





studios  
about this game

This is the "bronze" version of Glamour, in English. It is designed by Ocastudios and distributed by the authors as a work in Public Domain. It is distributed as a PDF so anyone can download, print and play it. For more information, visit [www.ocastudios.com/rights](http://www.ocastudios.com/rights)

Printing instructions:

- don't print pages 1 and 2,
- print on both sides of the paper (even pages are the backs of odd pages).

## Rules

### Setting up the game

The fairytales' princesses need help to prepare themselves for the royal balls. You must help them choose the right dress, shoes, accessories and make-up, so they become glamorous. Whoever earns the most glamour for her princess wins the game.

### How to play

Each player receives a random card of each type: dress, shoes, make-up and accessory. You must leave it on the table, facing up, because these cards represent what your princess is wearing. The rest of the cards must be placed in four piles, one for each type, next to the outer castles. These piles must also be facing up. You can then place the princesses' markers on the Ball, in the middle of the board.

In the beginning of your turn, a player may swap cards on the table with cards on her hand of the same type, thus changing the princess' looks. The princess may even walk around without any card of a type, but never with more than one card of a single type.

Each player, in her turn, will roll a die and move her princess a number of spaces equal to the result. Apart from the initial setting, two princesses can never occupy the same space. So if your move ends on a space already occupied by another princess, you go forward one extra space, even if you happen to be sent there by means of stepping on a star space (see below).

You must always go forward, following the arrows, but may pick either path as the road splits. Depending on where your move ends, many different actions may be required of you.



Nothing happens to the princess that lands on a **simple space**. The game goes on normally.



When your princess lands on a **+2 space**, you must move her forward two spaces.



When she lands on a **die space**, the princess rolls again and keeps moving.



When she lands on a **castle space**, your princess will be transported to the castle of dresses, shoes, make-up or accessories. You get to choose which one.



When she lands on a **royal carriage**, your princess will be taken immediately to the Ball.

Besides these, there are five more special spaces on the board - four Castles that correspond to make-up, dress, shoes and accessory and the Ball castle in the middle. To activate this spaces' effects, you don't need to land there, but only to pass over them (and continue your movement as indicated by the die).



There are four **Castles** in the game, one for each card type. When your princess passes through them you must draw the card on top of the pile assigned to it. The cards you get this way may be used in the beginning of your turns to change your princess looks, preparing her for the balls.



The central space on the board, where the princesses began playing, is the **Ball**. When you go through it, it is time to see how ready is your princess. She will be dancing with princes and will be the center of attention.

When this happens, you must compare the cards on your table (those that represent your princess' outfit) with those on top on each Castle's pile. For each match, you earn a Glamour Point (check out "Earning Glamour", below). That's because your princess is fashionable, and therefore glamorous!

But if she arrives at the Ball wearing all four cards with the same style (check for the icon), then she will be more than glamorous - she will be fabulous! In this case, you earn Glamour Points for each of the cards you're wearing, no matter what the fashion dictates. But remember you only get Glamour when you're entering the Ball, and not when you start your turn already on it.

