



A Physical Skill Game: Honor or mislead the Princess with your gesture

A sensory game of deduction and luck. 26 cards with unique creatures all medieval-like in a sensory enchanted forest. The creatures play with gestures to a blind Princess that is looking for her Prince.

HOW IT WORKS

The blindfolded Princess has to find the Prince in the enchanted forest. The creatures perform the special gestures in their card to the Princess. The Princess has to recognize the player under each gesture. The Prince is hidden by the creatures amongst them: human-like characters, animal-like and powers of the nature. The gestures are played individually or in groups when an ambush takes place. Fortuna helps the Princess and acts as the game-master.

CARDS BY GROUP

2 Green Cards: The Princess and Fortuna

6 Red Creature Cards: The Owl, The Reaper, The Prince, The Nun, The Giver, The Idiot.

6 Yellow Creature Cards: The Sun, The Wind, The Guru, The Troubadour, The Physicist.

6 Brown Creature Cards: The Tempest, The Tree, The Donkey, The Taker, The Kid, The Burglar.

6 Purple Creature Cards: The Rain, The Scorpion, The Panther, The Wolf, The Walking Fish, The Knight.

Players: 6 to 26

GAME PLAY

Lost Prince is played in a maximum of five rounds. Each round stages the Princess being guided through the forest by Fortuna, choosing a path and stumbling on a creature.

Fortuna points at two players and asks the Princess whether she wants to go left or right. The Princess answers and the selected player shows her card to the group and performs her gesture to the Princess. When the Princess recognises the player he/ she delivers a hint on who is the Prince. If the Princess does not recognise the player, an ambush takes place: all players of the same group decide whether to carry out their gestures to the Prince or to the Princess. If the Prince is appointed to play and The Princess guesses his name she immediately wins the game. If she doesn't recognise who he is, all the players holding red cards do the Prince's gesture to the Princess at once.

If the Princess doesn't stop the game to exclaim the name of the Prince, after the fifth round she has to make a guess on who is the Prince. If she doesn't know, the Prince helps her to touch either his hand, cheek or scalp so she may have a clue.

The Princess wins if she guesses the name of the Prince.

If the Princess doesn't find the Prince, they both turn into buzzing bumblebees for the next game, condemned to buzz at all gestures.

SET UP

Make a circle with chairs.

Deal the cards including Fortuna, The Princess, The Prince and a minimum of two red cards. Add other colour cards always in a minimum of two. The bigger the group, the more colours present.

The Princess and Fortuna reveal themselves and then close their eyes. Make sure Fortuna and The Princess don't see who holds the Prince card. The Prince now reveals himself to the rest. Blind-fold the Princess with a scarf and the game starts.

RULES

The player shows her/his card to all after being selected and before performing the gesture. Each gesture lasts a minimum of five counts.

The Princess has to guess every round who is performing. If she is right, the player delivers a hint on who is the Prince. If she is wrong, the players holding the same colour card ambush The Princess or Prince. Except the red cards, who only ambush the Princess.

The Prince performs like any other players. If the Prince is selected to play and The Princess doesn't recognise the player, all the players holding red cards do the Prince's gesture of kissing the Princess hands. If the Princess recognises him he has to kiss her hands and unfold her eyes. The Princess wins.

The Princess can stop the rounds at any moment to reveal who is the Prince.

If the Princess doesn't figure out who is the Prince, she has to make a guess at the end of round five. She now has two chances in guessing who is the Prince. If the Princess doesn't know who's the Prince, he helps her touch his hand, cheek or scalp only once.

EXAMPLE ROUNDS

- ex.1**
-  *Left or right?*
 -  Gesture
 -  *Who is this player?*
 -  Princess is right
 -  Gives a hint of who The Prince is.

- ex.2**
-  *Left or right?*
 -  Gesture
 -  *Who is this?*
 -  Princess is wrong
 -  Same family of the unnoticed acts on Princess or Prince after deciding silently.

ex.3

 *Left or right?*

  Gesture

 *Who is this?*

 Princess is right and the player is the Prince

Prince kisses her hands again and unfolds her eyes. She wins the game.

ex.4

 *Left or right?*

  Gesture

 *Who is this?*

 Princess is wrong and the player is the Prince 

    red cards act all kissing the Princess' hands.

ex.5 after five turns . . .

 *Who is the Prince?*

 Princess is wrong

   The Prince offers his hand, cheek or scalp.

 Princess is wrong

 Princess and Prince don't find each other and they turn into two buzzing bumblebees during the next play.

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