

# SPARKLE\* KINGDOM

Kingdom of \_\_\_\_\_

Princess \_\_\_\_\_

## WILD CARDS

- R** RED
- Y** YELLOW
- G** GREEN
- B** BLUE
- P** PURPLE

Circle your **DOUBLE WORDS!**  
-3\* for each word written more than once.

**2\***  
color & symbol match

**3\***  
colors match, symbols can not

**10\***  
color & symbol can not match

**3\***  
colors match, symbols can not

**2\***  
color & symbol match

**SPARKLE KITTY BONUS**

**8\***

symbols must match

**B R Y G**

**SPARKLE KITTY BONUS**

**5\***

symbols must match

**P Y G**

**5\***

symbols must match

**B R P**

**SPARKLE KITTY BONUS**

**SHINY POINTS**  
2\* each left  
-6\* if none left

TOTAL \*

## SCORING game ends when a player fills all towers

TOWERS	
Tower Points	<input type="text"/>
Both 2-story	<b>2*</b>
Both 3-story	<b>3*</b>
Two towers same color	<b>5*</b>

MOST SYMBOLS	
<input type="checkbox"/>	= <input type="checkbox"/> <b>3*</b>
<input type="checkbox"/>	= <input type="checkbox"/> <b>3*</b>
<input type="checkbox"/>	= <input type="checkbox"/> <b>3*</b>
<input type="checkbox"/>	= <input type="checkbox"/> <b>3*</b>

MOST COLORS	
<b>R</b> = <input type="checkbox"/>	<b>3*</b>
<b>G</b> = <input type="checkbox"/>	<b>3*</b>
<b>B</b> = <input type="checkbox"/>	<b>3*</b>
<b>Y</b> = <input type="checkbox"/>	<b>3*</b>
<b>P</b> = <input type="checkbox"/>	<b>3*</b>

DOUBLES & DOORS	
1* per Double	<input type="checkbox"/>
Most Doubles	<b>x1</b>
Bad Doubles	-
Door Points	<input type="checkbox"/>
All Doors	<b>10*</b>

SPECIAL CARDS	
Shiny Score	<input type="checkbox"/>
No Shiny Used	<b>4*</b>
4* per SK bonus	<input type="checkbox"/>
No Wilds Used	<b>6*</b>
All Wilds Used	<b>12*</b>