





## **7. Woo the Princess Rules (part 1)**

**Objective:** Players compete by giving gifts to win the affection of the Princess.

**Components:** 20 Princess cards (five of each suit:     ), 53 Gift cards (1 through 13 of each suit, plus one Spurned card)

**Setup:** Separate the Princess and Gift decks, shuffle and place face down on the play space. Each player draws a Gift card; high draw goes first. Shuffle drawn cards back into the Gift deck.

**Begin a set:** Draw a Princess card and place it face up; the suit of this Princess becomes the Wooing Suit for the set.

## **2. Woo the Princess Rules (part 2)**

**Distribute cards:** Deal Gift cards face down to players until each has six cards in hand. Players may discard one card and draw another to try to improve their hand. Discarded cards are set face down out of play for the remainder of the set.

**Playing a round:** First player places a Gift card from their hand into the center of the play space face up. The suit of this card becomes Lead Suit for the round. Each player in clockwise order takes a turn placing a Gift card face up into the center of the play space. Players must match the Lead Suit if possible. Some cards have special effects.

### **3. Woo the Princess Rules (part 3)**

**Scoring a round:** Player with the highest value Wooing Suit card wins the round, collects all cards played in the round, and goes first in the next round. If no Wooing Suit was played, player with the highest value Lead Suit card wins. If no Wooing Suit or Lead Suit card remains in play, all cards are discarded and first player remains unchanged for the next round.

**Winning a set:** After five rounds have been played, player who has collected the most cards without collecting the Spurned card wins the set. The winner collects the face-up Princess card.

## **4. Woo the Princess Rules (part 4)**

**Breaking ties:** If there is a tie, tied player with the most 13s wins. If that is a tie, tied player with the most 12s, etc. If the tie cannot be broken, no one wins and the Princess card is returned to the bottom of the Princess deck.

**Cleaning up a set:** Discard all collected Gift cards (but *not* cards still in player hands) and shuffle discarded cards back into the Gift deck.

**Winning the game:** Continue playing sets until seven Princess cards have been won. Player with the most Princess cards wins the game! If there is a tie, tied players play one more set.


## 5. Special Card Rules (part 1)

**Allergic:** Choose one card previously played this round and discard it. Discarding the first card played in the round *does not* change the Lead Suit.

**Irresistible:** ♠ becomes the Lead Suit. If Irresistible was not the first card played in a round and is discarded by Allergic, the Lead Suit reverts to the original suit set by the first card.

**Lullabye:** If Lullabye is still in play at the end of the round, all cards played in the round are discarded. Whoever would have won the round plays first in the next round.

## 6. Special Card Rules (part 2)

**Regifted:** Discard this card, draw two new cards from the Gift deck, play one (regardless of Lead Suit) and discard the other. If Regifted is the first card played in a round,  becomes the Lead Suit for the round even though this card is discarded.

**Spurned:** Winner of this round cannot win the Princess card for this set. Spurned can be played on any turn if the player cannot follow suit but *cannot* be played as the first card to start a round.

## **7. Alternate Play (part 1)**

**2-Player Ghost:** In addition to the two players, deal a third hand face down to the Ghost. Players alternate each round playing a card at random from the Ghost's hand. Ghost does not have to follow suit. If the Ghost plays Allergic, remove the highest value Wooing Suit or Lead Suit card previously played in the round. If the Ghost wins a round, it keeps the cards and participates in scoring for the set. (Yes, the Ghost can succeed at wooing the Princess and win the game! Scary!)

## **8. Alternate Play (part 2)**

**Cooperative Team Play:** Form two teams of an equal number of players. Players from each team alternate playing cards in a round. When scoring a set, team members count their rounds collectively and share Princess cards.



**Woo the Princess**

**Game Designer:** Jimmy Sanders

**Artist:** Walter Stephens

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