

# I'm a Pretty Princess!

A story game by Caoimhe Ora Snow

"As you hurry past the banquet table, the **Troll King** sees through your disguise. 'Halt! Look, everyone! That is not my serving boy at all -- this is one of those meddling princesses! Seize her, and her little friends too!'

"His guards start coming toward you! What do you do?"

"I'll try to distract him with my **golden hairbrush**! 'Look! Shiny!' I'm going to color it in with the orange crayon, and that will give me three dice 'cuz I'm **rich**!

"Uh oh... I only rolled a five total."

"Hmm, that doesn't seem to be enough. The troll guard captain says scowls at you and snorts derisively at the brush. He reaches for you, and --"

**"I'M A PRETTY PRINCESS!"**

"-- um, then he stops! 'Oooh. Shiny. Me like shiny! You is pretty princess with shiny brush!' He staggers backward, a goofy grin on his face, captivated by the way the light sparkles on your hairbrush."

"Yay!"

"Yay!"

**Bold Pueblo Games**

Tucson, Arizona

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G A M E S

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Dedicated to **Paddy** and **Liam**

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# Introduction

*IaPP!* is a story game for three or more players, one of whom takes the role of the **Fairy Godmother** (FGM); the others are all **pretty princesses**. *IaPP!* is rules-light, easy to learn, quick to play, and family friendly.

To play this game, you need:

- One player to be the Fairy Godmother
- Two or more other players to be the pretty princesses
- A deck of playing cards
- A coloring book with pictures of princesses
- A box of crayons
- One character sheet per princess
- Four dice per princess

If you don't have a coloring book, you can probably pick one up for cheap at a dollar store; you can also find coloring pages online which you can print out and use.

You'll probably want a box of at least 48 crayons, just for variety's sake, but the game can be played with as few as four crayons per princess.

The dice you need are those with six sides -- the square ones. You can share dice if you don't have enough, but you do need at least four six-sided dice to play the game.

The *IaPP* character sheets can be downloaded from the Bold Pueblo web site, at <http://boldpueblo.com/iapp/> -- there is also a copy on the last page of these rules.

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# Background

There are many kingdoms in many stories, and most of those kingdoms have princesses. All the best kingdoms do, certainly. Some princesses may not even know they are princesses! Not all princesses come from royal families; being a princess is a state of mind, not an accident of birth.

Watching over all of these princesses are **fairy godmothers**, although not all go by that title. Sometimes they look like little plump women in bonnets with wands, certainly, but others may be little bell-fairies, or genies, or singing trees, or good witches, or talking animals; a fairy godmother can even appear as a male if she wants!

Each fairy godmother is assigned several princesses by the Fairy High Command, all from different kingdoms. She may not even appear the same to each, especially if they are from quite different kingdoms with very different stories! The fairy godmother assists each of her princesses in their own stories -- and when needed, she can bring them all together!

For all kingdoms in all stories -- those with princesses, at least -- are neighbors to the land of Herstoria, whether they know it or not. This magical land is home to many awesome women heroes, as well as the headquarters of the Fairy High Command. A fairy godmother has the magical power to draw her princesses to Herstoria, and from there they can enter each others' stories -- or explore entirely new ones!

One of the most active fairy godmothers is **Fleur D. Lis** -- young by fairy standards, she sees herself as a troubleshooter of sorts, righting that which is wrong and encouraging the princesses under her care to be all that they can be. The Fairy High Command sometimes finds her enthusiasm and methods to be a bit unorthodox, but they can't deny the good that she does for Herstoria and for princesses everywhere.

## Preparing to Play

Before you can start playing, you'll need to do some preparation. If you're the FGM, you can do these tasks yourself -- or you can delegate out to your princesses! It good to be the FGM.

Print out copies of the character sheet; you need one per princess. You can download the character sheet from the Bold Pueblo Games web site:

**<http://boldpueblo.com/IaPP/>**

Take apart the coloring book into individual pages. If you're lucky, the

pages may already be perforated and easy to remove; otherwise, get out the scissors or a paper cutter. These become character portraits used -- and colored in -- by the princesses as they play *IaPP!*.

Sort the deck of cards out into two stacks: Face cards (King, Queen, Jack, plus Ace) in one pile, and the other cards (Deuce through Ten) in the other pile. Shuffle each stack separately.

Decide who is going to be the FGM; everyone else gets to be a princess. If someone's already played this game before, she might want to be the FGM; otherwise, choose by whatever method you like. Maybe the oldest, or youngest, or the one with the next upcoming birthday will play the FGM role -- and next time, play a pretty princess!

