

# SET-UP



PRINCESS CARDS



1 fold out SPELLBOOK



## PLAYERS

3-5 remove the GREEN backed spell cards



6-8 use ALL the spell cards

SPELL CARDS

## SHUFFLE THE SPELL CARDS THOROUGHLY

Next, each player chooses a Princess card (some say the princess chooses you!)

Deal 9 spell cards face down to each player

Without looking at the spell cards, each player places any 4 cards in a row with the princess on top so your tower looks like this →

The remaining 5 cards are your hand, you may now look at them.



Place the Spell Book in the center of the table and the remaining spell cards next to it as the DRAW pile. You may use 2 draw piles for larger groups.



### THE YOUNGEST PLAYER GOES FIRST...

unless someone is dressed as a princess because then they go first. If more than one person is dressed as a princess (you are all awesome) but the youngest dressed princess goes first.

Next game, winner goes first.

# HOW TO PLAY

The goal of the game is to **get rid of cards**, first from your hand, but more importantly, from your TOWER!

Each player takes a turn in a clockwise rotation. On your turn you can do ONE of the following:

- A) Play one card into the Spell Book
- B) Play a Dark Magic card next to your Princess
- C) Pass on your turn and draw one card

## PLAY A CARD INTO THE SPELL BOOK

To play a card into the Spell Book you must match the **color** or the **symbol** of either card already in play.



The starting Spell Book has no color, so players must match one of the two icons on either page.

## YOU MUST SAY THE SPELLS YOU CREATE, OUT LOUD!

Example: play JIGGLE and say "JIGGLE PANDA!" or "PANDA JIGGLE!"

If you don't say the spell Sparkle\*Kitty gets mad and adds a card from the draw pile to your tower.

## PLAY A DARK MAGIC CARD



Dark Magic cards are powerful spells that are played next to your Princess. (place over existing Dark Magic cards)

Don't play a card into the Spell Book this turn, but do say the magic words. First the Dark Magic word and then the Spell Book words!

"AMAZING JIGGLE PANDA!"

Then you **add a card from your hand** to a player's tower.

## BEWARE... ALL DARK MAGIC COMES WITH A PRICE!

Until the game ends, you must start every spell with your Dark Magic word. If you do not and another player calls you out, you must add a card from the draw pile to your tower!

## PASS ON YOUR TURN, DRAW A CARD

If you can't play any cards, you must draw a card to end your turn... but a princess never surrenders.

# ESCAPE AND WIN!

To escape your tower you only need to remove the face down spell cards that form your tower. Once you take the last one, by whatever means, your Princess is free! (even if you still have cards left in your hand)

There are three ways to remove tower cards:

## 1. EMPTY YOUR HAND

At the end of your turn, if you have no cards in your hand you first draw a card off your tower into your hand, then draw from the deck back up to a max hand size of five.

## 2. DOUBLE PLAYS

At any time, if you have a match for either WORD in the Spell Book, yell out "DOUBLE" plus the word, and play it on top.



"DOUBLE OTTER!!"

Then draw a card from your tower to your hand.

To Double a Doubled word say "DOUBLE-DOUBLE" instead. Then draw TWO cards from your tower to your hand. (the max cards one player can draw in this way is two).

These are FREE actions that occur outside a player's turn (even your own). Play then resumes where it left off.

## 3. SPARKLE & KITTY CARDS

Play one of these cards into the Spell Book by matching COLOR only (or the word itself as a Double play).



When played on a matching color, Sparkle & Kitty cards let you draw a card from your tower into your hand.

### NOTE ON COMBOS

If you empty your hand and also earn a card off your tower in the same play, first DRAW ALL the cards earned off of your tower and then draw from the deck to a max hand size of five.

## THE GAME ENDS WHEN...

A player removes all their tower cards. This breaks Sparkle\*Kitty's curse and they win!

OR

The entire draw deck(s) run out.

The player with smallest tower wins. In the case of a tie, the player with the fewest Dark Magic cards in their pile wins, then the least amount of cards in their hand and finally the youngest wins (because Sparkle\*Kitty).

## SUPER SPECIAL CARDS

These cards count as ALL THE COLORS! They also have SPECIAL ABILITIES when played on your turn:

### RAINBOW

If there are no cards in your hand after playing this card, Take 2 cards off your tower instead of just one.



### INFINITE

Play all the cards in your hand until you must draw.



### FUDGE

Choose any player to draw to a max hand size of five.



## OPTIONAL RULES

\* When a player removes their last tower card, all other players draw one card from the deck (in turn order) and reveal it. If any cards revealed are Dark Magic, resolve it immediately - and play continues!

\* When a player swears, curses, says naughty things or makes a Spell Book mistake, add a card to their tower from the Draw pile!

\* Don't replace your Dark Magic cards, ADD them & say them ALL with every spell... SUPER AWESOME ITTY BITTY JIGGLE PANDA!

Visit [www.sparkle-kitty.com](http://www.sparkle-kitty.com) for more options and updates!!

HOW TO

# SPARKLE \* KITTY™

a social card game  
for 3-8 PLAYERS

## Once upon a time...

a group of powerful princesses were captured and locked away in Cursed "No-Cursing" towers by the

### Evil Queen Sparkle\*Kitty!

All their words and magic spells vanished and became sugar & spice and... almost everything nice.

Luckily these are no ordinary princesses  
and YOU are no ordinary players!

Take matters into your own hands, harness  
the simple and sweet words into special  
spell combinations to set yourself free!

## The first to escape, wins!

### QUICK START GUIDE (FOR COMPLETE RULES SEE SETUP ON REVERSE)

On your turn you can do ONE of the following:

#### PLAY A CARD INTO THE SPELL BOOK

match the color or the symbol of either card already in play

#### PLAY A DARK MAGIC CARD

next to your princess

#### PASS ON YOUR TURN

draw a card

There are three ways to remove tower cards:

#### 1. EMPTY YOUR HAND

#### 2. DOUBLE PLAYS

#### 3. SPARKLE & KITTY CARDS

### SPECIAL ABILITY ICONS



ADD a card from your hand to any tower



Choose any player to draw to a max hand size of five



Take a card OFF your tower, into your hand



Play all the cards in your hand until you must draw



If there are no cards in your hand after playing this card, Take 2 cards off your tower instead of just one

IGNORE ABILITY ICONS ON DOUBLE PLAYS



# SPARKLE \* KITTY™

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### SPECIAL THANKS

Thank you to all our wonderful & fun-loving play testers for putting up with countless hours trapped in towers.

Dedicated to all princesses of every size, shape, gender and beliefs...especially a special Little\*Bird named Violet.



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