

SPARKLE***KINGDOM** RULES

Welcome to Sparkle*Kingdom!

If you are just joining the Sparkle*Kitty series, you are in luck! This 100% FREE version was created to allow families and friends to enjoy a silly spell slinging game whether you are trapped together in towers or spread apart in different kingdoms. It's a bit different from the base Sparkle*Kitty card game, but with the same adorable giggle jiggles, otter devastations and added coloring fun!

WHAT YOU NEED

In order to play, each participant must have a printed **SPARKLE*KINGDOM PLAYMAT** to write on. You also need some colorful writing tools. Preferably red, blue, yellow, green, purple & black crayons... but markers, colored pencils and sweet multi-color clicker pens are also acceptable.

Everything else is taken care of by our **SPECTACULAR SPELLBOOK** above! As long as all players can see the Spellbook, whether in the same room or video conferencing, this handy tool will take care of the rest. @ www.sparklekingdom.com

If you would rather play with the physical game at home all you really need to do is reveal two cards a turn instead of using our online Spellbook and follow the same rules below.

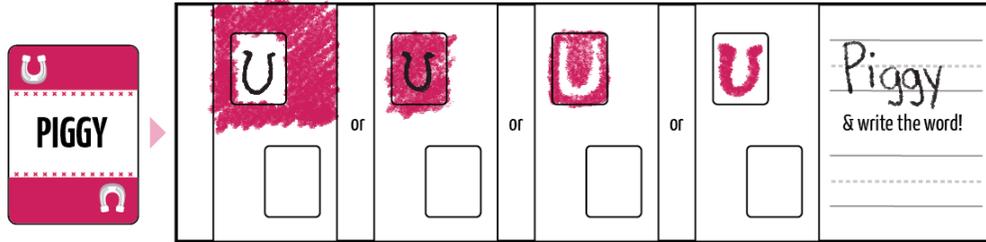
LET'S GET STARTED

Once everyone has chosen their Princess name and named their Kingdom, the player controlling the Spellbook will choose four symbols to build a deck, then press **START**.

- The Spellbook will draw two random spell cards for **ALL PLAYERS** to use each turn
- Each player must **CHOOSE ONE** of the spell cards and place it in a legal space on their Sparkle * Kingdom Playmat
- Click the **CONTINUE** button to draw two new spells for each new turn, until one player completely fills all 5 towers.
- The goal is to fill out your Sparkle*Kingdom Playmat in order to score the **MOST** points and create the cutest castle in the kingdom!

TOWERS

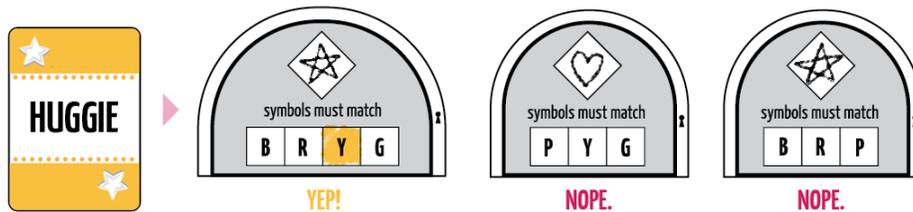
Check the placement rules at the top of each tower, then draw the symbol in a window and color in the appropriate color. Write the word listed on the card on the adjacent line.



When all the windows of a tower are filled, circle the points at the top and say all the words out loud -- *It's fun, all the cool kids are doing it!*

DOORS

The first time a card is used to fill in a door, write the symbol in the circle and then color in (or cross out) the appropriate color square. All cards placed here must match the 1st symbol played on it.



When all the colors of a door are filled, circle the points at the top and knock on the table -- *It's for good luck!*

SHINY MOON

If a player can not use either card anywhere on their Sparkle*Kingdom Playmat, they lose a Shiny Point that turn (if they have any left).

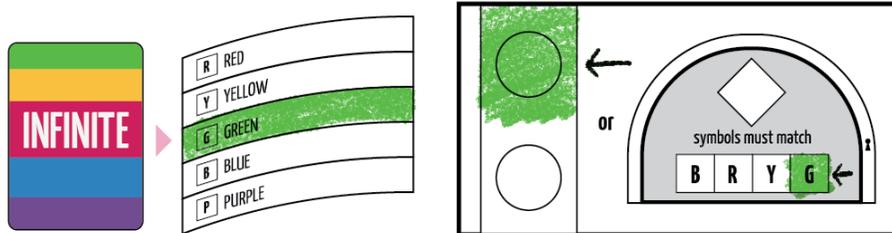
Fill in, or cross out, one of the holes on the Shiny Points Moon.

SPECIAL CARDS & ABILITIES

Basic spell cards have one color, one symbol and a word on them. The other special cards listed below have special abilities players can use.

WILD CARDS

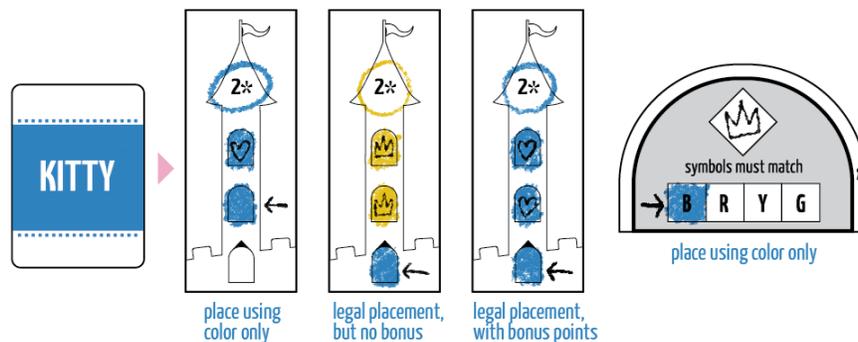
Using these cards allow a player to pick any one color off the Magical Rainbow, but only once so check off the color or fill in the stripe! Then use that same color in ANY legal Tower or Door space, ignoring any symbol requirements.