## Character Creation

The first thing to do when you're playing a pretty princess is to grab a **character sheet** -- with the blank spaces at the top and a big fleur-de-lis in the middle. Don't start filling it out yet, though!

Next, look through the loose pages from the coloring book, and choose a **portrait page**. This doesn't have to be exactly what your princess looks like! You'll be coloring in this picture during game play -- but don't color this in yet, either!

Several princesses may be looking through the portrait pages at the same time. If two of you want the same page -- or one wants the picture on the front, the other the one on the back -- try to resolve it peacefully! If you can't work it out, then either set that page aside and both of you pick a new portrait, or if you both agree, roll two dice and the higher roll gets to choose who will use the portrait.

You're also going to need **crayons** for this game. Choose four colors that you like and remove them from the crayon box, and keep them in front of you for the rest of the game. These are *your* colors until the game is over. Make sure that they are contrasting colors -- you'll need to tell them apart. Sky blue, light blue, baby blue, and turquoise comprise a bad set; red, green, blue, and pink are much better.

### The FGM's Role During Character Creation

When you're the Fairy Godmother for a game of *IaPP!*, you don't get to create a princess character, but it *is* your job to explain the concepts of the game to new princesses and help them fill out their character sheets.

Distribute the character sheets, crayons, and portraits to the princesses and explain how they're used; the "helpful advice" sections, later on in the rules, can give you some tips or ideas as well.

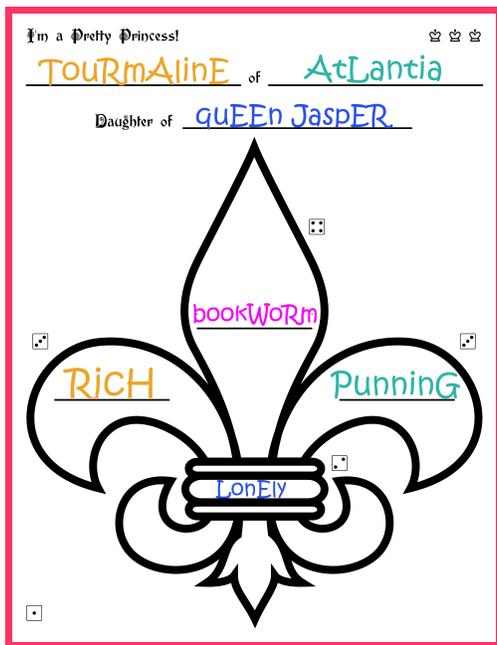
You'll also want something that you'll be able to read easily; light colors, especially yellow, may not be the best choice!

If you and other princesses find yourself fighting over the same crayons, use the methods described for resolving portrait conflicts -- or get a bigger box of crayons!

## Filling out the Character Sheet

Now that you've got everything you need -- character sheet, portrait page, and crayons -- you're ready to begin! This is where you use your imagination and decide what your princess is like, while filling in the character sheet.

Take any of your crayons and on the first blank line, write in your princess's name. You can write "Princess" before your name if you want, but you don't have to. On the next blank line, write the name of the kingdom you come from, and on the third blank line, write the names or titles of one or both of your parents. Use whatever colors of crayons you want when filling in these blanks!



You can name yourself anything you like -- well, except for *rude words* -- and you can come from any kingdom you want, and you can name your parent or parents anything you like. You can be the daughter of a king, a queen, a president, two duchesses, an empress, or anyone else. It's your story, after all! When you're done, your character sheet will say "**Princess-name of Kingdom-name**, Daughter of **Parent(s)**" -- such as "Tourmaline of Atlantia, Daughter of Queen Jasper."

Next, you're going to complete your fleur-de-lis -- symbol of your fairy godmother -- using your four crayons. There are three petals and one crossbar; beside each one is a die symbol. You're going to fill in the blank spaces -- including the middle part of the crossbar -- with one word describing your princess, with each word written with a different color of crayon.

Think a little about what your princess is like. What's her personality? How does she solve problems? What kind of life does she lead? Does she have any special pets?

The four words you can use are all *adjectives* -- words that fit in the

sentence "**I'm a \_\_\_\_\_ princess!**" -- such as "silly," "grumpy," "clever," "mermaid," "disguised," or "lonely." There are two exceptions: You can also write "**Pet!**" or "**Pony!**", even though those don't fit the normal pattern of adjectives. After all, most princesses love having ponies or cute animal companions, right? So they're a special case.

