



To human who found me - Rulebook -

Introduction

Disturbed by a rustling noise, you wake up at midnight, only to discover a tiny creature putting something from your desk into a treasure box.

Oh! You caught me!
do you want your stuff back?
Tell me what is missing
and I'll give it back.



Aim of the Game

Taking the role of the little fairy, one player will remove items from the treasure box and then the other players each shake the box and guess what is missing by listening to the sounds. After several rounds, the player who correctly guesses the same item three times or six different items at least once is the winner.

Components

- 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

- 1 Treasure Box

- 1 Starting Player Token

Game Setup

- Each player takes a sheet from the score pad.
Supply your own pens or pencils.
- Sort all 10 items and corresponding item tokens (faceup) in the centre of the table.
- Place the treasure box on the table.
- The youngest player takes the Starting Player Token and start the game.



How to Play

Each round consists of 3 phases:

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

If you are new to this game, we suggest playing only **Hiding and Guessing Phases**. Start the game with all 10 items inside the box. Pass the Starting player Token clockwise. Continue playing until any player wins.

1) Selection Phase

Players take turns in clockwise order (starting player comes first). In your turn, you must pick an item in the supply, put it in the treasure box, and set aside its token. The next player does the same until **Selection Phase** ends.

Alternatively, if there are at least 3 items in the treasure box, you may choose to end **Selection Phase**; you must end this phase if all 10 items are in the box.

Use only tokens set aside in this **Selection Phase**.

All remaining tokens are set aside out of play during this round.

2) Hiding Phase

The player who chooses to end the **Selection Phase** is the Fairy. Everyone else closes their eyes. Then the Fairy secretly removes one or more items from the box, hides them somewhere else, and closes the box. There must be at least 1 item left in the box. After finishing, all players open their eyes and **Hiding Phase** ends.

NOTE: As a strategy hint, Fairies score points for incorrect guesses. So, if the Fairy only removes one item, he/she 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 is in the box. This decision is part of the fun!



3) Guessing Phase

Starting from the player to the left of the Fairy, players (except the Fairy) take turns in a clockwise order. In your turn, you must guess 1 item which you think is in the box. Players are not allowed to open the box. The only method to know what is inside the box is ... by sound!

You shake the box, listen to the sound made by collision of the items inside, then pick an item token whose counterpart you think is still in the box. The Fairy answers whether you are correct:

- **If you guess correctly**, you get 1 point!

Flip that token facedown and fill a space of the corresponding item on your score sheet.

- **If you guesses wrongly**, the Fairy gets 1 point.

Flip that token facedown and fill a space of the corresponding item on Fairy's score sheet.

End of the Guessing Phase

The Guessing Phase ends when players have wrongly 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 the above situations is met.

If the game has not ended (see below), then a new round begins. Empty the box and re-set all items and tokens as instructed in Game Setup. The current starting player passes the starting player token to his/her left and starts the next round.

End of Game

When any player has marked a single item thrice OR 6 different items on his/her score sheet, that player immediately wins!

VARIANT RULES

Create your own treasure box!

Players can use any items around the house to replace the items provided in the game. However, tokens of some kind for those items must be made.

Special Rules for 2 players:

Aim of the game

The first player who guesses wrongly loses the game. The other player wins immediately!

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

Selection Phase:

The Starting Player is the Fairy; he/she secretly picks 2 items (from the 10 items) and puts them into the box. The other player closes his/her eyes until the Fairy finishes selection. All item tokens remind in the centre of the table, do not use score sheet.

Hiding Phase

Skip **Hiding Phase**.

Guessing Phase:

The guessing player receives the box, shakes it to listen to its sound while feeling the collisions. He/she then guesses the items one by one.

1. If all items are guessed correctly, both players exchange their roles. Empty the box and start next round by adding 1 more item into the box (i.e. 3/4/5 items in round 2/3/4...).
2. You immediately lose if you guess wrongly!

Credits

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