Too many Cinderellas
Number of players : 2-4 people
Playing time : 10 minutes
Target age : 10 years or older

＜Introduction＞
The ball was given at the castle of a certain country.
The Prince was in love with a woman named Cinderella who he met there.
He decided to look for Cinderella to marry her.
However, prince does not remember much about Cinderella.
"Does anyone know her?"
Heard his comment, some influential people began flowing disinformation to pretend to be Cinderella to their servant.

Players become an influential people of the country, you make contact with the disappointing prince who don't remember perfectly about Cinderella.
Tell the prince some self-serving information, and pretend your servant to be Cinderella.
If there's disadvantageous information for you, you can say "NO!" to Prince at the time of the audience.
Many Cinderella-candidates were gathered…which candidate will be recognized as Cinderella from prince?

＜Contents＞
・18 Person cards

・"OK!"chips(4 colors - red,blue,green,orange / each 1)

・"NO!"chips(4 colors - red,blue,green,orange / each 1)

・1 gray "NO!"chip

・1 rule booklets

＜Preparations＞
①Each players have same color "OK!"and"NO!"chips.
②Gray "NO!"chip put in place where everybody take in hand.
　* When you play with 1-2 people, remaining chips will get in the box.
③Shuffle Person cards, click to deal face down one by four.
　Hold it so that they will not be looking at the card contents to 　another player.
④Remaining cards put face down as the deck. (2 player game - 10 cards, 3 player game - 6 cards, 4 player game - 2 cards)
⑤People with the smallest size of shoes will be the start player.

＜How to read the Person cards＞

Rank
The rank of the card.
Smaller number become higher rank.

Icon
Shows the features of the card.
 - Her age
 - Her favorite drink
 - Others

Hair
Her hair color is as an illustration of the Person card.

Informations
When you are "informant", this card is your "information".
Cards have any negative terms, such as " Not ~ " .
That is, if the "information" is enabled, the card having icons same as the "information" will come off from Cinderella-candidates.
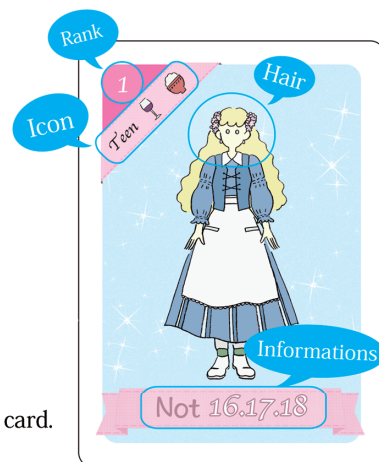
★Playing with 3-4 people
＜Flow of the game＞

①Each player's turn (2 round, in a clockwise direction from the start player)
②Draw "information" from the deck, and chip select
③Decision - who is Cinderella?

Start the game from the start player.

①Each player's turn

(1)Put the card as the "informant"
Select a card from your hand , and put at the center of the field as an "informant" on Cinderella .
Declare the "information" that the Person card have.

(2)Chip select
On the "information" that has been declared, select either "OK!" or "NO!" chip (must avoid to guess from other players!), put face down in front of you.

(3)Determination of "information"
Face up all players chips.

【If NO! chip has been presented (even including one chip)】
The "information" is invalid.
All "NO!"chips this time selected put on Person card from "informant".
 (Each player can use "NO!"chip once per game.)
Player who presented "OK!"chip collect that at hand.

【If anyone did not present a NO! Chip】
The "information" is valid .
All players collect each "OK!"chip at hand.

In both cases, previous "informant" leaving in the place, next player's turn in a clockwise direction.
(After first turn, it's better to put next Person card to previous "informant".)
Each players play twice turn of the above.

②Draw "information" from the deck, and chip select

When every players have finished all turns, draw 1 Person card as the "informant" from the deck, and select either "OK!" or "NO!" chip in the same way.

③Decision - who is Cinderella?

After the above turns, collect valid informations from the field. Collected valid informations would be called "Requirement of Cinderella".
Each player select the card meets "Requirement of Cinderella" from 2 remaining from hand, and present it in front of them each all at once.
If the two both cards are meet "Requirement of Cinderella", need to select a single one either higher-ranked.
If the two both cards don't meet "Requirement of Cinderella", don't select a single one, present both cards at the same time.
Check all cards have been presented, and determine the winner.

【If only one card meets "Requirement of Cinderella"】
The player who presented that card is the winner.

【If some cards meets "Requirement of Cinderella"】
The player who presented the highest rank card among them is the winner.

【If all players present two cards】
(If any cards didn't meet "Requirement of Cinderella")
As compared with the sum of the rank of cards each player has presented, the most high-ranked player is the winner.
If some players get same the sum of the rank, player who has the most high-ranked single card is the winner.

★Playing with 2 people
＜Flow of the game＞

①Draw "information" from the deck, and chip select
②Each player's turn (1st round)
③Draw "information" from the deck, and chip select
④Each player's turn (2nd round)
⑤Draw "information" from the deck, and chip select
⑥Decision - who is Cinderella?

7 cards will be put on the field as "informant".(4 cards from each player's, 3 cards from the deck)
The basic rules are the same as when you play with 3-4 people.

＜In this connection...＞
※ "NO!"chip is not needed to use absolutely.
※Player who already used "NO!"chip is not must to select chips.
※It's okay to put "NO!"chip on your own "information".
※(For details, see table at right)
If you put rank-2 card as the "informant", you can targeted the card that already had "NO!"chips.
If you put rank-3 card as the "informant", you can targeted the card that already had some "NO!"chips, and you can removed only one "NO!"chip from there.
Enable or disable the "information" does not change in any case.
※If the card of rank 2 and 3 are turned over as "informant" from the deck, nothing happens. However, if player put rank-2 or rank-3 card as "informant", you must select the target.
The only exception is if the target does not exist.(such as in the case of the cards are the first of the "informant")

1	Rank 「16.17.18」 cards are NOT Cinderella
2	Put gray "NO!"chip on the "informant" you like, you can disable that information. You must specify the information want to disable before determination. Of course, you can also put your own "NO!" chip on this card to disable itself. If this card is put on the field from the deck, nothing happens.
3	You can remove 1 "NO!"chip from the "informant" you like. If that "informant" had no "NO!"chip as a result, the information turns valid. You must specify the information want to remove "NO!"chip before determination. Of course, you can also put your own "NO!" chip on this card to disable itself. If this card is put on the field from the deck, nothing happens.
4	Cards that have 🍷 is NOT Cinderella
5	Cards that have 🍺 is NOT Cinderella
6	Cards that have 🍧 is NOT Cinderella
7	Cards that have 👑 is NOT Cinderella
8	Rank 「1.2.3.4」 are NOT Cinderella
9	Cards that have 👓 is NOT Cinderella
10	Cards that have ♂ is NOT Cinderella
11	Cards that have *Senior* is NOT Cinderella
12	Cards that have *Adult* is NOT Cinderella
13	Cards that have *Teen* is NOT Cinderella
14	Cards that have *Young* is NOT Cinderella
15	Cards that have 👧 is NOT Cinderella
16	Cards that have 👱 is NOT Cinderella
17	Cards that have 👩 is NOT Cinderella
18	Card rank becomes upside down. Larger number to the higher rank, smaller number to the lower rank. If this information is valid, also apply in the case that all players present two cards in the determining.

sorry for poor translation…