Also, you can't write the word "pretty" or any other word that means pretty (such as "beautiful"). Why? Because we already assume you're playing a pretty princess! *All* princesses in this game are pretty; *I'm an Ugly Peasant!* is a completely different game, and you probably wouldn't enjoy playing that game anyway.

You've probably already noticed there are **dice symbols** next to each part of the fleur-de-lis; put your most favorite of the four words in the center petal, next to the 4 symbol. You'll learn about how to use the dice later in the rules.

In the upper right-hand corner of the character sheet, there are three crowns. Those represent your special **Pretty Princess power**; leave them alone for now. Also, don't start coloring your portrait either; that will be done during the game itself.

## Starting the Story

Once the princesses have filled in their character sheets, you're ready to play. The FGM begins the story, as all good stories begin, with:

*"Once Upon A Time, there were three (or two, or four, or five, ...) princesses, each one from a different kingdom."*

Then, each princess introduces herself -- in third person, usually:

*"Princess Tourmaline was from the kingdom of Atlantia, where she lived with her mother, Queen Jasper. Tourmaline was a clever princess, a rich princess, a punning princess, and a lonely princess. Oh, and she was also a very pretty princess."*

### The Rituals of IAPP!

You don't have to follow all of this suggested language for telling your story; you can adapt the game to fit your group's playing style.

If the wording just seems less fun for you, go ahead and try something else -- but keep in mind that the point of these ritual-like phrases is to invoke a particular feel and mindset while playing.

You can also paraphrase or change any details you wish. It's *your* game, after all!

Once the princesses have all been introduced, the FGM continues:

"And each of these princesses had the same fairy godmother, Fleur D. Lis, who gave each one a magical birthmark that showed they were under her guidance. Then one day, Fleur D. Lis needed some help with a problem, and so she gathered all of her charges together, and then..."

## Establishing the Big Problem

Each time you play *IaPP*, you'll have to solve a specific Big Problem -- that's why Fleur D. Lis has called you and your fellow princesses together from your home kingdoms. That problem is going to be different each game, however!

Unlike some other games, one person doesn't make up the whole story; instead, the princesses and FGM together devise exactly what the problem is and what will need to be done to solve it.

*IaPP* uses two decks of cards: the Casting Deck, which has all the face cards (Jack, Queen, King, and Ace); and the Obstacles Deck, consisting of the number cards. Shuffle each of the decks before you start playing *IaPP*, so the cards are all mixed up.

### The Casting Deck

The Casting Deck is used to determine which people or personalities -- besides Fleur D. Lis and the princesses! -- are involved in the Big Problem. The FGM deals out the cards one at a time, as Fleur D. Lis tells the princesses what kind of help she needs.

Each card represents an Important Person, or maybe a group of people. A Queen represents a woman, usually an adult. A King represents an older man. The Jack cards stand for a boy about the same age as the princesses, while the Aces are girls who are the princesses' peers.

The suit of the cards -- Spades, Hearts, Clubs, Diamonds -- tell you something about what issues the person is facing and how they react to the princesses. In the Casting Deck, Spade cards (♠) mean that someone is going to be angry, mean, cruel, or hurtful -- or maybe are just hurting themselves, thanks to someone else's cruelty. A Heart (♥) card indicates someone who is very emotional -- maybe they're in love, maybe they want to be in love; maybe they're happy or maybe they're sad.

A Diamond (♦) is connected with material possessions -- such as jewelry!

or pretty dresses! -- or it could mean that somebody needs something tangible. Maybe they lost their prized mirror, or they're generous and need help raising money for an orphanage before it's evicted, or maybe they're greedy.

The Clubs (♣) Suit is about connections with other people -- you can remember this by thinking of people joining clubs, not hitting each other with sticks! It might be a person who wants to make peace with another kingdom, or is lonely and needs a friend, or who wants to invite the other princesses to come to a formal ball.

The FGM should deal out about three cards, face up, on the table -- describing the basics from the suit and the rank of the cards, and asking the princesses to fill in the rest of the details with her -- and then together you decide what exactly the Big Problem is, who the Important People in the story are, and how you princesses can help Fleur D. Lis by solving this Big Problem!

Here's an example of how this works:

**FGM:** Fleur says, "I'm so glad I called you princesses all together! I need help with a very important problem, and only you can solve it!"

**Princess Liriele** "Oh no, what's wrong, fairy godmother Fleur? We'll help however we can!"

**FGM:** "You won't believe this! Let me tell you who is involved..." This first card is the Ace of Hearts (A♥) -- that means it's a girl about your age, who is having problems of the heart.

