



The Heart



The Mask



The Crown

Players look at the symbol in the top left corner of their coaster: It indicates the player(s) who will collect a ruby.

Players also look at the symbol in the bottom right corner of their coaster: It indicates the family which the character belongs to.

When the Prince turns a coaster over, one or more players can win a ruby provided that the symbol on the revealed coaster is that of the Family of the player's character :

- If the Prince guessed correctly** and found the Princess, revealing the Heart as the winning symbol, he, the Princess and the Fairy are all awarded 1 ruby.
- If the Prince guessed wrong** and turned over a coaster revealing the Mask as the winning symbol: the Maid and the Spy are awarded 1 ruby.
- If the Prince guessed wrong** and turned over a coaster revealing the Crown as the winning symbol: the Queen, the Guard and the Siamese are awarded 1 ruby.



NOTE : Each character belongs to an alliance.

The Prince, the Princess and the Fairy (green background) are "the gentiles", they want the Princess to be found by the Prince.



The Queen, the Guard and the Siamese (red background) are "the wicked", they want the Queen to be found by the Prince.



The Maid and the Spy (blue background) are "neutral", they want neither the Princess nor the Queen to be found by the Prince.



END OF THE GAME

Once all the rounds have been completed, the player with the most points is the big winner! In case of tie, players can decide to play another round to end up with a winner.

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PRINCESS LEGEND™



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INTRODUCTION

The Prince is looking for his Princess. But as all the Characters in the Court are hiding their identity, the Prince will have to count on a few precious allies, willing to help him, and be weary of the Black Queen's followers. These will do everything to make her accession possible, while the Maid and the Spy will try to deceive both sides. Take turns playing as the Prince and ask the right questions to get to the truth, from your opponent's answers... unless they are your allies?

CONTENTS

- Illustrated Rules
- 8 Character Coasters
- 36 Ruby stones

OBJECTIVE

One at a time, players will take turns acting as The Prince, and will ask one question to each player around the table, in hope of finding the Princess. When the Prince reveals who he thinks is the Princess, right or wrong, one or more players will win 1 ruby. At the end of the game, the player who collected the most rubies is the winner.

SET UP

The last player to have spotted a Princess is the first to be the Prince. They take the Prince coaster and place it in front of them. For the remainder of the round, they are referred to as Prince.

The Prince then takes the coasters indicated below, depending on the total number of players. (There will always be one extra coaster to play with, except in an 8 Player game.) He mixes them up, and distributes them face down to each player. The extra coaster is placed face down in the center of the table. The coasters not at play are put aside and will not be used for the rest of the game.

For a:

- **3 Player game**, play with the Princess, the Queen, and the Maid.
- **4 Player game**, play with the Princess, the Fairy, the Queen and the Guard.
- **5 Player game**, play with the Princess, the Queen, the Maid, the Guard and the Fairy.
- **6 Player game**, play with the Princess, the Fairy, the Queen, the Guard, the Spy, and the Maid.
- **7 or 8 Player game**, play with all of the Character Coasters.
- **For 8 player games**, there will be no extra coaster.

The rubies are placed in the center of the table and will be used to count points.
The search for the Princess now starts.



PLAYING A ROUND

1. The Prince closes his eyes while all players turn over their coasters, plus the coaster in the center of the table, and silently reveal their characters to each other. Players must memorize who is who, and then all the coasters are flipped back over. After that the Prince may open his eyes.

2. To find the Princess, the Prince is allowed to ask every player one question (see Asking Questions): he may ask the players in any order. How players answer depends on which role their are playing (see Answering questions).

3. When the Prince has asked every player one question, he may ask one player of his choice an additional question, and then he must decide who he thinks is the Princess. The player then turns over the coaster he suspects belongs to the Princess.

Important : from 3 to 7 players, the Prince can turn over the hidden coaster in the middle of the table if he thinks the Princess is there.

4. Depending on the number of character coasters at play, one, several, or none of the players may be awarded a ruby at the end of a round.

All players keep their rubies as points from round to round. (see Awarding Ruby).

5 – The player to the left of the current the Prince takes Prince coaster and becomes the new Prince. He collects the character coasters and sets up a new round.

3–4 player, each player will play as the Prince 3 times.

5–6 player, each player will play as the Prince twice.

7–8 player, each player will play as the Prince once.

You may ask to check again the identity of one or more players during the game. To do so, you will have to ask the Prince to close his eyes again.

Asking Questions

The Prince may only ask players one of these three questions:

- Where is the Princess?
- Who are you?
- Who is he/she? (referring to any player or the coaster in the center of the table)

Answering Questions

Players must answer the Prince's question according to which Character they are playing, and the color of the background behind that character. If the background of the coaster is:

 green: the player must always tell the truth,

 red: the player must always lie,

 blue: the player can choose to either lie or tell the truth.

Awarding Rubies

The Rubies are awarded based on the winning symbol on the top left corner of the Coaster the Prince just turned over.

