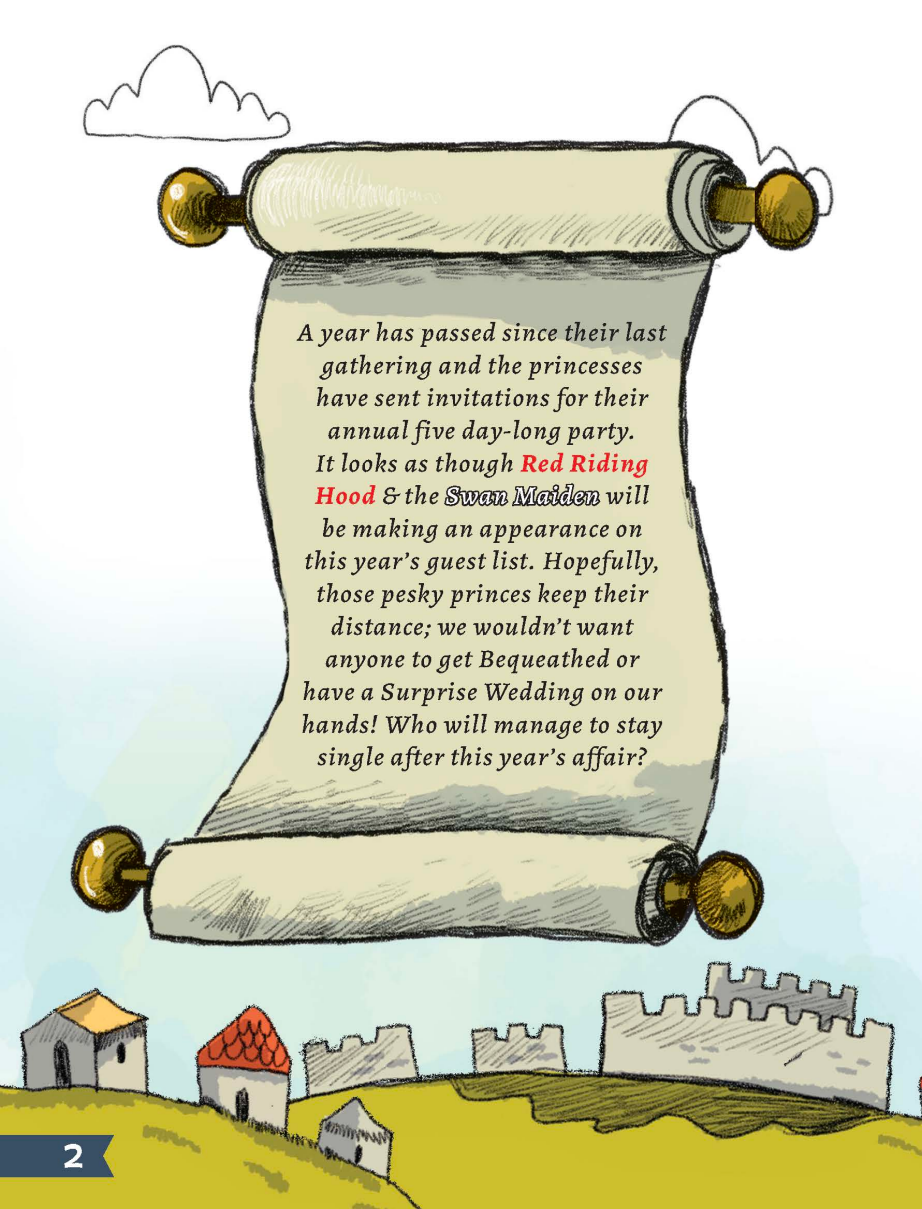


DELUXE EDITION

Rebel PRINCESS

Happily Never After





A year has passed since their last gathering and the princesses have sent invitations for their annual five day-long party. It looks as though **Red Riding Hood** & the **Swan Maiden** will be making an appearance on this year's guest list. Hopefully, those pesky princes keep their distance; we wouldn't want anyone to get Bequeathed or have a Surprise Wedding on our hands! Who will manage to stay single after this year's affair?

Components

These cards may be used in any game of **Rebel Princess Deluxe Edition**. They may be used together or mixed in with other cards. All items will fit in the **Rebel Princess Deluxe Edition** box from Bezier Games.