**Princess Chime:** Oh! It's another princess, isn't it? Does that work? And she misses her best friend terribly!

**FGM:** Yes, that's exactly it! And also... The Queen of Clubs (Q♣) -- an older woman, concerned with society.

**Princess Tiara:** ...her mother! Her mother won't let her hang out with her best friend any more."

**FGM:** Here's the third card -- the Queen of Diamonds (Q♦), another older woman, somehow connected with wealth or possessions.

**Princess Borealia:** Because the princess's best friend is poor -- and the queen's sister is embarrassed by that and would disapprove. She's a mean old lady!

**Princess Ashe:** A wicked old witch!

**FGM:** Now now, some of my best friends are witches! Let's not be too stereotypical here -- how about she's not a witch, but she's afraid that her niece hanging out with a girl from the wrong side of the Kingdom will embarrass her attempts to impress a visiting duke.

**Princess Tiara:** Who the aunt wants to marry!

**FGM:** ..okay, who she wants to marry. But remember that being royalty isn't just about getting married! There's more to being a princess than marrying a prince!

**Princess Chime:** What?

**Princess Ashe:** Huh?

**FGM:** Sigh. Nevermind. Okay, so, going on... I'm going to deal one more card from the Casting Deck, just to stir things up a little. Here we go -- the Ace of Spades (A♠). A girl about your age, who has conflict in her life.

**Princess Tiara:** That's the best friend right here. She's not a princess, but she is a real scrapper. She gets in fights a lot, but always for good causes.

**Princess Borealia:** And she's missing!

**Princess Ashe:** The mean aunt sent her away!

**Princess Chime:** She's one of the princess's bodyguards, and was teaching her to fight. But the mean aunt got her assigned to a lonely patrol out on the frontier!

**Princess Liriele:** Where she got kidnapped by trolls!

**FGM:** Sounds good! And that's exactly what Fleur D. Lis tells you princesses about the Big Problem.

You might have noticed that the FGM drew an extra card from the Casting Deck, to make the story that much more interesting. The Casting Deck is a useful tool like that -- she can just draw out another card and ask the princesses to describe who it is and how that Important Person fits into the story.

The Important People in this story probably need names -- and while the FGM can provide some ideas, it's always helpful if the princesses come up with

some names too. So maybe the lonely girl is Princess Abigail (suggested by Borealia), her mother is Queen Montgomerie (Ashe's choice), the aunt is Duchess Victoria (Chime's idea), and the missing best friend is Private Kathryn (thought up by Tiara).

## Obstacles!

Obviously, the princesses want to solve the Big Problem and help out Fleur D. Lis. The FGM wants this too! IaPP isn't a game where the FGM and princesses are enemies, but work together to overcome obstacles and move the story along.

However, it makes for a real boring story if there is nothing in the way preventing the princesses from fixing everything. That's where obstacles come in.

Obstacles are determined by using the Obstacles Deck, which has all the cards numbered from 2 to 10. The FGM will use the Obstacles Deck, in conjunction with the Important People from the Casting Deck, to give a structure to the story as the princesses work to solve Fleur's problems.

### Defining Obstacles

To use the Obstacle Deck, the FGM deals out three cards, face down, on top of each Important Person card. These represent the hurdles that the princesses have to overcome which are associated that particular Important Person.

With the cards laid out, the FGM sets the scene a little with some storytelling -- describing the locations in which the princesses find themselves, be they castles or swamps, dark caves or busy marketplaces. Remember that Fleur D. Lis can provide transportation with just a wave of her fairy godmother wand, so distance is no obstacle!

The FGM should also give the princesses a vague sense of where to find the Important People -- although she can also ask any princess, or all of them together, to fill in any details!

The princesses should decide where they'd like to go and which Important Person they'd like to approach. Once that determination has been made, the FGM turns over the first obstacle card and reveals it to the princesses.

The suit of an obstacle determines what kind of challenge it presents. Suits of the Obstacle Deck work just like those of the Casting Deck: Spades (♠)

mean a conflict, an argument, or maybe even a fight or a monster! Hearts (♥) are obstacles having to do with someone's emotions -- perhaps the princesses need to cheer up a depressed knight, or inspire a peasant girl to keep holding onto her dreams.

Diamonds (♦) obstacles involve acquiring, retrieving, or even getting rid of material possessions -- such as finding a lost ring or returning a shoe to its rightful owner. Obstacles of the Clubs (♣) suit are social in nature; making an appearance at a festival, teaching someone polite manners, or revealing a wicked troll in disguise!

As each card is revealed, the FGM -- with help from the princesses, of course -- describes what obstacle it represents.

