

Sleepless Princess

GAME RULES



6+



2-5
players



15-20
min.

YOUR
LOGO



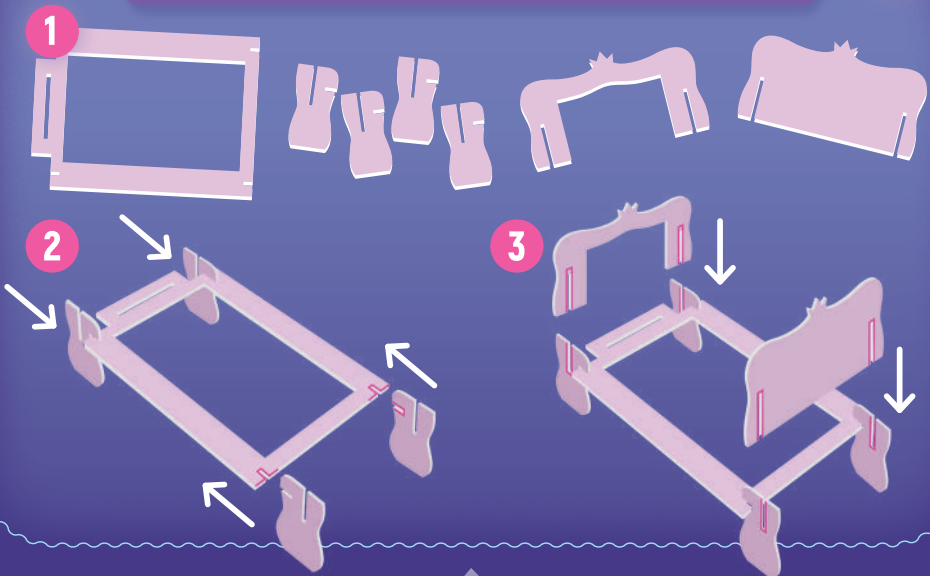
GAME OVERVIEW

Happy holidays! All the princesses have gathered at a comfortable country castle for the summer. As is proper and beneficial for healthy slumber, each princess has brought her own set of 3 favorite mattresses. But an evil witch has crept into the castle and mixed up all the bedding, bewitching some of it beyond recognition! Now, as soon as the lights are off, the princesses bounce around on their beds all night long and won't calm down. It is your task as a team of tutors to sort out all the mattresses and return them to their rightful owners. Summon magical helpers and use the magic looking glass or your sense of touch to lull the mischievous princesses to their majestic dreams.

AIM OF THE GAME

All the players are one team of tutors. By touch, you will try to determine what kind of mattresses are on the beds. Your goal is to sort out all the mattresses on the beds so that each princess has only her set of 3 matching mattresses. If you succeed, the girls will fall sweetly asleep. At the end of the game, check the result of your work: the more princesses you have lulled to sleep, the better!

Note! Before your first game, assemble the beds as follows:



COMPONENTS

10 Princess tiles



Sleepless side on the front

Dreaming side on the back

30 Mattress cards (3 of each type)

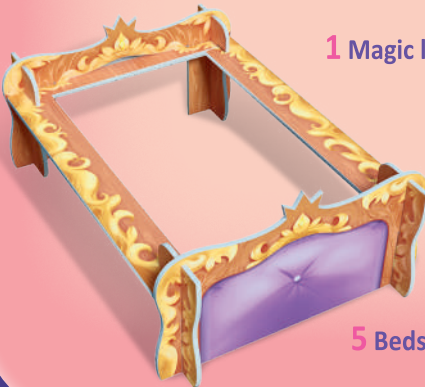


60 Helper cards with numbers

(6 copies of each number from 1 to 10)



1 Magic looking glass



5 Beds



4 Witch cards



5 Blanket cards

SETUP

- 1 Place all the 5 beds on the table. Choose 5 Princess tiles for the game. Place them vertically on the beds with their sleepless side facing the players.

For your first game, we recommend choosing princesses and mattresses that are as different from each other as possible, for example:



Princess of Watermelons



Princess of Pizza



Princess of Bats



Princess of Scarfs



Princess of Daisies

- 2 Take 3 matching Mattress cards for each princess — 15 mattresses in total.

After each player gets to look at and touch the chosen mattresses, shuffle the Mattress cards face down and put 3 mattresses on each bed, without peeking or trying to find out what kind of mattresses they are.

Two mattresses of each type have a textured pattern and can be checked by **touch** and **image**, and one mattress **is enchanted** and has a smooth surface, thus it can only be checked by the **image**.

Let all the players look at and touch each mattress for about a minute before the game.



