

DARK TALES CINDERELLA



She had to work hard, from morning until night: get up before daybreak, carry the water, make the fires, cook, and clean. Meanwhile, the sisters did everything imaginable to hurt her. And in the evening, when she had worked herself weary, there was no bed for her. Instead, she had to sleep by the hearth in the ashes. Since she always looked dusty and dirty, they called her... Cinderella.

CONTENTS

- A deck of **26 cards**:

- 21 **Playing cards**



- 4 **Setting cards**

(2 × Cinderella: A and B, 2 × basic game: A4 and B4)



- 1 special **Ball at the Palace** card

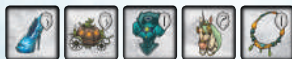


- 21 **Cinderella tiles**

- side without frame (dark)



- side with frame (light)



- 4 **victory point** tokens



- These rules.

PREPARATION

Before your first game, carefully remove the tiles from their frames.

The preparation and game play proceed as the normal *Dark Tales*, with the following changes:

Take **one Night card** from the basic game deck and put it face up in the middle of the table. Place **one Day card** face up on top of the Night, covering it (the game starts at day). Remove *all* the other **Days** and **Nights**—they won't be used. To show if it's day or night, you only use these two cards in the middle of the table, alternating them when day turns to night and vice-versa (e.g., due to the effect of **Ball at the Palace** or **Midnight**): take the required **Day** or **Night** card and put it on top so every player knows if it's day or night. The **Night** and **Day** cards may *never* be removed from the middle of the table. Any effect (card, item, etc.) that would move them leaves them in the middle of the table instead.

Add the **playing cards** from the expansion to those from the basic game before shuffling. This will increase the playing time a bit. (If you wish to play a shorter game, randomly remove 10 *different* cards from the basic game *before* adding the cards from the expansion.)

Add the two **new setting cards** (A4, B4) to those from the basic game before randomly selecting the two to use for the game. Add the two **Cinderella Setting cards** to the setting cards (A and B) that you chose. You will play the game with 4 Setting cards: A and B, plus A-Cinderella and B-Cinderella. The Cinderella Setting cards tell you the scoring for the **Ball at the Palace** during and at the end of the game.

Put the **Ball at the Palace** special card face up next to the setting cards.

Shuffle the **Cinderella tiles** with the side without frames up, then place them in a nearby pile, separate from the items from the basic game. Whenever the word "tiles" is used, it means the Cinderella tiles that come with this expansion.

Add the victory point tokens to those from the basic game.

NEW SYMBOLS

Some of the cards in this expansion have new symbols in the top left corner, just below the victory points:



Cinderella Tile: When you play a card with this symbol, before executing the card effect, you *must* choose either to:

- Take 1 tile from the top of the pile and put it in front of you (do not flip it to the other side!);

or

- Flip 1 tile in front of you to the other side: from the unframed to the framed side or vice-versa, from framed to unframed.



Choose and repeat this action a number of times equal to the number in the Cinderella Tile symbol .

Note: You can *always* look at what's on the other side of *your* tiles. However, the points, ranking, etc. are always awarded *only* for what the tiles actually *show*.

If the pile runs out, you cannot take any more tiles. If a tile is discarded, it is available again: place it at the *bottom* of the pile, with the *unframed* side up.

These tiles can award victory points both during and at the end of the game (see **Ball at the Palace**).



Musical Notes: When the **Ball at the Palace** takes place (see below), Males and Females in front of you may form couples to dance, and this brings you victory points! Each dancing card **in front of you** awards you 1 VP, unless they show the Musical Notes symbol, in which case they award the VP stated in the symbol instead.

Examples:

Your Old Sage dances with your Witch: you score 2 VP (1+1).

Your Noble dances with a Fairy in the middle of the table: you score 2 VP (2+0).

NOTES ON THE CARDS

Prince: You also score for Shoes in front of other players.

Stepmother: You also score for dancing Stepsisters in front of other players, and even during the final Ball at the Palace.

Stepsisters: Note that even though the illustration shows both Stepsisters, this card counts as 1 Female during the Ball (after all, the Stepsisters fight over every cavalier!).