Here are a few examples. The FGM deals out three face-down cards on each of the Important People cards from the example on pages 9 and 10. The princesses decide that they're going to approach Princess Abigail to offer assistance and find out where her friend, Private Kathryn, might be.

The first card is the Four of Spades (4♠). Spades mean some sort of conflict; in this case, the FGM decides that it means there's a guard in front of Abigail's part of the castle, and he's stubbornly unwilling to let anyone in to see her.

The next card down -- revealed when the princesses get past the first obstacle, and you'll learn how that works in the next section -- is the Nine of Hearts (9♥). The princesses have gotten past the guard to see Abigail but she is very sad, glumly wandering around her garden, not even eating any food because she misses her friend. The princesses will need to cheer her up.

Finally, the third card is turned over, and it's the Three of Spades (3♠). Again, some sort of angry conflict or sharp words -- Princess Tiara suggests that maybe another guard charges in, under orders from Duchess Victoria, and tries to chase the princesses out of the garden by tossing buckets of water at them!

## Overcoming Obstacles

So how do the princesses overcome obstacles? That's where the dice come into play. Each princess should have four dice -- the square ones, with six sides -- in front of her. You can share if you want to, but it's sometimes easier to just have a bunch of dice. The FGM won't actually need any herself.

The Obstacle Cards each have a number on them, from two to ten -- in addition to the suit, which tells what kind of obstacle they are. The numbers represent how difficult each obstacle is. A Deuce (such as 2) is easy to get past,

while a Ten will require more effort.

Once an obstacle has been revealed and the FGM and princesses have told a little story about what it means, the princesses need to get past it. If the card's number is a six or less, then each princess needs to succeed in order to count that obstacle as overcome; if the number is a seven or higher, then only half of the princesses need to get past it.

Here's how you overcome an obstacle:

1. Look at your character sheet, where your princess has four **words** written down. Choose one of them that best fits the situation.
2. If there isn't an obvious choice, use your **imagination** and make something up! It's okay to be silly.
3. Look at your **coloring page**, and choose part of it -- your princess's clothes, a pet, a part of your princess's body, your princess's hair, or anything else that's applicable. It has to be a section you haven't already colored in!
4. Take the **crayon** that matches that word, and in color the part of the coloring page that you chose.
5. Tell the FGM and the other princesses how you're going to use that word and that part of the picture to get past the obstacle. **Tell a little story** here, but don't end it yet: The dice will tell you if you succeed or not.
6. Look at the die symbol printed on your character sheet next to the word you chose: It will show either four, three, or two. **Roll** that many dice.

7. **Add the dice** together, and if the sum is higher than, or equal to, the number on the Obstacle Card, you get past it! Go ahead and describe what happens. The other princesses and the FGM can help you finish that little story

## The Default Die

If you just can't think of anything to do that applies to your princess, take a look at the lower left-hand corner of your character sheet. There's a single die showing the number one: This is the default die.

On any obstacle, you can roll just one die. The story you tell doesn't have to refer to any words on your sheet, and you don't have to color anything on your coloring page.

You might not overcome the obstacle, unless it's really easy to get by.

A quick example: Princess Borealia just can't think of any way to get past the guard; none of the words on her sheet have anything to do with sneaking or even persuading someone. She says she'll try just running past the guard -- also not on her sheet.

She rolls one die -- and gets a six, lucky! She just dashes right past the flabbergasted guard (4♠).

too.

8. If you roll less than the number on the Obstacle Card, then you didn't get past; this is another chance for you to tell the story not of how you overcame the obstacle, but how this **attempt** didn't quite work.

9. If you don't overcome the obstacle, **don't panic!** You've got two other ways that can help you out: cooperation with other princesses, or your Pretty Princess power, described in the next two sections.

Here's an example. Princess Liriele is trying to get past the grumpy guard (4♠) in front of Abigail's chambers. One of the words on her character sheet is "Pet!" -- she has a pet lobster named Pinchy, who talks (of course!); the word "Pet!" is written in brick red on her sheet. She looks at her coloring page and sees that she's wearing slippers, so comes up with this little story:

"Okay, so I am going to ask Pinchy to go up to the guard and try to distract him. He's named Pinchy, but he won't actually pinch the guard -- that would be mean -- but the guard doesn't know that, so it should scare him. While he's doing that, I'm going to tip-toe very quietly past him, open the door, and sneak into Princess Abigail's sitting room."

Liriele looks at the die symbol next to "Pet!" and it's showing two. She picks up two dice and rolls them, getting a six and a three. This obstacle card is showing just the number four.