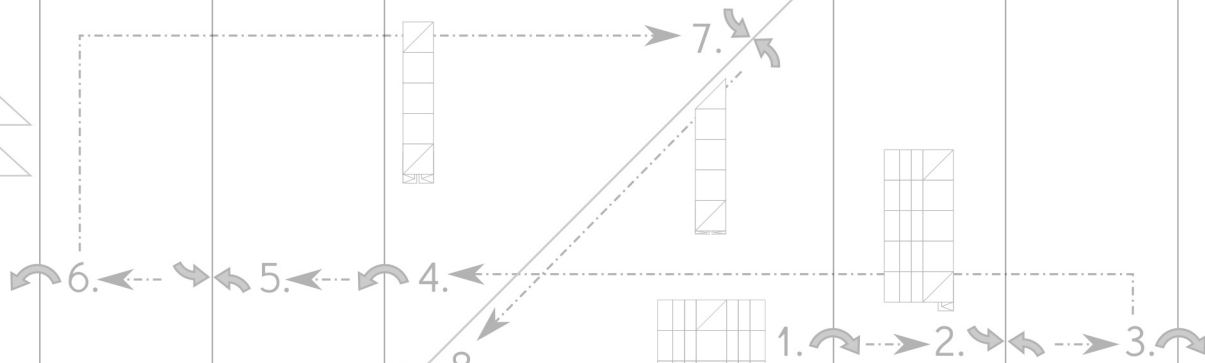
### Earning Glamour

When your princess earns a Glamour Point from a card, you must place it facing down on the table, next to you. Each card in this way means one Point of Glamour.

### Winning the Game

The game ends when all cards from one Castle are drawn. In this case, each player counts how many Glamour Points she's got. She wins the game and her princess wins the heart of the prince. More than one player can win the game (and don't worry, there is no short supply of princes for princesses).





Start here

First you'll have to fold two sheets into modular pieces.

Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

Instructions for assembling the box

I. Place the sheets as an X.



II. Fold up two sides next to each other.

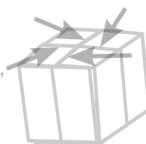


10.

III. Lock a tab into the pocket of the tab to its left.



IV. Fold up the remaining sides, locking them as per above.



Warning! The box is very resistant, so open it gently as not to tear the paper.

11.

12.



|                   |     |               |    |
|-------------------|-----|---------------|----|
| number of players | 2-4 | ages          | 8+ |
| duration of game* | 1h  | assembly time | 15 |

\*LEARNING REQUIRES IC. DURATIONS MAY VARY



A beautiful game of strategy and style.