6 Tarot Round Cards



2 Princess Cards

☀ ROUND CARDS ☀



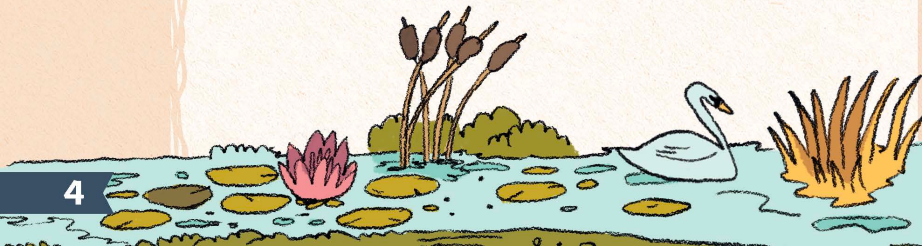
α. It's 2 Drafty in Here. Keep 2 cards face down and pass the rest of your cards to the left. Repeat until you have passed all of your cards. You may view cards you have placed face down, but they may not be passed.



β. Secret Bid. After exchanging cards, but before the first trick, place 1 card (not a Prince or Frog) face down under your Princess card, leaving it there until the end of the round. At the end of the round, reveal your card. If the number on that card matches the number of your tricks, you score -1 proposal per trick, even if some of the cards you've taken contain proposals. A matched bid allows you to ignore the proposals on cards you've won. If you didn't keep them separate during the round, divide your cards by the number of players to determine the number of tricks you've taken.



γ. Bequeathed. The player who takes the last trick of the round gives all of their tricks to the player on their left. Hint: Be careful not to accidentally give someone Rebel of the Ball!





δ. The Same Old Story. Each Prince card is worth -1 proposal; you want to win them. The Frog is still worth +5 proposals (you do not want to win that one).

ε. Sum Enchanted Evening. After exchanging cards, but before the first trick, each player discards a card face down lower than 8 to the center of the table. All discarded cards are then added together and placed off to the side. The player who plays a card that exceeds the sum wins the trick (if the sum is not exceeded then the highest card of the led suit still wins the trick). If, after exchanging cards, a player does not have any cards lower than 8, all cards are shuffled and redealt and the round begins again. If **Beauty** switches cards with a player, it does not change which player exceeded the sum.



ζ. Surprise Wedding. The player who leads the trick announces the suit but plays their card face down, only revealing it after all players have played their cards.

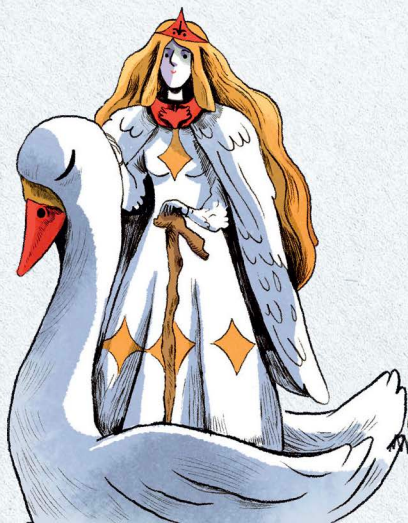


✧ PRINCESS CARDS ✧

These Princess cards may be used in any game of *Rebel Princess Deluxe Edition*. Mix them in with the other princesses at the start of a game and deal out 2 to each player as normal.

Red Riding Hood: Unmask. On your turn, **Red Riding Hood** may ask for a specific card (number and suit) except the Frog. The player who has this card in their hand (or face up in front of them in the Crystal Clear round) must give it to **Red Riding Hood** in exchange for another card of the same suit. If no one has the card that **Red Riding Hood** asks for, her power is used for the round. If the card is face down in front of a player it is not in their hand.

Swan Maiden: Temporarily Hidden. Play last on any trick. If you are the leading player when her power is used, the player to your left leads the trick. The *Swan Maiden* may not activate her ability if *Pocahontas* used her ability to force the *Swan Maiden* to lead the trick.



PROMO PRINCESS CARDS

These Princess cards are *not* included in the *Rebel Princess Deluxe Edition*, nor are they in *Happily Never After*. They may be purchased separately at beziergames.com, but they will fit in the *Rebel Princess Deluxe Edition* box by Bezier Games.

Beauty: Kingmaker. On your turn, after you play a card, switch any two cards (except the Frog) that have been played that round (including yours). **Beauty's** power may not be used if no other cards have been played. **Beauty** does not change which suit or card was led.

Carmesina: Reflection. Use the power of any princess in the game (that other players have chosen) that has not been activated yet this round. When **Carmesina** activates a Princess Power, that princess may not use her own power until the next trick. If all other princess powers have been activated (tiles have been flipped over), you may not use **Carmesina** this round.



CREDITS

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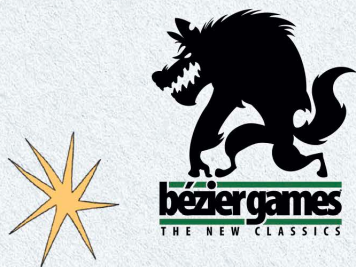
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