"A nine! I made it...the guard looks at Pinchy and goes 'Egad! A mad lobster!' and scurries up a tapestry, and while he's doing that I sneak past."

She colors in the slippers with her brick red crayon; she won't be able to describe some action related to her slippers again, since that part of the coloring page is filled in.

## Cooperation

*IaPP* is not a competitive game, so there's no reason you *shouldn't* work together with the other princesses to get past obstacles.

If another princess needs help, and just can't get past an obstacle by rolling her dice, you can choose to help her by loaning her one of your dice. You will need to choose one of your own words, and a matching part of your coloring page to color in, and describe how you're helping. If you do that, then the other princess can roll that extra die, add the result onto the dice she already rolled, and then give the die back to you.

Here's an example: Princess Chime tries to use her parasol and the word

"daring" to jump off a tower and float past the guard onto Abigail's balcony. She rolls two dice, but unfortunately they come up two and one -- for a total of three. She doesn't overcome the obstacle (4♠), and is about to tell the story about how she got stuck in a tree and spotted by the guard.

But then Princess Tiara says, "Wait, hold on! I want to help! I have the word 'Clever' on my character sheet, and I am holding a fan! So Tiara spots Chime heading toward the tree, and starts waving that fan as fast as she can, to help blow her up and over the branches!" Tiara colors in the fan on her coloring page, and loans Chime a die. Chime rolls a five and hands it back to Tiara.

"Wow! A sudden gust of wind from Tiara's fan blows me up onto the balcony, with a total roll of eight! Thanks, Tiara!" says Princess Chime.

"No problem, fellow princess!" replies Princess Tiara.

Once all of the princesses get past the guard, that obstacle is completed. Because the difficulty of the obstacle is four, all princesses have to overcome it; for an Obstacle Card with a number of seven or higher, only half of the princesses need to succeed -- such as the next obstacle, cheering up Princess Abigail (9♥).

## "I'm a Pretty Princess!"

If you attempt to overcome an obstacle and you fail, all is not lost! See those crowns at the upper right of your character sheet? Those represent your Pretty Princess power, which you can use three times per game.

Here's how it works: You declare (as loudly as you can) --

**"I'm a pretty princess!"**

-- and whatever you were trying to do, you've now succeeded. Because pretty princesses *always* get their way.

Circle or cross off one of your three crowns with a crayon so that you can remember how many times you used your Pretty Princess power.

## Out of Luck?

If you run out of parts of your coloring page to color in, then you've just got to rely on the default die, cooperation from your fellow princesses, and your Pretty Princess power, if you've got any uses left!

If you get stuck and just can't get past an obstacle -- either as a group or individually -- you have a few options. The first is that you can just go on to

another Important Person and ignore that obstacle, and hope you can solve the problem anyway. The second is that you can ask Fleur D. Lis to get you past using her fairy godmother magic; she can do this, but it means that she replaces that one Obstacle Card with two more you need to overcome. Fairy magic isn't always reliable, and often makes things worse!

## Resolving the Big Problem

Once you successfully overcome all three obstacles in your way, you reach that Important Person. However, the Important Person is herself (or himself) an obstacle -- or at least, you need to persuade her to help, get her to tell you some information, fool her, embarrass her, rescue her, or otherwise get past that obstacle in order to move ahead.

For this, the difficulty number is based on the value of the face card from the Casting Deck -- 11 for an Ace or a Jack, 12 for a King, and 13 for a Queen. (In this game, Queens outrank Kings!) Only one princess needs to succeed, so this is a great time for princesses to cooperate and loan each other dice. If the first princess to try doesn't succeed, the others can make their own attempts.

The definition of the obstacle should be based on the previous obstacles, and also the larger picture of the Big Problem the princesses are trying to resolve. When the Important Person's obstacle is overcome, that Important Person then directs the princesses to one of the other Important People to continue the story.

Here's an example, again using the same story with Princess Abigail and Private Kathryn. The princesses have managed to cheer up Abigail and avoided the palace guards (including the annoying one with a bucket), but there's still an obstacle to be overcome: Abigail herself (A♥), with a difficulty of 11.

**FGM:** So, Abigail is no longer as sad as she was before, but she's still missing her best friend, who got sent off to patrol the forest. What do you think you need to do now, to move on?

**Princess Liriele:** Find Kathryn!

**FGM:** Okay, but that will take some doing -- there are more obstacles in the way, and you're with Abigail right now, not Kathryn. Anything else you can think of?

**Princess Tiara:** I know! We have to convince her to stand up to her aunt instead of moping around. She's gotta find the inner strength to fight for what she believes in.

