



The 12 spaces on the calendar represent 6 years. Each year is divided into a first half (the upper row) and the second half (lower row). Hence, each year consists of two rounds, and the second half of each even-numbered year is a Festival (light red).

Goal of the game

Since the long war with the demon lord, the land is overflowing with war orphans. Even you, one of the Great Knights, most powerful of all knights, did not escape unscathed. Your wounds were too severe, and lacking your former strength, you have been relieved of your knighthood. Instead, what you do for the rebuilding of your country is act as father for a handful of the war orphans, and parent them into adulthood.

Your new daughters have sworn to not betray your trust, and to become responsible adults. Their goal is to become the princess of that castle up on the hill!

In order to charm the prince and become a true princess, they must earn fame and power enough to earn the trust of all.

It is a long battle of six years... the battle of young maidens!

The winner of the game is the player who has earned the most Fame (VP) when the game ends, but marrying the prince and becoming a princess does not require any VP. In fact, "winning" in this game is only a concept to help drive the game forward and is essentially void of meaning.

The point of this game is to play the role of a parent parenting their daughter, and lovingly see her off as an independent adult. In that sense, all players are always winners.

Components

1 Game Board



The game board depicts Drakken, the royal capital where the players live. Top left is the royal calendar, keeping track of time. Mid-left and bottom right are activities that the girls can partake in, bottom left there are the tournaments (a special type of activity), and top right is the place for 3 extra activities. The board is framed by the victory point track.

Each normal activity has several spots available. In a 3-player game, 5 spots are available, and in a 4-player game, all 6 spots are available.

On the extra activity spots, up to 3 extra activities are placed during setup.

The number to the left of each activity is the order in which they are resolved.

4 Daughter boards



This is the daughter you are to parent. The pictures vary, but they are in all other aspects identical.

The heart (green) depicts Health. It decreases when the girls works, and is restored by resting. It can never go above 7.

The Crown (yellow) is the girls Esteem; how well regarded she is by the people and the prince.

The Happy Face (pink) is her Heroism.

The Sword (red) is her Physical Skill rank, and the Book (blue) is her Education rank. The Physical skill, Education, and Esteem are collectively called "traits". As the girl works, she will gain experience points (XP) which will increase her trait ranks. Heroism and Health are not traits, and cannot be increased by XP.

6 Extra activity boards



These cards are added to the available activities during the game, and are more powerful than the normal ones. Unlike the normal activities, these have only 5 spots regardless of the number of players.

24 character chits



Square chits that work as VP and trait counters. 6 per girl.

70 XP chits



Used to keep track of how much Experience Points (XP) the girls have. There are two types: red and blue.

13 Event cards



The Event cards are used to spice up the game after your first plays, but the game may well be played without them. These depict events that befall the players. Each event has a special power. Players will be able to use Events by paying Heroism.

32 Personality cards



Typical personality traits that your daughter will gain as she grows up. These are numbered; numbers in a series indicate that the personalities are similar.

Simple game

You gain VP then you choose an activity that aligns with the personality.

Advanced game

Each personality has a special effect; the timing of which is indicated by the icon:

Always, Start of Round, Activity Select, Activity Resolve, End of Round

The "Always" effects are always in effect, as long as their conditions are met.

13 Award cards



These are special items that you can get from extra activities or by winning tournaments.

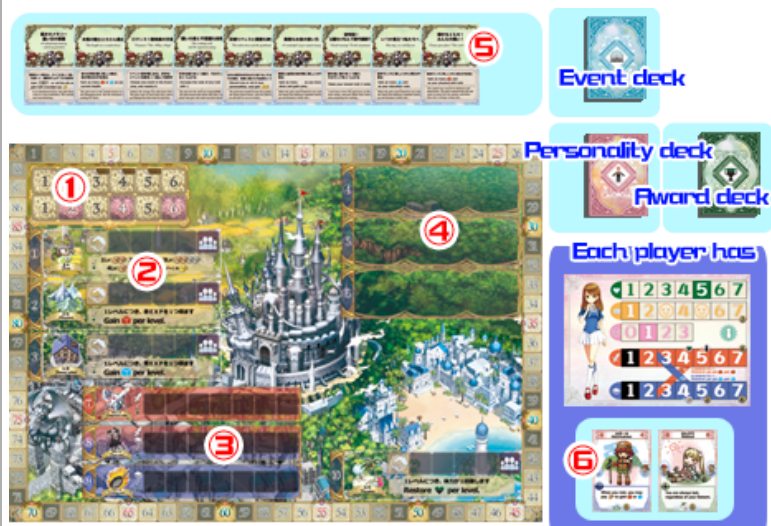
Some Award effects are applied immediately, others are applied each time their conditions are met (indicated by the bag icon).

