulebook -

Introduction

Disturbed from a deep sleep by a rustling noise, you awaken in the dead of night. Through the darkness, you can just make out a tiny creature putting something from your desk into a treasure box.

Oh! You caught me.
Want your stuff back? I'll
return it to you if you can
guess what's missing!



Aim of the Game

Taking the role of the fairy, one player will remove items from the treasure box, while the remaining players will try to guess what's missing by shaking it and listening to the sounds. The player who correctly guesses the same item three times, or identifies six different items at least once is the winner.


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Contents

- 1 Score Pad
- 10 Items

A wooden stick 


A die 


A marble 


A piece of felt 


A diamond 

A rope 

An eraser 

A spring 

A paperclip 

A metal ring 

- 10 Item Tokens
- 2 Blank Item Tokens*
- 1 Treasure Box
- 1 Starting Player Token

*Customize the Blank Tokens to add your own items to the game!

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Game Setup

1. Each player takes a sheet from the score pad.
Supply your own pens or pencils.
2. Sort all 10 items and their corresponding Item Tokens face up in the center of the table.
3. Place the treasure box on the table.
4. The youngest player takes the Starting Player Token and starts the game.



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How to Play

Each round consists of 3 phases:

1) Selection Phase, 2) Hiding Phase, and 3) Guessing Phase.

(If you're new to the game, we suggest playing only the **Hiding and Guessing Phases** to start off with. If skipping the Selection Phase, start the game with all 10 items inside the treasure box. Pass the Starting Player Token clockwise. Continue playing until someone wins.)

1) Selection Phase

Players take turns in clockwise order, with the Starting Player going first. On your turn, you must pick up an item, place it in the treasure box, and set aside its token. The next player does the same until the **Selection Phase** is ended.

Alternatively, if there are at least 3 items in the treasure box, you may choose to end the **Selection Phase** on your turn. The **Selection Phase** ends automatically if all 10 items are in the box. Only play with item tokens whose corresponding items have been placed inside the box, and set aside any unused item tokens out of play once the **Selection Phase** has ended.

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2) Hiding Phase

The player who chooses to end the **Selection Phase** is the Fairy. Everyone else should close their eyes, and the fairy will secretly remove one or more item(s) from the box. The fairy should hide these items out of sight, and close the box. (Note: there must be at least 1 item left in the box.) When the fairy is finished, they may instruct the players to open their eyes, and the **Hiding Phase** will end.

NOTE: As a strategy hint, Fairies score points for every incorrect guess. If the Fairy only removes one item from the box, they might only score one point. So, the more items removed, the more points the Fairy might score. However, the more items that are removed, the **EASIER** it is to guess what's still inside the box. Deciding how many items to remove is part of the fun!



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3) Guessing Phase

Starting with the player to the left of the Fairy and going in clockwise order, players will take turns guessing which item(s) they think remain inside the box. No opening the box allowed! You can only make your guesses based on the sounds you hear from shaking the box. After shaking and listening, pick an item token whose counterpart you think is still inside the box. The fairy will then tell you if you've guessed correctly or not:

- **If you guessed correctly**, you get 1 point!
Flip that token facedown and fill a space of the corresponding item on your score sheet.
- **If you guessed incorrectly**, the Fairy gets 1 point.
Flip that token facedown and fill a space of the corresponding item on Fairy's score sheet.

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End of the Guessing Phase

The **Guessing Phase** ends when players have incorrectly guessed all the removed items, or when players have correctly guessed all the items inside the box.

Note: The Fairy **must** announce to everyone when either of these above conditions have been met.

If the game has not ended (see below), then a new round begins. Empty the box and reset all the items and tokens as instructed in the Game Setup. The current Starting Player will pass the Starting Player Token to their left and the new Starting Player starts the next round.

End of Game

When any player has marked a single item three times, OR has marked six different items on their score sheet, that player immediately wins!

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VARIANT RULES

Create your own treasure box!

Players can use any items from around the house! There are two included blank tokens to use when playing with your own items. (If you want to replace more than two items, you'll have to make more tokens.)

Special Rules for 2 players:

Aim of the Game

The first player who guesses incorrectly loses the game, and the other player automatically wins!

Apply all other rules from the basic game with the following exceptions:

Selection Phase:

The Starting Player is the Fairy; they secretly pick 2 items and put them in the box. The other player closes their eyes until the Fairy has finished selecting. All item tokens will remain in the center of the table. Do not use a score sheet.

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Hiding Phase

Skip the **Hiding Phase** when playing with 2 players.

Guessing Phase:

The guessing player receives the box, shakes it, and then guesses the items they think are inside one by one.

1. If all items are guessed correctly, both players exchange their roles.
Empty the box and start the next round by adding 1 more item into the box than was inside last round. (i.e, 3 items for the second round, 4 items for the third round, etc).
2. If a player guesses incorrectly, they automatically lose!

Credits

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