



fairy, unicorn, mermaid, princess, kitten



Horn and Wings, Fur and Fins,
the race to wear the Crown begins!

HOW TO PLAY

AIM OF THE GAME:

Be the first player to play 12 points
(or more) worth of Princess cards!

HOW DO I DO THAT?

In order to get points, you need to
collect SETS of cards. A SET is made up
of a Princess and her loyal Followers.



**PRINCESS
CARD**



**FOLLOWER
CARD**

SO, HOW DO I MAKE A SET?

It's easy – all you have to do is make sure that every symbol on the Princess card is matched with a symbol on a Follower card. Note that the Crown (found on every Princess card) is a wild symbol and can be used to match with any one symbol on a Follower card.

Look at the following examples of SETS.



You will notice that some Follower cards have two symbols – both of these must match the Princess card symbols to be used in that set. Remember you can use the Crown as a wild symbol.

WAIT - HOW DO I EVEN GET THESE CARDS TO PLAY?

OK, so here are the basics:

1. To start; shuffle the deck and deal each player 7 cards, the remaining cards are placed face down and form the Draw Deck.
2. Turn over the top card of the Draw Deck and place it face up to create the Trade Pile.



TRADE PILE

DRAW DECK

3. Starting with the youngest, each player takes a turn made up of an *Action Phase* and a *Build Phase*. The *Action Phase* helps you get those key cards and the *Build Phase* is all about laying out the Sets.
4. Once a player has completed their *Build Phase* play passes to the next person.

AND WHAT CAN I DO IN THESE PHASES?

Glad you asked! Check this out:

THE ACTION PHASE

Your turn starts with the *Action Phase* where you can choose from one of FOUR different ways to increase the amount of cards in your hand:

1. **STEAL:** You can name any type of card, Princess or Follower, and ask any ONE other player for that card. IF the player has the card they MUST hand it over and ends your Action Phase for this turn.
IF the requested card is NOT available, you may still choose to either DRAW, PICK, or PLACE.
2. **DRAW:** The player may pick up the top card from the Draw Deck.
3. **PICK:** The player can pick-up the top card of the Trade Pile.
4. **PLACE:** The player can place a Princess Card only on the Trade Pile. They may then pick up the same number of cards from the Draw Deck as the value of the Princess Card they placed down.

There is no limit to the amount of cards a player can have in their hand, hoarding won't win then the game though!

THE BUILD PHASE

The same player then moves on to the *Build Phase*. This is where you get the points and win the game! In order to place a Princess card down, you must have a complete SET.

Remember a set is made by matching all the symbols on the Princess Card with Follower Card symbols. You can only play ONE SET per *Build Phase*.

If you can make a SET, you get a reward! Pick up a card from the Draw Deck. If you can't make a SET, hang in there your time will come! No card from the Draw Deck for you this time and play passes to the next player.

I STILL HAVE QUESTIONS! *Good that means you have been paying attention!*

I PLAYED MY LAST CARD BUT I DON'T HAVE A SCORE OF 12 YET! WHAT HAPPENS?

It's OK – we thought this might happen. At the end of your turn take another 5 cards from the Draw Deck plus your one for completing a SET.

HELP! THE TRADE PILE HAS RUN OUT!

Simply take a card from the Draw Deck and place face up like you did to start the game.

HELP - THE DRAW DECK HAS RUN OUT!

Keep the top card of the Trade Pile and shuffle the rest of the Trade Pile to create a new Draw Deck.

WHICH CARD GOES WITH WHICH SYMBOL? Crown = Wild

Kitten = Bell  Mermaid = Shell  Unicorn = Horseshoe  Fairy = Star 

THE GAME WENT TOO QUICKLY, CAN WE MAKE IT LONGER?

Sure – there are many ways to mix it up - check out these variations:

- First to 20 (or 30 even) pick a number that works for you
- First 12 points or over but you must have a FUMPK to win
- First to 5 SETS but Princesses all need a common symbol
- Most points when the draw deck runs out - good with a lot of players
- First to 30 points but you can place as many SETS as you like in a turn - good for 2 players
- You MUST try to STEAL at the start of your Action Phase - even if you don't want to!
- If you include a Follower with two symbols in a SET, without needing to match a crown symbol, that SET is worth an extra point