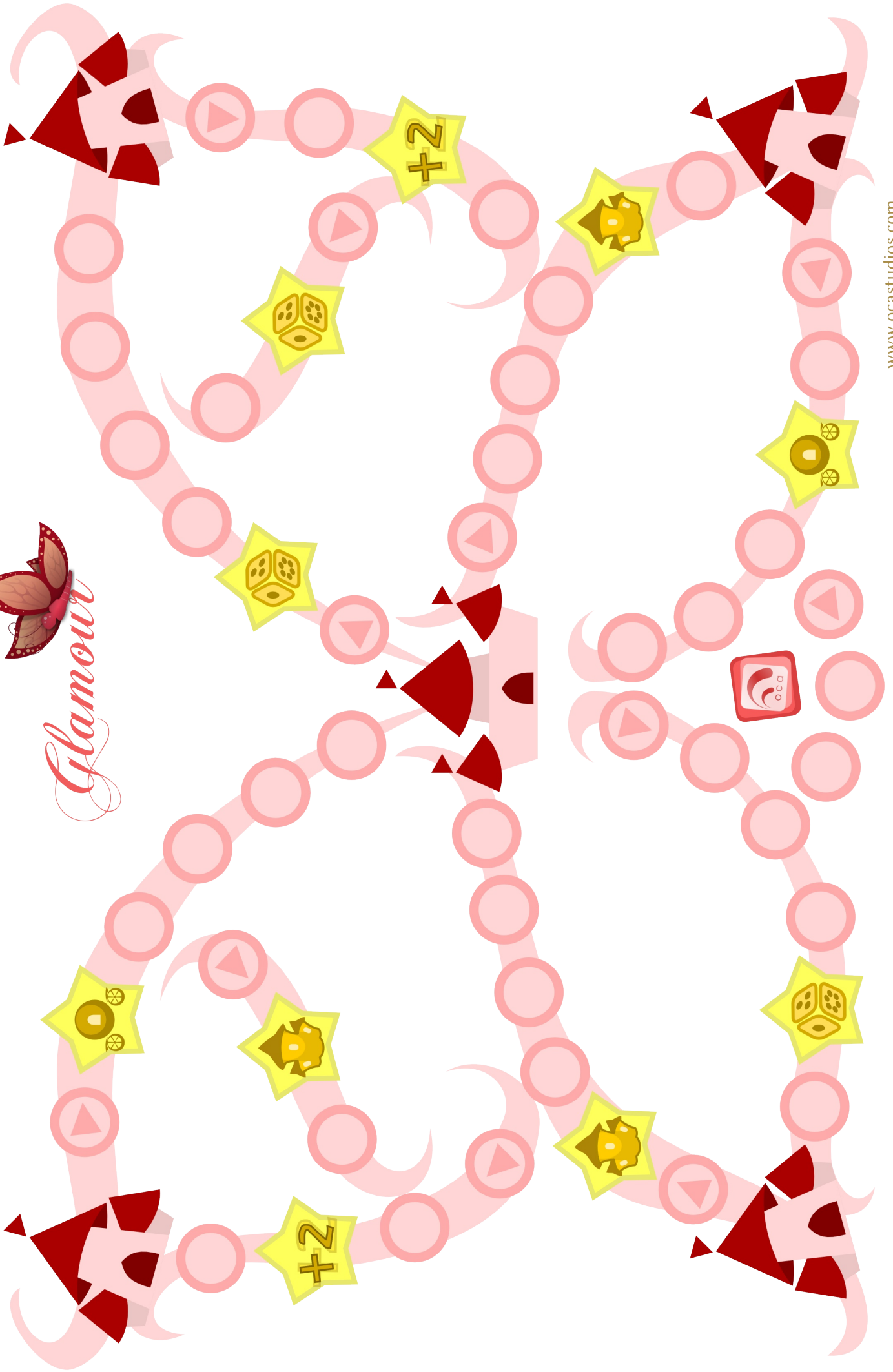
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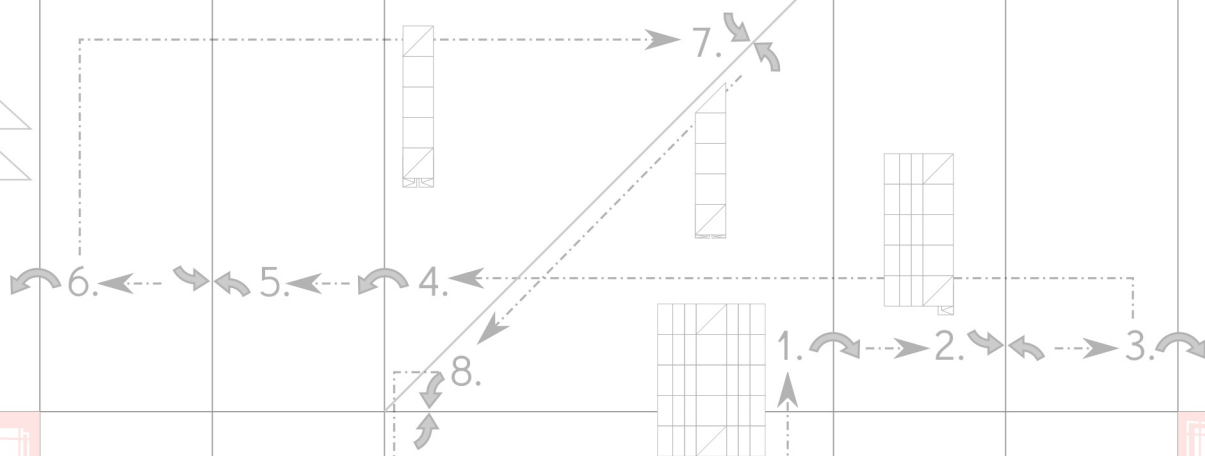


version 10-1









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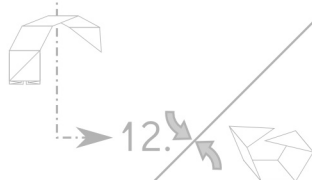


