HOW TO

SPARKLE KITTY

TEAM PLAY RULES

The goal is to figure out which players are on your side & be the first team to be free of your towers.

Everyone chooses their favorite character and is dealt 8 cards (instead of the usual 9).

Each player will only start with three cards on their tower.









FOR AN EVEN NUMBER OF PLAYERS

Separate an equal number of SWEET & SOUR tokens.

FOR AN ODD NUMBER OF PLAYERS

Separate an equal number of SWEET & SOUR tokens and then add the SPARKLE or the SHADOW token.

OPTIONAL RULE FOR 8 PLAYERS

Separate 3 SWEET & 3 SOUR tokens and then add both the SPARKLE & the SHADOW token.

Flip all the tokens in play face down and then mix them up thoroughly. Give one to each player without revealing them. Each player can look at their own token, but can not show it to any other players.

SECRETS REVEALED

When a player escapes their tower, they flip their token and reveal their team to everyone.

Once revealed no one can add cards to their tower, unless they forget to say their own spells correctly!

ENCHANTED VISIONS

When playing with teams, Enchantment cards have an optional special ability that can be used **INSTEAD** of the card's listed power. When played, a player may choose to look at another player's token. They must still change how they say their spells based on their current Enchantment in play.

Dark Magic is considered an Enchantment spell.

SPARKLE & SHADOW RULES

SPECIAL ABILITY

At any time the SPARKLE/SHADOW player may reveal themselves, even during another player's turn. The normal reveal rules still apply.

WIN CONDITIONS

The SPARKLE/SHADOW player must still free themselves from their own tower. Once there are no cards on their own tower they **MUST FREE ANOTHER PLAYER** by removing the **LAST** card from their tower in order to win!

SPARKLE & SHADOW can not free each other to win.

THE GAME ENDS WHEN...

ALL players on a team escape from their towers

once all tower cards are removed the team wins!

OR the entire draw deck(s) run out

The team with the most players out of their Tower wins. In the case of a tie, the team with the fewest tower cards wins, then the least Dark Magic cards in play.

SOCIAL RULES

- You can say whatever you want at the table, but there should not be any whispers or secret signals.
- You can not show any cards to other players unless a card power specifically allows it.