Other components

12 player pawns in 4 colours, 2 dice, 1 round marker, 20 each of brown, gray and yellow crystals cubes, representing coins (copper, silver and gold).

Setup

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1 Calendar 2 Normal activities 3 Tournaments 4 Extra activities place 5 Event area 6 Personalities

Determine starting player using any suitable method, and in clockwise order each player chooses a daughter, takes the board, 2 pawns (leaving 1) and 6 character chits of that colour.

Then place a character chit on '5' Health, and on '1' on each trait. The remaining character chit is placed on '0' on the Fame (VP) track (board frame).

The upper limits of health and traits are intentional, and their values can never exceed this top value.

Then shuffle the personality deck, and deal 1 card face up to each player. This is the daughters' initial personalities. Unless you play with the optional Event rules, remove #17 "Dreamer" from the deck and put back in the box.

Each player gets 4 copper coins.

Finally, place the round marker on the first half of year 1 (top left on the calendar), shuffle the award cards to form a face down deck.

Simple or advanced

This game can be played with or without the personality card effects.

Playing without is called "simple game", whereas playing with the personality card effects is the "advanced game".

Optional rule - events

Events can be added to the game, regardless of whether you play Simple or Advanced.

If you want to play with the Events, shuffle the Event cards to form a face down Event deck. Each round, 1 event is drawn and lined up in an Event Area. These represent the story throughout the game. Each event is valid for one year (2 rounds). Players can pay Heroism to activate the most recent Event or the one before that.

There is no gain from having Heroism left when the game ends. The Events are really powerful, so use your Heroism when you feel the time is right.

Flow of the game

The game starts when the girls are 10 years old, and ends when they are 16.

About the coins

When using or paying coins, a coin of a higher value can always be used in place of a lower. So if the rules instruct you to pay 1 copper, and you only have silver, you must pay 1 silver instead. There is no change.

Also, each player can only possess a maximum of 5 of each coin type. If you would gain coins that exceed this, you will instead gain 1 VP (regardless of the surplus amount), as this money is donated to the war orphanage.

Health and hospital

If a girl's health is reduced to 0, all her further activities that round are cancelled, and she is sent to hospital. During the following round, she will not participate in any activities, but at the end of that round, she returns with full health. Please note that she is still in the game during hospital visit for all other purposes (rank increase, rank bonus and other end of round effects).

Advanced game

Each year, the girl's growth is indicated by not only their increasing ranks, but also the personality cards. Each personality card has an effect with a specific timing.

For example, "Activity select" effects are applied when you select an activity for your girl, and the "Activity resolve" is when an activity where your girl takes part in, is resolved.

If both of your effects happen at the same time, you choose order. If the timing collides with other player's girl's personalities, they are resolved in **reverse number order** (i.e. highest first). It happens that a slower card (with a lower number) becomes unapplicable because of a faster (higher number) card.

▶ 1: Start of round

If you play with the Events, now draw one event from the deck and line up in the Event Area.

1-1 Determine play order

The first round, the player order is clockwise from the start player.

From round 2 and on, each player's Esteem determine the player order, with the player with most Esteem starting. In case of a tie for Esteem, the tie is broken by closeness to the starting player from the previous round.

1-2 New year

This is ignored in round 1.

Each round that is **the first half of a year** (i.e. each other round), wages are paid, personalities change and new activities may be activated.

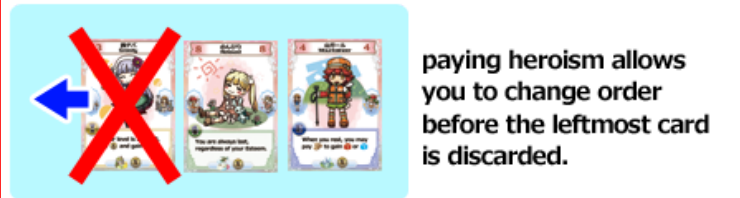
Wages

All players get 1 copper. The player(s) with lowest VP gets 1 extra copper each.