THE BALL AT THE PALACE

When a card must be removed from the game (e.g., due to the effect of a **Secret Helper**), put it face down on the special **Ball at the Palace** card instead, on one of the two spaces. The Ball at the Palace card may only hold up to two cards. When you have to add a third card, follow these steps:

1. Remove that card and both cards from the **Ball at the Palace** card from the game;
2. Day turns into night; *and*
3. A Ball is held.

Note: It is possible to have more than one Ball during the game.

Performing the Ball

Starting with the player whose turn it is and going clockwise, each player performs the Ball. On your turn:

- **Score the VP stated on the tiles** you have in front of you on the side that is currently showing (some sides show no points); then, flip **all Shoes** you have in front of you;
- Form **Male-Female dancing couples** using the cards in front of you and those in the middle of the table. To form a couple, choose a Male or Female in front of you, and a partner either in front of you or in the middle of the table (note: only Male-Female couples are allowed). You may form any number of couples, but each card may only dance with *one* other card for each player. The same card in the middle of the table *may* be used by multiple players. You *cannot* form couples using only cards in the middle of the table (each couple must include at least one card in front of you); *and*
- Dancing cards **in front of you** score 1 VP each, unless they show the Musical Notes symbol, in which case they score the VP stated on the symbol instead. Cards in the middle of the table and non-dancing cards score no points.

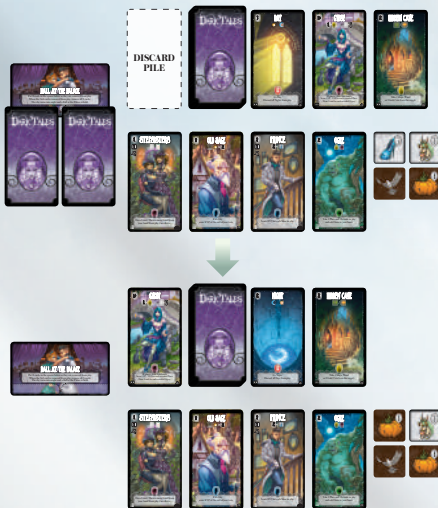
Once all players have performed the Ball, discard *all* cards in the middle of the table that have danced (those used by at least one player). Dancing cards in front of you remain there. The Ball ends and the player whose turn it was resumes playing.

Note: if the Ball at the Palace triggers during the resolution of a card (e.g., Secret Helper), the effect of that card is suspended. The Ball at the Palace is performed, and only at the end of the Ball is the suspended card's effect resumed.



Example. William has played the Stepsisters on his turn and the situation is as shown:

The card removed by the Stepsisters triggers a Ball at the Palace: First of all, the removed card and the two cards on the Ball at the Palace card are removed from play. Then, the day turns into night. Now, William scores 5 points for the tiles in front of him, and flips his Shoe to its other side. Then he makes dancing couples with the cards in front of him. He forms two couples: Stepsisters and Old Sage, and Prince and Gypsy. He scores 6 points for these (2 + 1, 3 + 0). Susan's turn is next, so she scores her tiles and forms couples for dancing (she may also use the Gypsy used by William), etc. Once all players are done, the Ball is over. The Gypsy is discarded (since she was used by at least one player).



Final Ball at the Palace

When the game ends, there is one final Ball at the Palace with slightly different rules. This last Ball at the Palace is *always* held, regardless of the number of cards on the Ball at the Palace card. Couples dance as before, but the tiles *do not* award VP as normal and Shoes are *not* flipped over. Instead, check who has the highest number of Pumpkins, Shoes, Mice, and Birds on their tiles, as usual counting only the face up sides (count the number of images, not tiles – a tile may show two Birds, for example).

Assign VP as follows:

- Highest number of Pumpkins: 3 VP (Carriages do not count as Pumpkins!)
- Highest number of Shoes: 5 VP
- Highest number of Mice: 5 VP, second ranked player: 3 VP
- Highest number of Birds: 8 VP, second ranked player 5 VP, third ranked player 3 VP.

Count the number of images, not tiles. If there is a tie, all tied players score the full amount of points. The rank of the other players is lowered, based on the number of tied players (so, in a two-way tie for most Birds, both players score 8 VP and the second highest total would score 3 VP).

DARK TALES® - CINDERELLA

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