FGM: Great! How are you princesses going to do that? You can talk about it together and come up with a plan, then cooperate with each other by loaning dice. You've got to roll higher than an eleven, total.

If the plan works, and the princesses roll well, then they've successfully overcome the obstacle associated with Abigail -- and she asks them to come with her as she goes to confront her aunt. The princesses then move on to the stack of Obstacle Cards on Duchess Victoria.

The final obstacle for Victoria (Q♦) might involve embarrassing her in front of the visiting duke unless she reveals where Kathryn was sent -- and then Kathryn's final obstacle (A♠) might be freeing her from the Troll King's dungeon in a daring escape!

Once two Important People have had their obstacles overcome, the third Important Person is the final step in solving the Big Problem. If there are more Important People in the story, even if they still have obstacle cards, that's okay -- only three need to be overcome for the Big Problem to be resolved. In our example, Queen Montgomerie's obstacles (Q♣) never were addressed, but that isn't a problem -- the Big Problem was solved anyway.

Once the princesses resolve the obstacle associated with the third Important Person, the Big Problem is solved and everyone lives ...

## Happily Ever After

Once all the intervening obstacles have been overcome and the princesses have solved the original problem, it's time for everyone to live Happily Ever After. At least, until the next time Fleur D. Lis needs help from her pretty princesses.

Each princess can describe what she's going to do or what she learned from the game, and then everyone describes, as a group -- the same way the problem was originally decided upon, except without the Casting Deck -- what happened to each person in the story and how they lived happily ever after.

# Helpful Advice for New Princesses

Most of us aren't princesses in our daily lives, so it might take some practice to start thinking like a princess. Just remember that you aren't being judged -- this is for fun! Relax and enjoy yourself, and don't be afraid to be silly. You won't break the game -- promise!

## What Kind of Princess am I?

Sometimes you might just get stuck during the character creation part of the game, and can't come up with a good idea for what your princess is like. In that case, ask to borrow the playing cards -- both the Obstacles Deck and the Casting Deck -- and try to deal up some inspiration.

Draw up to three cards from the Obstacles Deck and one card from the Casting Deck, and then check the cards against this table:

2♠ Gullible	2♥ Faithful	2♣ Athletic	2♦ Poor
3♠ Smart	3♥ Loud	3♣ Tall	3♦ Lucky
4♠ Punning	4♥ Happy	4♣ Thin	4♦ Famous
5♠ Disguised	5♥ Playful	5♣ Sleepy	5♦ Fashionable
6♠ Sneaky	6♥ Cool	6♣ Disabled	6♦ Bashful
7♠ Dopey	7♥ Outgoing	7♣ Clumsy	7♦ Missing
8♠ Bookworm	8♥ Mysterious	8♣ Sneezy	8♦ Exiled
9♠ Nerdy	9♥ Silly	9♣ Short	9♦ Orphaned
10♠ Cunning	10♥ Quiet	10♣ Heavy	10♦ Shy
J♠ Pet! (kitty)	J♥ Pet! (bird)	J♣ Pet! (doggy)	J♦ Pet! (bunny)
Q♠ Clever	Q♥ Friendly	Q♣ Strong	Q♦ Rich
K♠ Stubborn	K♥ Grumpy	K♣ Proud	K♦ Lonely
A♠ Pony!	A♥ Pony!	A♣ Pony!	A♦ Pony!

Some of the adjectives you write down may seem negative at first -- such as "lonely" or "grumpy." But these add personality to your princess, and may come in handy when you least expect it.

What if you're trying to befriend an outcast dragon, and she senses a kindred soul in your lonely princess? Or if you need to bluster your way past the Winter Queen's guards, and your princess's reputation for being grumpy can actually help you out? Use these "negative" qualities to your best advantage, and you'll find that your stories are that much more fun!

## What are some Good Ideas for Problems?

As a player of a princess, you are responsible -- along with the other princesses -- for helping the Fairy Godmother decide exactly which problem Fleur D. Lis asked you to solve. If you're stuck and just can't think of *anything*, pick up four dice and roll them, then consult the following table:

First Die	Second Die	Third Die	Fourth Die
▣ A missing...	▣ dragon...	▣ in the desert...	▣ is sick.
▣ A sleeping...	▣ treasure...	▣ at the fairy court...	▣ is lost.
▣ An unfriendly...	▣ princess...	▣ on a pirate ship...	▣ was kidnapped.
▣ Under a spell, a...	▣ pony!...	▣ in the troll kingdom...	▣ fell down a well.
▣ An annoying...	▣ fairy...	▣ in the woods...	▣ is engaged.
▣ Secretly, a...	▣ little brother...	▣ in a cave...	▣ needs your help!