6

5

- 3 Shuffle face down all **Helper** and **Blanket** cards into a draw deck. Give each player 5 cards. Players may look at their cards, but not show them to other players.
- 4 Draw 5 more cards from the deck and place them face up in the center of the table.
- 5 Depending on the number of players, shuffle into the remaining draw deck:
 - 4 **Witch** cards for 2 players
 - 3 **Witch** cards for 3 players
 - 2 **Witch** cards for 4 players
 - 1 **Witch** card for 5 players

Then place the draw deck face down next to the open cards, leaving some space for the discard pile nearby.

- 6 Place the **Magic** looking glass next to the draw deck.



HOW TO PLAY

The youngest player starts the game. Then, the game proceeds in clockwise order. On your turn, perform **one** of the following actions:



Discard 1 or 2 cards and draw new ones

OR

Play 3 or more cards to check a mattress



DISCARD 1 OR 2 CARDS AND DRAW NEW ONES

Discard up to two cards to the discard pile face up and take the same number of cards from the face up cards on the table or the draw deck, in any combination. This way you can manage your hand to get more suitable cards.



PLAY 3 OR MORE CARDS TO CHECK A MATTRESS

This action allows you to touch the bottom mattress of any bed to find out which one it is. You have two options for that:

A Play 3 **identical** Helper cards.



B Play 4 or 5 Helper cards and get **three identical values** in one of the following ways:

★ **Cover one or several helpers of a single card with a blanket!** If you have a Blanket card, you may cover several helpers with it, but **only on one** of the played Helper cards to get the desired number.

For example, card 9 can turn into a 5 if you cover 4 of the 9 grasshoppers on it with a blanket.

HINT: A blanket can only lessen the number of helpers on the card, but you may cover any number of helpers with it.

★ **Use addition!** Add up the values of two or three Helper cards to get the desired number and a magical bonus (see below).



For example,
a 2 and a 4 turn into a 6.



$3 + 3 = 6$.



And $1 + 1 + 4$
also equal 6!

IMPORTANT: You may use a blanket and addition during the same turn, but you may not cover the cards you are using for addition with a blanket (see example on page 9).

MAGICAL BONUS

If you use addition during your turn, you get a magical bonus. Apply the Magic looking glass **before or after** touching a mattress: Use the looking glass to peek under the bottom of any bed. These actions can be applied to two different mattresses. If you use addition to get 2 identical numbers, apply the Magic looking glass twice (see examples on pp. 8–9).

HINT: Only the Magic looking glass can help you check an enchanted (smooth) mattress!

If you have guessed which mattress it is, put it on top of the mattresses on the corresponding bed. **Do not look** at the front of the mattress or show it to other players, but place the mattress face down on the bed. You will be able to see the mattresses only when lulling a princess to sleep (see “It’s time to lull the princess to sleep!” on page 10).



IMPORTANT: Try to remember how many mattresses you already have on each bed. You may not take mattresses from a bed and count them during the game!



Example



Kate plays cards 3, 3, and 3 and touches the bottom mattress on the Teddy Bear princess's bed. She cannot find any clue on its surface — the mattress is enchanted! She'll need the Magic looking glass to find out which one it is. Kate leaves the mattress in place.



Alex goes next. He plays cards 5, 5, and 4 + 1. Since he used addition, he may both touch a mattress and use the looking glass. First, Alex decides to use the looking glass to examine the mattress on the Teddy Bear princess's bed which Kate checked on her turn, and it turns out to be a watermelon mattress. Alex moves it to the top of the Watermelon Princess's bed, leaving it there face down. Then Alex decides to touch the mattress on the bed of the Pizza Princess — he believes that it is a daisy mattress, so Alex puts it face down on top of the Daisy Princess's bed.



Then it's **Ellen's** turn. She plays all her cards at once: a **6**, **4 + 2**, and a **9** with 3 Helpers covered by a **Blanket** card. What a move! Ellen may also touch a mattress and use the looking glass. First, she decides to touch the bottom mattress on the Daisy Princess's bed. Another enchanted mattress! Ellen immediately checks it with the looking glass — it's a pizza mattress! Ellen puts it face down on the Pizza Princess's bed.

Then it is **Kate's** turn again.

At the end of your turn, draw up to 5 cards to your hand. You may choose either from those lying face up on the table or from the deck, in any combination. After that, replenish the open cards on the table to 5, if necessary.

When the cards in the draw deck run out, choose only from those open on the table. When a player fails to draw up to 5 cards into their hand at the end of the turn, the game comes to an end (see "**End of the game**" on page 10).

THEN IT'S THE NEXT PLAYER'S TURN.