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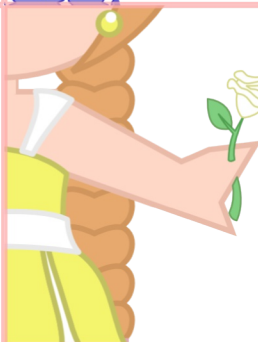
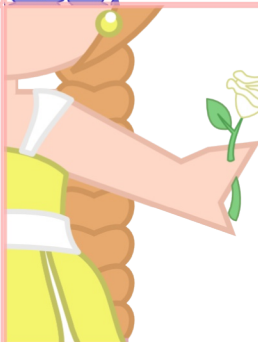
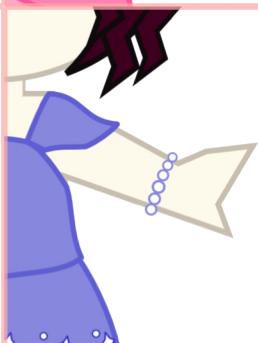
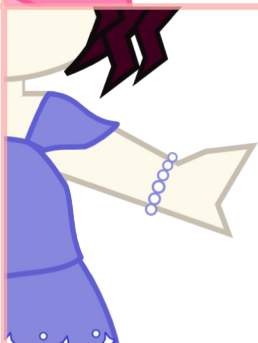
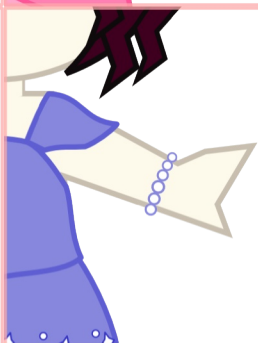
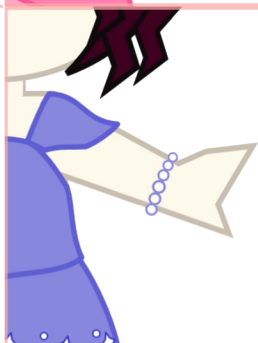
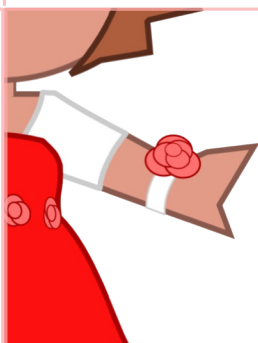
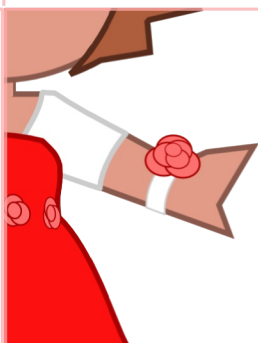
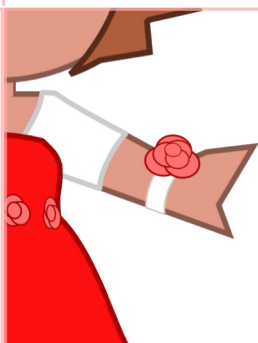
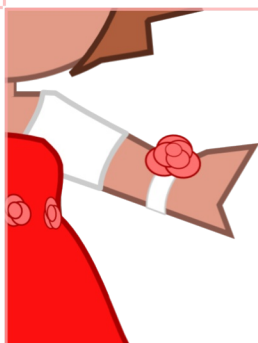
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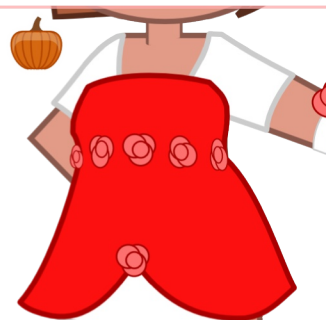
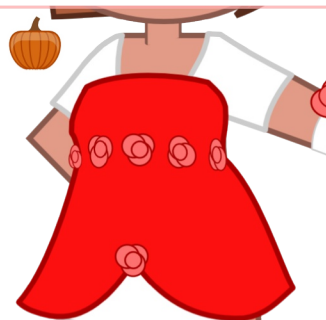
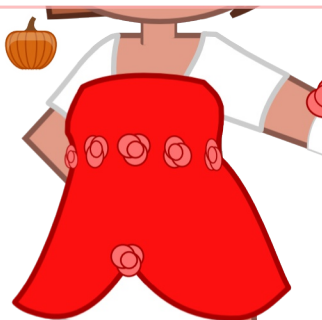
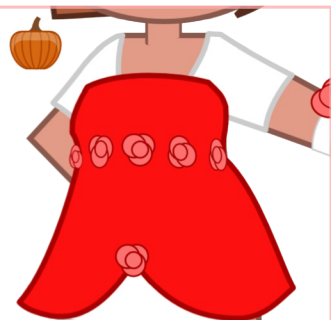


