



# Cinderella



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## Once Upon a Time...

Poor Cinderella... As she watched her mean stepsisters and stepmother leave for the Prince's Great Ball, she started crying. All of a sudden, her fairy godmother appeared: "I know what is your deepest wish and I am here to grant it." said the fairy godmother. Take part in this wonderful tale by helping Cinderella and the fairy godmother gather all the items and characters before the clock ticks midnight.



See back of booklet to find out  
how the story ends!



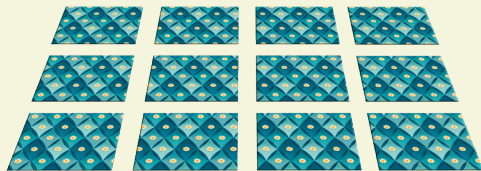
## Contents

- Clock Board
- 12 basic tiles (6 pairs: 2 mice, 2 horses, 2 slippers, gown and gloves, rat and coachman, pumpkin and carriage)
- 12 special tiles (mirrors, cauldrons, hourglasses, wands - 3 of each)
- Magic Wooden Die
- Cinderella's cardboard figurine (the active player's token)
- Rulebook



## Game Setup

- 1.** Place the Clock Board in the box as shown in the picture. Place the created structure in the center of the table so that all players have easy access to it.
- 2.** Set the clock hand to 12 o'clock.
- 3.** Mix 12 basic tiles (2 mice, 2 horses, 2 slippers, gown and gloves, rat and coachman, pumpkin and carriage). Then place face down the tiles on the table so that they form a 3x4 rectangle. Leave a gap between the tiles, thanks to which it will be easier to flip them over during the game.
- 4.** Place the die next to the face down tiles.
- 5.** The oldest player starts. They receive Cinderella's figurine and become the active player.



## Game Objective

As a team, players must find all the matching pairs to get to the ball before the clock reaches midnight.

## How to Play

On their turn, the player rolls the die and makes a move according to the result of the roll. Then they pass the Cinderella's figurine to the next player clockwise. Now this player is the active player.



## Dice Roll Result



**Magic wand** (one side on the die)

The player flips up one selected tile so that all participants can see a picture on its other side.  
Then they put the tile face down back in the same place.



**Cauldron** (two sides on the die)

The player previews one selected tile in a way that all other participants can't see the picture hidden on its other side.  
Then they put the tile face down back in the same place.



**Hourglass** (three sides of the die)

This player's turn consists of two moves made in the specific order: searching for a pair and then moving the clock hand.

### Pair search

The active player tries to find a pair of things that Cinderella needs to go to the ball. They reveal one of the tiles so that all the players can see what is on it. If the other players know where the matching tiles are, they can help in the search by pointing to it (each player can indicate one tile). Then the active player secretly peeks at the second tile of their choice.





If both tiles (the first one, openly seen by everyone, and the second looked at secretly) form a pair, then the player flips the tiles face up, and then places the obtained pair next to the clock. If the tiles are not a pair, they put both tiles face down back to the places they lifted them from, without revealing to the other players what was on the second tile.

### **Clock hand movement**

The active player who has just made their move moves the clock hand exactly one hour forward.

**Note:** *If the clock hand is hard to move, you can slightly unscrew the rivet in the back of the clock board.*

**Example:** *Kate is the active player. The rolled die indicates an hourglass. Now Kate has to find a pair of tiles. She reveals a tile with an illustration of a slipper. The other players point to her tiles (each player can indicate one tile), which they think has a slipper on it too. Kate is peeping secretly at the tile of her choice. Unfortunately, she didn't manage to find a pair of slippers. Kate puts the tiles back into their place without revealing to the other participants, what was on the second tile. At the end of her turn, she moves the clock hand one hour forward and passes Cinderella's figurine to Joanna.*



## End of Game

The players **win the game** when they have found all pairs before twelve o'clock.

The players **lose the game** if the clock strikes 12 o'clock and players did not find all the necessary pairs.

## Magic Variant

Once you have already mastered the basic variant of the game, you can challenge yourself in the variant using the special tiles.

1. Set the clock in a box and place it in the center of the table so that each participant of the game has free access to it.
2. Set the clock hand to 12 o'clock.
3. Shuffle the special tiles and randomly give each player one of them. Players place the received tiles face up in front of themselves on the table.
4. Draw randomly 4 special tiles and shuffle them with all the basic ones. Then put the tiles face down on the table so that they form a 4x4 square. Leave a gap between the tiles, thanks to which it will be easier to flip them over during the game.
5. Set any unused special tiles aside. They will not be used in the game.
6. The oldest participant in the game becomes the starting player.

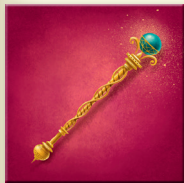


## Magic Variant Gameplay

The gameplay is very similar to the basic variant. The difference is the use of special tiles. Those found among the basic tiles have no value for the players - their task is to hinder the search for pairs. However, the special tiles that players received at the beginning of the game have magical properties. The player can use the special tile property only once per game during their turn, after rolling the dice. After using the tile, please set it aside - it can't be reused in the game.



**Mirror** - if a player, a mirror tile holder, has rolled out **an hourglass** on the die, they may peek at 3 tiles (instead of two) during the search for a pair. They reveal the first tile to all the players but the two remaining ones check out secretly. If the first of the secretly previewed tiles creates a pair with the exposed to everyone one, the player can still check out secretly one more tile.



**Magic wand** - if a player, a magic wand tile holder, rolls out **a magic wand** on a die, they may uncover 2 tiles (instead of one) in this turn and show them to the other players. Then they put both tiles face down on the place they were lifted from.







**Cauldron** - if a player, a cauldron tile holder, has rolled out **a cauldron** on the die, they may peek at 2 tiles (instead of one) in this turn, without revealing them to the other players. Then they put both tiles face down on the place they were lifted from.



**Hourglass** - if a player, an hourglass tile holder, rolls out **an hourglass** on the die, they do not move the clock hand in this turn.

## Advanced Variant

Game setup and its course in the advanced variant are identical to those in **the magic variant**, with one exception: players must find pairs in the correct order.

First they need to find pairs from the **purple section**, such as:

- pair of mice,
- pair of horses.



Once they find them, they move on to the next stage - search for pairs from the **pink section**, such as:

- pair of slippers,
- gown with gloves.

Once they find them, they must find pairs from the **yellow section**, such as:

- rat with a coachman,
- pumpkin with a carriage.

**Note:** You can search for pairs from particular color sections in any order.



## Other Game Variants

To make the gameplay easier for the youngest players, you can enter the rule that when the clock strikes 12 o'clock, all game participants have a last chance to find the pairs. They must indicate all pairs correctly (and in the correct order in the advanced variant). If they don't make a mistake, they win the game. But if they make a mistake, they lose.

To make gameplay easier or more difficult, you can reduce or increase the number of special tiles set on the table while playing the magical and advanced variants. Of course, the layout of the tiles when you add or remove them will no longer be a 4x4 square.