String the results together -- and add words if you need to -- in order to come up with a good problem you can help solve. You can arrange the dice however you like, and you can ignore any result if it just doesn't seem right. Combine these with whatever you've drawn from the Casting Deck, and you've got an adventure ready to go!

For example, if you rolled ▣ ▣ ▣ ▣, you could read that as "An annoying princess was kidnapped by trolls." Or if you don't want yet another princess in this story, needing to be saved, you could switch that out and say that someone's annoying little brother was kidnapped by trolls instead. Or maybe it was a pet bunny that ate a magic carrot and grew to be 500 feet tall -- you don't *have* to stick to the ideas on this table. Use your imagination freely!

The best problems are going to be those which mean something to you and your fellow princesses, so don't be afraid to suggest something that you think would make a fun story. That's why you get a say in the problem, after all!

# Helpful Advice for New Fairy Godmothers

If you've decided to play the role of the Fairy Godmother (FGM), congratulations! You get a little more control over the rest of the world than a princess does, but you also have more work to do.

## What Exactly can Fleur D. Lis Do?

Nearly anything. In short, Fleur D. Lis can do anything needed to keep the story moving along -- but never enough to resolve the problem. She's most useful for transportation and information, and least useful for overcoming obstacles.

Use her powers sparingly -- except for her primary power of waving her magic wand and zapping everyone off to Neverwhere Land or the Troll King's Palace, and her secondary power of Unlimited Exposition.

Oh, and in a pinch, she can magically dress up her princesses in pretty clothes or change rodents into household servants.

If you *really* need to put some hard limits on the outer ranges of her abilities, feel free to rule that she can't kill anyone, she can't raise the dead, and she can't make anyone fall in love.

You do have a character of your own to play: Fleur D. Lis, the fairy godmother (as opposed to you, the Fairy Godmother -- it isn't as confusing as it seems!). Fleur D. Lis is not just there to give advice and propel the princesses along; she doesn't know everything and certainly can make mistakes. What happens if she sends her princesses out on the wrong path to the Fairy Court of Flowers?

You might even want to put Fleur herself in danger. Maybe she's kidnapped, or accused of doing something she didn't do, or is just missing for whatever reason? Substitute in one of her fellow fairy godmothers (or a fairy godfather) and see how the princesses react!

Remember that even if Fleur D. Lis -- or any other fairy godmother -- gets hurt, she'll get better. In the most serious cases, the princesses may just have to clap their hands together, loudly, to get her up and healthy again.

You should make sure to read through the rules carefully, as the princesses will be looking to you for help and assistance. It might be a good plan to think up some ideas ahead of time -- but you'll need to be flexible, too, because this a game that changes and adapts based on the actions the princesses and FGM take during play. It's all about the story!

## What are some Good Ideas for Obstacles?

When you reveal an obstacle card -- or deal out a new one -- you need to work with the princesses to determine exactly what that obstacle card represents. This requires being quick on your feet and having a creative group of princesses.

Remember, Spades (♠) are meanness, anger, conflict; Hearts (♥) are melancholy, love, joy; Clubs (♣) are public, social, formal; Diamonds (♦) are possessions, wealth, greed.

If you can't think of anything at all, you can always use this chart to determine which obstacles the princesses are facing, based on the revealed card:

2♠ Grumpy old coot	2♥ So bored	2♣ Inspiring speech	2♦ Lost key
3♠ Barking dog	3♥ Parent problems	3♣ Secret password	3♦ Toll bridge
4♠ Lost in the woods	4♥ Major crush	4♣ Embarrassed	4♦ Broken mirror
5♠ Stubborn guards	5♥ Overly silly	5♣ Music recital	5♦ Locked door
6♠ Angry peasant	6♥ Lonely	6♣ Make a good impression	6♦ Bribe demanded
7♠ Trolls!	7♥ Rejected	7♣ Important treaty	7♦ Greedy person
8♠ A knight	8♥ Depressed	8♣ Dancing	8♦ Jewelry must be found
9♠ Unruly mob	9♥ Homesick	9♣ Persuade a noble	9♦ Fix a wagon
10♠ Hungry dragon	10♥ Arranged marriage	10♣ Grand ball	10♦ Enchanted ring

But surely you and your princesses can do better than these, right? Creativity is what this game is all about!

\_\_\_\_\_ of \_\_\_\_\_

Daughter of \_\_\_\_\_