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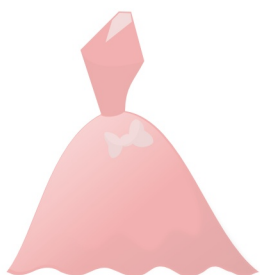
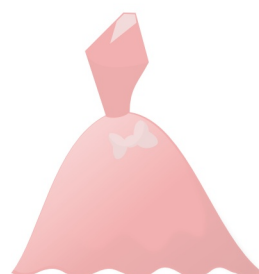
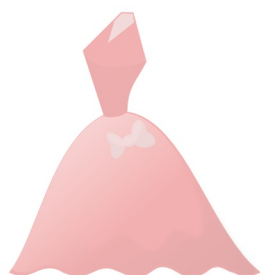


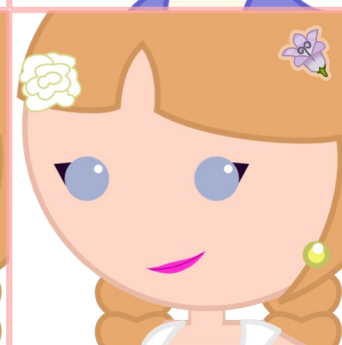
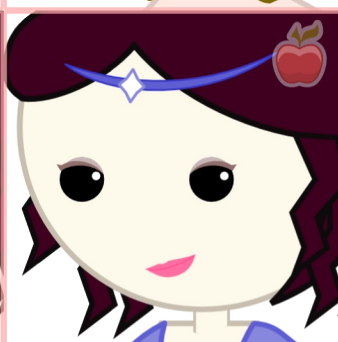
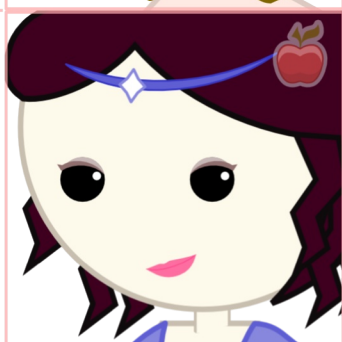
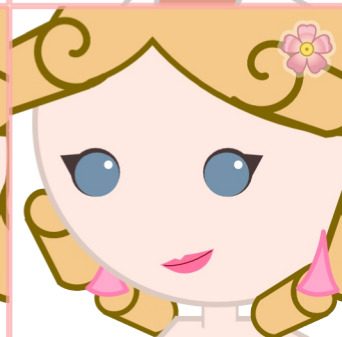
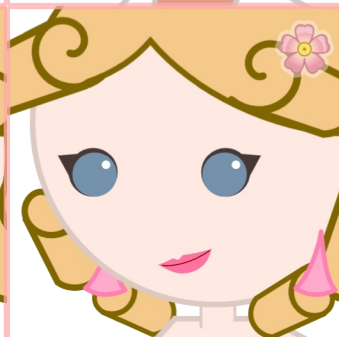
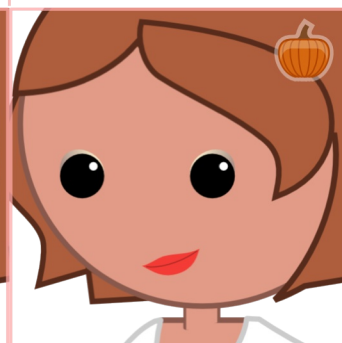
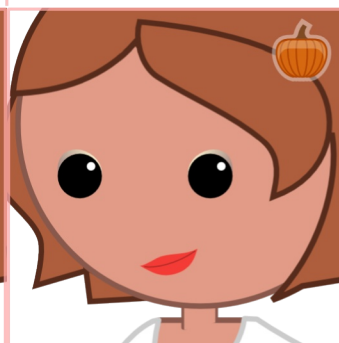
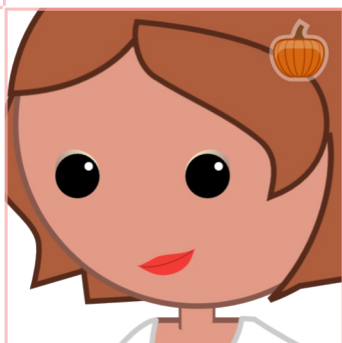


