

Oh, my Prince!



Cinderella must find things in the house. Her Fairy Godmother needs a pumpkin, lizards, mice and a rat and the dress. When all are found, the Fairy Godmother will cast her spell, and Cinders can go to the Ball in the Castle. The pumpkin is the Golden Carriage, with mice turned into horses, and the rat and lizards as coachman and footmen. And Cinderella gets her glass slippers! But she must gather all the items first before she can go to the Ball!

Look through the Overview here, follow the Set-Up section, then flip the sheet over and go through the Rules of the game. There's a variant rule you can choose with 5 players too.

Components

21 Item Cards
1 Fairy Godmother,
2 Dresses, 3 Pumpkins,
4 Rats, 5 Mice, 6 Green Lizards



14 Glass Slippers
(7 matching pairs)
worth 1, 2 or 3 points
with shoes sizes at the bottom

1 Prince / Castle card

7 Card Summaries
details on the card effects

1 Rule sheet
you are reading it

Set Up

For 3 players, only use any four pairs of Glass Slippers at random. For 4 players, use any six pairs. The remainder are put back in the box.
Shuffle the Glass Slippers into one face-down pile, shuffle the Item cards into another at the center of the table. Now draw one Glass Slipper to go face-down below the Prince card.

Overview



1. Play goes clockwise from the Start Player. The Turn Player plays a hand card face-up or face-down. If it's played face-up, the card effect happens right away.



2. Now the Turn Player can decide if the cards from 2 to 6 are in the Played Area. If they declare "I'm going to the Ball!", they check all the played cards.



3. If the five items are all there, they take a Glass Slipper as a Victory Point.



4. The game ends when the last Glass Slipper is taken. Match the Slipper the Prince has for a bonus. Most points wins.

Variant rule

If you play with 5 players, we recommend using this variant rule.

For a dramatic ending, please use this scoring rule. If the Glass Slipper pile is exhausted, players who still need one, take one Glass Slipper at random from the player with the most Glass Slippers (choose if this is tied). The player holding the Slipper matching size with the Prince's Slipper is the winner.

Credit

Ver. 1.00

If you have any questions, please let us know.
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Rules and flow of the game

The game is played over rounds. Each round has three phases, starting with the Preparation phase.

1. Preparation phase

According to the number of players in the game, use the table below to show how many Item cards are dealt to each player. Players take their cards into their hands without showing anyone. From the undealt cards left over, some go face-down into the Played Area, the remaining go unseen into the box.

Players	3	4	5	6	7
In hand	6	5	4	3	3
Centre	2	1	1	1	0
Side	1	0	0	2	0

Choose a Start Player at random. In following rounds, the player who declared “I’m going to the Ball!” last round becomes the new Start Player.



Example for 4 players

Next

2. Playing phase

Play begins with the Start Player and goes clockwise. The turn is played in the following order:

(1) Play the Item card

Any Item cards from the Preparation phase and Item cards played by the players go into the **‘Played Area’** on the table.

Beginning with the Start Player, the Turn Player plays one Item card from their hand to the table. It can be played face-down, or face-up. **If it is played face-up, the card effect happens immediately.**

(2) Off to the Ball! (optional)

The Fairy Godmother wants to collect five Items numbered from 2 to 6 so she can cast her magic. When the Turn Player thinks that the required Item cards are in the Played Area, face-up or face-down, the player can choose to say "I’m off to the Ball!".

The players stop using the Item cards in hand, as the next phase Going to the Ball starts.

Next player

For example:
Player A plays one card face-down. So no effect applies. Now the next player starts their turn.

For example:
Player B plays a Mice card face-up. The card effect happens: “Look at one face-down card.” Player B looks at one face-down card without showing the others.

Off to the Ball!

3. Going to the Ball phase

Now that Cinders is off to the Ball, other players can also choose to go. Starting from the Turn Player and going clockwise, each player can pass, or call out “I’m off to the Ball!”.
Once each player has declared if they are going, all the cards in the Played Area are turned face-up.

Success or Failure: If there are Item cards numbered from **2 to 6 in the Played Area**, the spell is a success!
NOTE: if the Fairy Godmother is in the Played Area, she can be counted as a missing 2 card, or as a 3 card, or as a 4 card (not a 5 or a 6). But she only counts as one missing Item for the spell.
If the correct Item cards are not out in the Played Area, the spell is a failure!

●Success:
Starting with the Turn Player, each player that chose to go to the Ball draws a card from the Glass Slipper pile. When the Turn Player takes their Slipper, they get to draw two Glass Slippers, look at them, and keep which one they want. The other Glass Slipper goes back to the bottom of the pile, face-down.

●Failure:
Starting from the Turn Player, each player who chose **not** to go to the Ball draws one Glass Slipper.

Caution 1: The players with Glass Slippers place them face-down in front of themselves until the end of the game. Each player may check which Slippers they have at any time.
Caution 2: If the Glass Slipper pile is exhausted, any player who still needs to draw one can take one Item card as one point. The game is now ended.

If the pile of Glass Slippers is not exhausted, the players start a new round. All 21 Item cards are collected up, shuffled and a new round starts with the Preparation phase. The Turn Player that declared “I’m off to the Ball!” becomes the new Start Player.



Ending

End of the Game and scoring

When the Glass Slipper pile is exhausted, the game ends at the end of the round.
Now the Prince card is lifted and the Prince shows which Slipper he is holding. The player holding a Glass Slipper with the same shoe size collects the matching Slipper and the Prince!
Now to scoring. The winner is the player with the most points from their Glass Slippers. If it’s tied, the winner is the player with the Prince. If it is still tied, all the tied players win!

Card list



F - 1 Fairy Godfather

At the “Going to the Ball” phase, the **Turn** Player can decide to use this card as one only of the 2, or 3 or 4 Item cards needed.



2 - 2 Dresses

You choose one or two cards that are face-down in the “Played Area”, look at them without showing the others. Ignore this action if there are no face-down cards.



3 - 3 Pumpkins

You choose another player, and the player must play one card from their hand. If the player has no cards, this action is ignored.



4 - 4 Rats

You take into your hand one card from the “Played Area” (face-up or face-down), or take one at random from another player’s hand.



5 - 5 Mice

You choose one card that is face-down in the “Played Area”, look at it without showing the others. Ignore this action if there are no face-down cards.



6 - 6 Green Lizards

Choose another player and they must show you all their hand cards.