Personalities

Draw and line up face up as many personalities as there are players. In play order, players must take one of the available personalities for their daughter. If any (or several) of the available personalities is a "neighbour" (± 1) to any of their current personalities, the player **must** take one of these.

Personalities are lined up in order beside the girl, from left to right. Each girl can have 2 personalities. When a 3rd is gained, the leftmost (oldest) personality is discarded. However, by paying 1 Heroism, the player may, before discarding, rearrange the order of the 3 personalities, and hence choose which one that must be discarded.



Extra activities

This only happens in year 3, 4 and 5.

Shuffle the extra activities face down and draw one to place at the lowest unoccupied extra activity space. This activity is from hereon available to all players.

▶ 2: Activity selection

In play order, players choose 1 activity for their girl to do, and place their pawn in the leftmost empty spot on that activity. When doing this, a player may also choose to place additional coins on the activity in order to increase its efficiency or even remove other player's coins (see below).

Please note that on 3 players, only 5 spots are available for each normal activity (on 4 players, there 6 spots). And from year 3 and on, you can also choose any of the extra activities.

The tournaments are special. They can only be selected on Festival rounds (red rounds, see later in the rules).

You can only place 1 pawn per player turn. When all players have placed 1 pawn (and perhaps coins) each, players take another turn each, placing their second pawn. It may happen that players have different amount of pawns. If you are out of pawns, your turn is automatically skipped.

When all players have placed all their pawns, proceed to activity resolution.

Adding coins to your activity

When placing a pawn on an activity, you may enhance the activity effect for you, by also placing coins on other empty spots. You can place coins in any combination, but for copper and silver, you are limited to one each per turn (i.e. max 1 copper and 1 silver, and any amount of gold)

Coins are always placed AFTER (to the right of) your pawn, so that everyone can see who placed the coins. You can't place on other activities than where you placed your pawn, and you can't place coins if there are no empty spots left.



Removing coins prior to placement

Before placing on an activity, you may pay coins to the bank to remove other coins (even your own!) from that same activity. The coin you pay must be of a higher value than the coin you remove, but you gain the coin you remove as your own. Any pawns/coins to the right of the now empty spot are slid to the left.

For example, if player A has placed a pawn and a copper, player B can pay a silver or a gold to remove (and take for his own) A's copper coin, and slide the rest to the left. Then player B can place his pawn, and the copper he just gained. Please note that you can only remove coins from the activity that you are about to place on. You cannot remove coins from one activity and then place on another.



Festival rounds

Each even year's second half (rounds 4, 8 and 12) is a royal festival with tournaments. During these rounds, you gain access to the tournament activities (you can still place on the other activities too).

Using events

If you play with the optional Events rules, you can use an Event right before you place on an activity. However, as a base rule, you can only activate either the most recently drawn Event, or the event before that.

To use an event, pay one Heroism and resolve the Event effects. Events can be used by several or all players (on their turns), but each player can only use each event up to once per round.

3: Activity resolution

When all players have placed their pawns, the activities are resolved in number order, with the following method. The base concept is that, the more people placing on an activity, the better for all on that activity.

3-1 Determine level

Each player on the activity determines their "level", an indication of how well that activity went for them. The level is 1+[number of your coins]. The '1' is for your pawn, but if you've placed both pawns on the same activity, they still count as just '1'.



= (1+3 coins) = level 4

Simple game

If the activity was one indicated by your personality, gain 1 VP. This effect stacks, so if two personalities show the same activity, you gain 2 VP.



Advanced game

Depending on your personalities, your level might change. Refer to the effect text of each personality card. There is no max level, but the level can never go below 0.

Friendship bonus

Excluding tournaments, if there is at least 2 different player pawns on an activity, each player's level there is increased by 1. This is because the girls fight harder if they have rivals!



= (1 + 2 coin + 1 FLV) = level 4

= (1 + 0 coin + 1 FLV) = level 2

Also, the player whose pawn is on the very leftmost space (the first to choose that activity) gets 1VP as the "leader" of this activity. This "Friendship VP" is applied with the same timing as the level calculation.

Please note that you get no Friendship VP bonus if you are alone on your activity.

3-2 Details for each activity

Normal activities

The first 4 activities available to all.

