



A game by: Chevee Dodd

### Components:

7 dice – 2 each pink, purple, and blue. 1 yellow  
 20 “Pot of Gold” tokens  
 1 Board  
 4 colored markers for each player

### The story:

The Princesses of the land have entered into a competition to see who can own the most stuff. They are traveling the Kingdom in search of dresses, fairies, and unicorns... but they are not alone! The Evil Witch is following them and stealing what they find! The Princesses must race to gather all their things before the Evil Witch can steal them. In the end, the Princess with the most stuff wins!

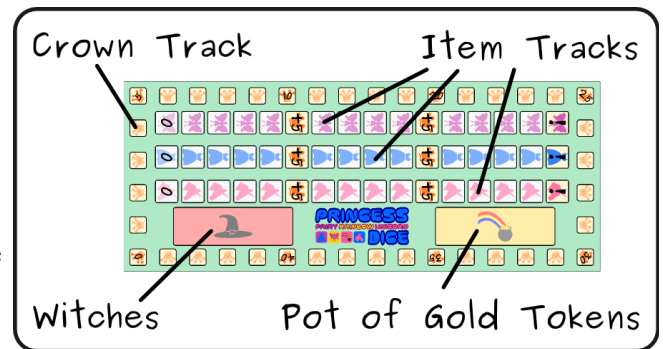
### Setup:

Place the board on the table in reach of all players. Each player chooses a color and places one score marker of that color in the spaces marked “0” on the Score and Item tracks.

Give each player two Pot of Gold tokens and place the rest in the box marked accordingly.

Chose a player to go first and give that player all of the dice.

The starting player takes the first turn and play proceeds clockwise.



### On Your Turn:

1) Roll all available dice and separate the results into groups: Fairies, Dresses, Unicorns, Crowns, Rainbows, and Witches.

2) Place all Witch's rolled on the board in the corresponding box. Each time you place a Witch on the board, she steals one Dress, Fairy, or Unicorn die. Place the chosen die on the board with the Witch. Dice on the board are out of play for the turn and may not be scored or rolled again. *Note: if you do not have a Dress, Fairy, or Unicorn available to be placed on the board, ignore this requirement and only place the Witch.*

### Using Pots of Gold:

You may use a Pot of Gold to avoid the Witch. You may use either a die which rolled a Rainbow, or a Pot of Gold token earned on a previous turn. The Witch takes the gold instead and you do not have to place another die on the board. Return the token to the supply or place the Rainbow die on the board. **Do not** place the Witch on the board (it may be re-rolled this turn.)

After setting aside Witches and their stolen items, you may continue rolling by returning to step 1, or you may choose to stop rolling and proceed to scoring. If you chose to continue rolling, you do not have to re-roll all the dice but you **must roll at least two**. You may choose from any of the dice that are not on the board. If you are unable to re-roll

because you only have one die remaining, you must end your turn and score (see below.)

### Scoring:

For each Crown rolled, advance your marker on the Crown Track one space. *Note: you may not choose to have the Witch steal Crowns, so they should all be available and scored.*

Choose one item rolled (Dresses, Fairies, or Unicorns) to score. Move the respective marker on the Item Track for each die of that type that is not on the board. (see the Turn Example below)

If you rolled a Rainbow and did not use it to pay a Witch (put it on the board), take two Pot of Gold tokens from the supply and keep them in front of you. If there are no tokens remaining in the supply, you do not gain any.

### Bonuses:

Each time your marker lands on or passes a "+5" space on the Item track, you earn five Crowns. Move your marker on the Crown Track forward five spaces.

### Turn End:

After scoring, your turn ends. Pass the dice to the player on your left who then takes their turn.

### Game End and Final Scoring:

The game ends when any player's marker reaches the last box of an Item Track marked with a "!" symbol. That player finishes their turn and final scores are tallied.

For each item (Dresses, Fairies, Unicorns) the player who scored the most receives 10 Crowns. If two or more players are tied for the most they each score the full bonus. Advance those players markers on the Crown track 10 spaces.

Each Pot of Gold a you have remaining is worth one Crown. Advance your marker on the Crown track appropriately.

After all scores have been adjusted, the player with the most Crowns wins!

### Dice Symbols:



**Dresses, Fairies, Unicorns:** These are the items that Princesses are trying to collect.



**Crowns:** Worth 1 Crown each when scored. Witches will not steal Crowns.



**Witch:** Steals one other die when rolled unless you pay her with a Pot of Gold



**Rainbow:** When scored, the player receives two Pot of Gold tokens. They can be used to pay the Witch on a future turn or are worth one Crown each at the end of the game.