



3-D Game



ENG

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|---------------------------------------|----------------------------|
| 1 3-D Game Board | 1 Preminger™ Mover |
| 4 Princess Anneliese™ Movers | 20 Command Cards |
| 4 Erika™ (Pauper) Movers | 2 Dice: 1 Purple & 1 White |
| 2 3-D Cat Movers: Serafina™ & Wolfie™ | |

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OBJECT

Be the first Player to help Erika rescue Princess Anneliese from the Mine Shaft and then get them both safely to the Castle!



SET-UP

1. Unfold the Game Board so that the Castle "pops up" and lay it on a flat surface so that all Players can reach it.
2. Lift the Village Dress Shop and pull out the support so that it stands up as shown.
3. Place the Serafina and Wolfie Movers on their respective spaces on the board.
4. Each Player selects 2 matching-color Mover Bases and takes a Princess Mover and a Pauper Mover. Slide one Mover Base onto the bottom of each of your Movers.
5. Place the Princess Movers in the Mine Shaft Space and the Pauper Movers on the Start Space. Your Princess is now trapped and your Pauper must race from the Village Dress Shop to free her!



LEVEL #1: Rescue the Princess

NOTE: The Command Cards, Purple Die, Purple Mover Base and Preminger Mover are not used in this level of the game, so set them aside out of play.

Let's Play!

1. The youngest Player goes first and play moves clockwise (to your left).
2. If it's your turn, roll the White Die and move your Pauper to the next **unoccupied** space that matches the **COLOR** you rolled. (If another Player's Mover is already on the next matching space, you get to leap over that space and land on the following space of the same color.)
3. The first Player to land on or cross over the Wolfie Mover or Serafina Mover gets to keep it for the rest of the game! Place your feline friend off the Game Board to stand by your side as you continue your journey to the Castle.
4. When you reach the Mine Shaft Space, stop there. Congratulations, you have rescued the Princess! Now that your Princess is free, you will be moving her on your future turns. Your Pauper gets to go immediately to the Castle to await the safe return of her friend, Princess Anneliese! (Set the "safe" Pauper aside off the board).
5. When your Princess reaches the Castle Space, stop there. You must continue to take turns rolling until you roll white OR the color on your Mover Base.

WINNING

The first Princess to arrive at the Castle Space and roll either white OR the color of your Mover Base has entered the Castle and won the game!

LEVEL #2: Rescue the Princess & Escape from Preminger

Let's Get Started:

1. Shuffle the Command Cards and set them to the side of the board.
2. Slide the Purple Mover Base onto the Preminger Mover and place him on the Mine Shaft Space.

Let's Play!

1. The youngest Player goes first and play moves clockwise (to your left).
2. If it's your turn, roll **BOTH** Dice. On each turn, you will move the Preminger Mover the number of spaces on the Purple Die, and either the Pauper Mover OR the Princess Mover (if free) the number of spaces on the White Die.

PRINCESS & PAUPER MOVEMENT

- While the Princess is trapped in the Mine Shaft, such as at the Start of the game, Players can only move their Pauper Mover.
- Once a Princess has been rescued (see **RESCUING THE PRINCESS**), she is placed on the next available space after the Mine Shaft Space, and will be able to begin her movement on your next turn.
- You can only move one of the girls, the Princess OR the Pauper, per turn.
- The Princess and the Pauper can only move clockwise around the Game Board.
- The Princess and the Pauper cannot share spaces. (If your Mover lands on a space that is already occupied, jump to the next unoccupied space.) **EXCEPTION:** The Princess **CAN** share a space with Preminger (see **PREMINGER MOVEMENT**).
- If your Princess or Pauper Mover lands on a **HEART SPACE**, flip over a Command Card and follow its direction (see **COMMAND CARDS**).
- If your **Pauper Mover** crosses over **Wolfie**, or your **Princess Mover** crosses over **Serafina**, you get to "own" that Cat Mover, which will help you rescue the Princess! (See **RESCUING THE PRINCESS**.) **REMEMBER:** Only the Pauper can own Wolfie, and only the Princess can own Serafina.

PREMINGER MOVEMENT

- Preminger can move in **EITHER** direction.
- Preminger cannot share spaces with the Pauper, Serafina or Wolfie (he jumps to the next unoccupied space).
- If Preminger shares a space with Princess Anneliese, she has been **RECAPTURED!** Put the recaptured Princess Mover back in the Mine Shaft to await future rescuing. **NOTE:** Preminger cannot recapture a Princess on the Castle Space.

RESCUING THE PRINCESS

- Your Princess is automatically rescued when your Pauper Mover lands on a **WHITE SPACE** or the **MINE SHAFT SPACE**.
- If you "own" either **WOLFIE OR SERAFINA**, that Cat instantly frees your Princess from the Mine Shaft! If your Princess is already free, hold onto that Cat Mover in case she is recaptured later. As soon as one of the Cats has freed the Princess, that Cat Mover goes back to its space to wait for another Player to take it.
- Whenever the Princess is rescued, she is placed on the next available space after the Mine Shaft Space, and will be able to begin her movement on your next turn.

COMMAND CARDS



• **Move ANY Princess 3 spaces:** This card allows you to move your Princess OR an opponent's Princess 3 spaces in either direction. If your Princess is still trapped in the Mine Shaft, this card frees her and she immediately moves 3 spaces.



• **Move ANY Pauper 3 spaces:** This card allows you to move your Pauper OR an opponent's Pauper 3 spaces in either direction.



• **Move Preminger 3 spaces:** Move Preminger in either direction.



• **Preminger recaptures ANY Princess:** Preminger recaptures any Princess of your choice...put her back in the Mine Shaft to await rescue! (If none of your opponents' Princesses are free, nothing happens.)

THE CASTLE

- When your **PAUPER** reaches the **Castle Space**, decide if you want to continue moving her around the Board or if she has "safely" entered the castle (you do not need an exact roll). If she is "safe," take her off the board out of play. If needed, you can put her back into play on a later turn by resuming her movement at the Castle Space, but remember, she will need to get back to the Castle to once again be safe.
- When your **PRINCESS** reaches the **Castle Space**, she is safe! (You do not need an exact roll.) Take her off the board out of play.

WINNING

The first Player to rescue the Princess from the Mine Shaft and successfully get her Princess Mover AND her Pauper Mover safely to the Castle Space wins!

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