Watch out for the witch! As soon as you draw a Witch card from the deck (when replenishing your hand or the cards on the table), immediately place it **and** all the already open cards from the table to the discard pile. *The witch has scared everyone!* Draw 5 new cards from the deck and place them face up on the table. After that, continue drawing cards into your hand as usual, if necessary.

If you draw several witches one after another in one turn, and there are yet no open cards on the table, nothing happens — discard just the Witch card.

IT'S TIME TO LULL THE PRINCESS TO SLEEP!

At any point in the game, if you believe that a princess has only the three matching mattresses on her bed, announce it to the other players. You may check the mattresses on this bed.



If there are indeed only three mattresses on the bed and all of them are correct, place them face up on the bed and then put the princess to sleep with the dreaming side up on top of the mattresses. **Hooray, this princess is sweetly sleeping!**

Set aside this princess's bed along with the mattresses — you no longer need to check the mattresses on this bed or rearrange them.



If there are more or less than three mattresses and/or any of them belong to other princesses, **no rest for you tonight, as the princess won't sleep a wink!**

Put the Princess tile in the box, she will no longer take part in the game. However, leave the mattresses lying face down on her bed — you may still check and move them to other beds to lull the remaining princesses to sleep.

END OF THE GAME

If at the end of their turn a player cannot add up to 5 cards to their hand (because the deck is empty and there are no open cards on the table), the game ends. All the other players take one last turn.

If, on their last turn, a player can neither play the cards nor discard them in order to draw new ones, this player skips their turn.

When all the players have taken their last turn, check the mattresses on the remaining beds. If there is a bed with a complete set of mattresses for the corresponding princess, you may put this princess to sleep!

Then check your result.



HOW MANY PRINCESSES DID YOU MANAGE TO LULL?

0 PRINCESSES

The princesses having had no sleep during the night will now be naughty all day! Let's try to put them to bed again after lunch!

1 PRINCESS

It was a sleepless night, we need to put in more effort and try again!

2 PRINCESSES

Not bad, but try to lull more princesses to sleep next time.

3 PRINCESSES

Good. Most of the princesses have had a good night's sleep!

4 PRINCESSES

Great! You've almost completed the task!

5 PRINCESSES

Perfect! Will you be able to repeat this result?

GAME RULES

for 2-4 players from 5 years old

If there are children who know numbers up to five but cannot add them up yet playing the game, you can use fewer cards and play by simplified rules. The goal of the game remains the same — you need to put all the princesses to sleep.

Follow the rules described above, with the following changes:

SETUP

- 1 Place **4 beds** on the table. Let the child choose **four princesses** for the game and place them vertically on the beds with the sleepless side facing the players.
- 2 Take only the **2 non-enchanted mattresses** for each princess — **8 mattresses in total**. Shuffle the mattresses face down and put 2 mattresses on each bed, without peeking or trying to find out what kind of mattresses they are.
- 3 Take **30 Helper cards** numbered **from 1 to 5** and **5 Blanket cards** and shuffle them face down into a draw deck. Give 5 cards to each player. Players may look at their cards, but not show them to other players.
- 4 Draw 5 more cards from the deck and place them face up in the center of the table.
- 5 Depending on the number of players, shuffle into the remaining draw deck:
 - **2 Witch cards** for **2 players**
 - **1 Witch card** for **3 players**
 - **do not add Witch cards** for **4 players**

Then place the draw deck face down next to the open cards, leaving some space for the discard pile nearby.

- 6 Do not take the Magic looking glass out of the box, you will not need it in this game.



HOW TO PLAY

During the game, you also need to collect three equal values to touch the bottom mattress. If necessary, use the Blanket cards, but do not use the addition action (thus, the looking glass will not be used during the game).

Put a princess to bed when you believe there are only the **two matching mattresses** on her bed (instead of three).

If it is difficult for children to hold the cards in their hands, they may lay them out face up on the table. If children need assistance, help them to come up with a decision.

AT THE END OF THE GAME, CHECK HOW MANY PRINCESSES YOU HAVE MANAGED TO PUT TO BED.



0 PRINCESSES

The princesses having had no sleep during the night will now be naughty all day! Let's try to put them to bed again after lunch!

1 PRINCESS

Not all the princesses managed to get a good night's sleep. Try again!

2 PRINCESSES

Not bad! Next time, try to lull more princesses to sleep.

3 PRINCESSES

Great! Most princesses have slept well!

4 PRINCESSES

Perfect! All the princesses slept sweetly! Will you be able to repeat your result?

Once the children have mastered these rules and learned to count to 10, try playing by the basic rules.



Note: To store the beds in the game box once assembled, you can place the components according to the image.



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