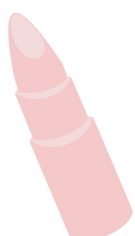
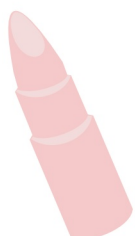






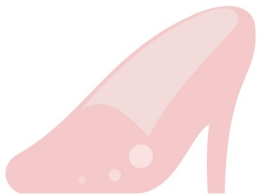


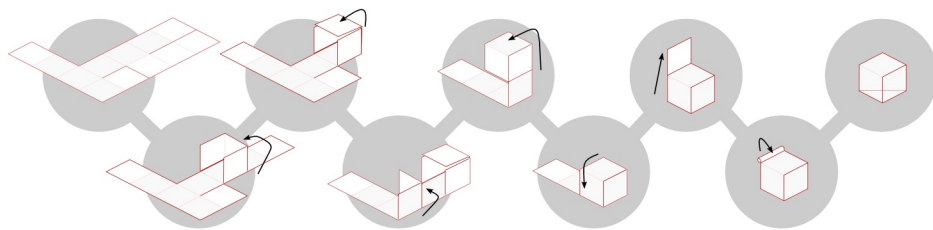
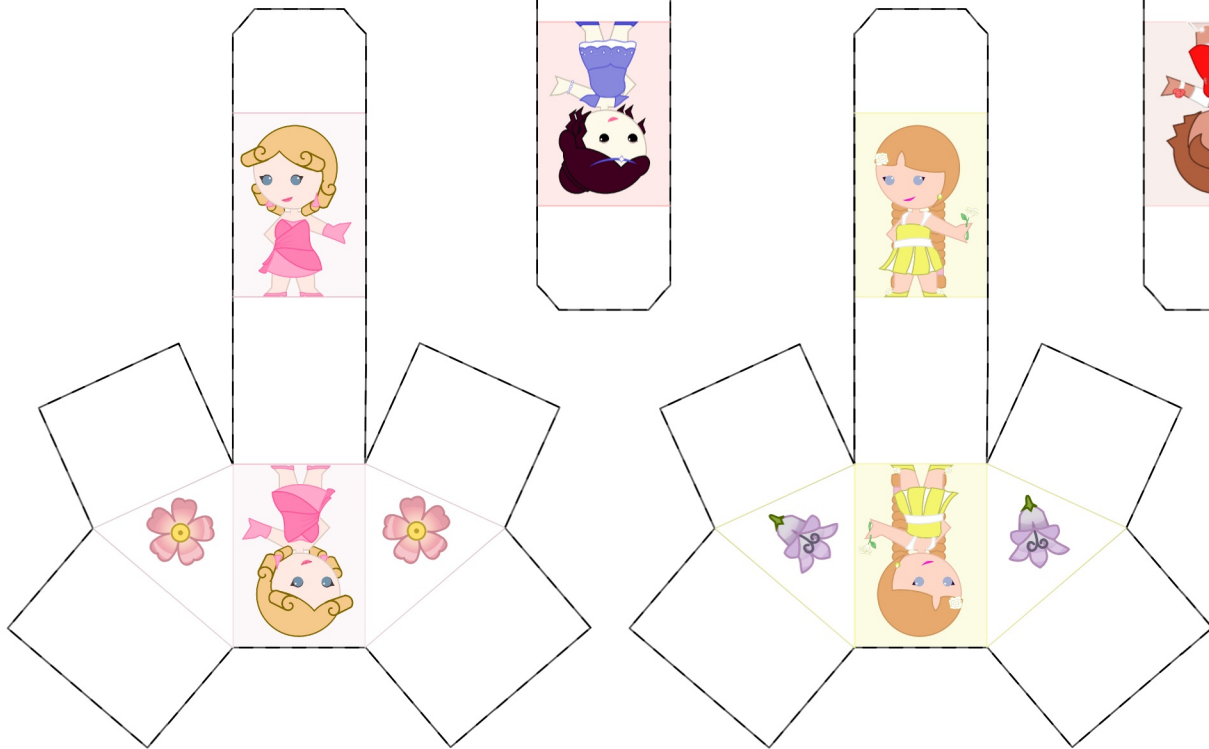
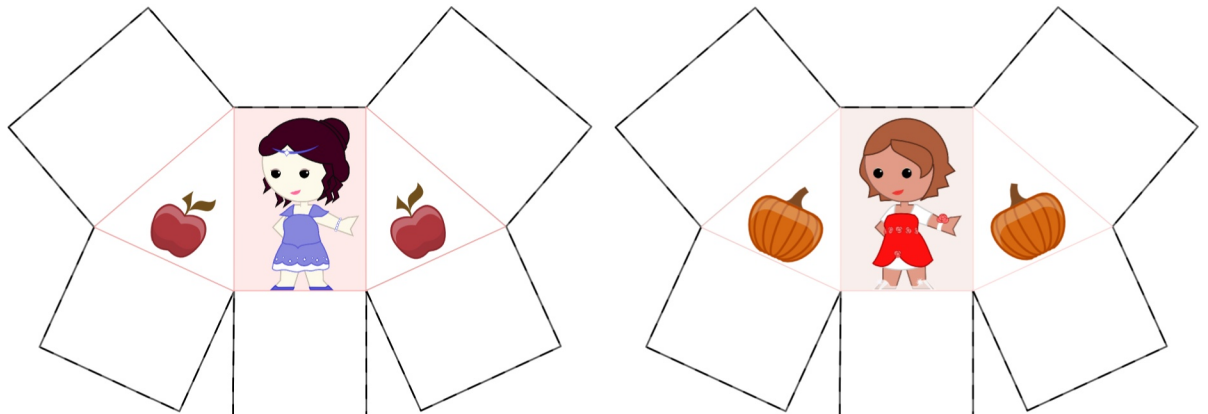
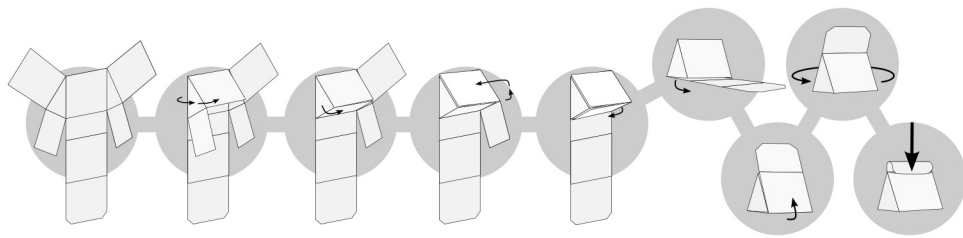












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