SPARKLE & KITTY CARDS

Using these cards allows a player to fill the color of the card in any legal Tower or Door space, ignoring any symbol requirements.

Alternatively, they can always be played in any Sparkle Kitty Bonus space and if they also follow the rules of the tower above them, they are worth bonus points at the end of the game.



Wild, Sparkle and Kitty cards count as the color you used for the purpose of scoring, but do not count as any symbol!

-- THE LACK OF A SYMBOL DOES NOT COUNT AGAINST ANY SCORING RULES --

DARK MAGIC CARDS

These allow a player to black out a Tower space that has already been filled -- *the space no longer counts for, or against, any placement rules.*

To use a Dark Magic card a player must **LOSE A SHINY POINT.**



DOUBLE CARDS

Each word has three duplicates, but may only be written into a Tower **ONCE** -- *they may choose to use a duplicate card to fill a Door space, since the word is not written.*

- If a player sees a word they already have, they yell “Double ‘Word’” and ****CIRCLE IT!**** They may then use the other card in the Spellbook if they choose.
- If they already have both words in the Spellbook they yell “Double-Double!” and circle both.
- Doubles will be worth points at the end of the game.

END OF GAME

When a player has completed their Kingdom by **FILLING ALL FIVE TOWERS** they yell “SPARKLE * KINGDOM!” to end the game. No new spell cards are drawn at that point, but all other players **MAY** use **BOTH** final cards in their kingdom as their last play.

When all players have placed their final selection, move on to scoring the Sparkle*Kingdom Playmat.

SCORING

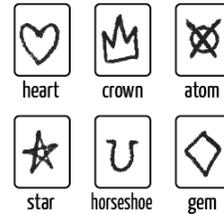
This is where the magic happens... well, more magic... and also math!

You don't need to know all the scoring details to start playing -- *but it could come in handy.*

After each game, come back here and use the handy score chart on the Sparkle*Kingdom Playmat to add up your points and get your total score.

SCORING <small>game ends when a player fills all towers</small>		MOST COLORS		DOUBLES & DOORS		SPECIAL CARDS	
TOWERS		MOST SYMBOLS		R = <input type="text"/> 3*	1* per Double <input type="text"/>	Shiny Score <input type="text"/>	
Tower Points <input type="text"/>	<input type="text"/> = <input type="text"/> 3*	G = <input type="text"/> 3*	Most Doubles <input type="text"/>	No Shiny Used <input type="text"/> 4*			
Both 2-story <input type="text"/> 2*	<input type="text"/> = <input type="text"/> 3*	B = <input type="text"/> 3*	Bad Doubles <input type="text"/>	4* per SK bonus <input type="text"/>			
Both 3-story <input type="text"/> 3*	<input type="text"/> = <input type="text"/> 3*	Y = <input type="text"/> 3*	Door Points <input type="text"/>	No Wilds Used <input type="text"/> 6*			
Two towers same color <input type="text"/> 5*	<input type="text"/> = <input type="text"/> 3*	P = <input type="text"/> 3*	All Doors <input type="text"/> 10*	All Wilds Used <input type="text"/> 12*			

SYMBOL GUIDE



TOWER POINTS

In order to complete a tower, every window must be filled in correctly.

4-story Tower

Cannot repeat the symbol or color = 10 points

3-story Towers

Must all be the same color and symbols can not match = 3 points each

- Both 3 story towers = 3 bonus points

2-story Towers

Color and symbol must match = 2 points each

- Both 2 story towers** = 2 bonus points

Any two towers of the same color = 5 bonus points

MOST SYMBOLS & MOST COLORS

Draw the 4 symbols used and count up each placed. Put the total in the correct spaces and compare totals. -- *Don't forget your Doors have symbols and colors too!*

- **The player(s) with the most of a symbol = 3 points for each**

Count up every color placed and put the total in the correct spaces and compare totals.

- **The player(s) with the most of a color = 3 points for each**

DOUBLES

Double score: add 1 point per circled Double

Most Doubles: player(s) with the most Doubles, double their Double score (hah!)... just write your double score again in this space

Bad Doubles: for each word that is duplicated on the playmat SUBTRACT 3 points

DOOR POINTS

All cards placed here must match the 1st symbol played on it and all the colors must be filled to score.

THREE color doors = 5 points

FOUR color door = 8 points

Completing ALL 3 doors = 10 points

SHINY POINTS

Shiny Score: unused Shiny Points = 2 points each

All your Shiny Points: bonus = 4 points

No Shiny Points: SUBTRACT 6 points

SPARKLE KITTY BONUS

If the card placement follows the color rule of the tower it lines up with = 4 points each

WILD CARDS

No Wilds Used: not using any wild cards = 6 points

All Wilds Used: filling the entire magical rainbow = 12 points

WINNING

The player with the highest score wins!!

If there is a tie, the player with all the towers wins. If still tied, the player with all the doors wins. If still tied the player with the highest Shiny Score wins. If still tied, the younger player wins --
c'mon look how cute they are!