Farm

- 1Lv** Level 1: gain 2 copper
- 2Lv** Level 2: gain 2 copper and 1 silver
- 3Lv** Level 3: gain 2 copper and 2 silver
- 4Lv** Level 4+: add 1 gold per level above 3
- 5Lv**

Adventure/Private School

Adventure: Gain 1 physical XP per level, School: Gain 1 education XP per level.

Vacation

Restore 1 Health per level.

Extra activities

The activities available from year 3 and on.

Bar

- 1Lv** Level 1: gain 1 silver
- 2Lv** Level 2: gain 2 silver
- 3Lv** Level 3+: add 1 gold per level above 2
- 4Lv**
- 5Lv**

Academy

Gain 1 physical or education XP per level. If level 3 or above, gain an extra 2 physical or education XP.

Palace

Gain 1 VP per level. If level 3 or above, also restore 1 Health.

Church

Gain 1 education XP per level. If level 3 or above, gain an extra 2 education XP.

Back Alley

Gain 1 physical XP per level. If level 3 or above, gain an extra 2 physical XP.

✓ Dragon's Lair

If level 3 or above, gain 2 VP and an award. Draw [level] amount of Awards, choose one to keep and return the rest to the bottom of the deck. If the deck runs out, choose one of the awards you've drawn. If you can't draw any card, instead gain 2VP.

● Tournament resolution

These are only resolved on the second half of each even year (Festivals).

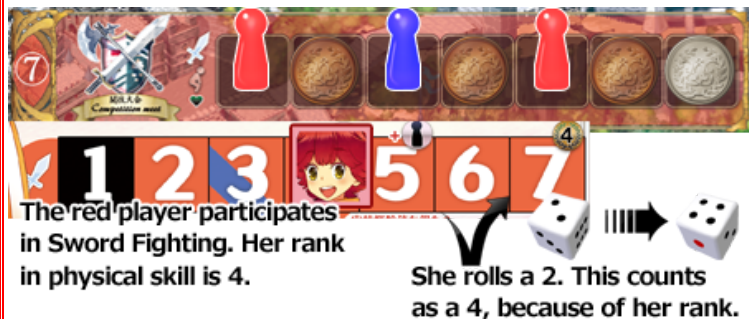
Each tournament corresponds to one trait: Sword Fighting is physical skill, Dance Show is the lowest of Physical and Education, and Cooking competition is Education.

Each participant in the tournament rolls one die and adds their level to the result. This is their final score in the competition. However, the player's rank in the corresponding trait is a minimum result for the die roll. If the die roll is lower than the rank, the die roll counts as the rank. If the rank is 7, so does the die roll count as 7.

The player with the highest score is first place and gains as many VP **as their level plus their rank in the corresponding trait**. Furthermore, they can choose between **either an award or another extra 2 VP** (Awards are gained by the same method as the Dragons' Lair activity).

The runner-up gets **as many VP as their rank in the corresponding trait**. The third (and fourth) player gain nothing.

In case of a tie, the player who has their pawn leftmost breaks the tie (because they participated first).



Her score is level (1+3 coins=4) + die roll (4) = 8. If she wins with this, she will gain her level (4) plus her rank (4) = 8 VP.

● 3-3 Fatigue

Any activity except vacation depletes Health. Normal activities cost 1 health, extra activities cost 2 health.

If a girl's health is reduced to 0, any further activities of hers are cancelled. Her pawns and coins are removed (coins are discarded), but any other pawns on those activities are NOT slid to the left (this might affect Friendship bonuses and VP)

✓ Advanced game

Please note that fatigue and loss of Health for other reasons are different. Fatigue is only "loss of health due to participating in activities".

▶ 4: End of round

Everyone retakes their pawns, and discards the coins they placed on activities.

Then, in play order, everyone may increase their skill ranks. You increase your rank 1 step at a time; each rank costing as many corresponding XP as the rank you want to reach. So to go from rank 1 to rank 2 will cost 2 XP.

For Esteem, either type of XP can be used.

Heroism is not a trait, and cannot be increased with XP.

Increasing your rank is not mandatory; you may leave XP. However, you may only increase your rank with 1 per round.

● Rank bonuses

When you reach certain ranks, you will earn certain bonuses:

✓ Physical rank 4

You restore 1 Health at the end of each round.

✓ Physical rank 5

You gain 1 more pawn to place for the rest of the game.

✓ Education rank 4

You gain 1 silver at the end of each round.

✓ Education rank 5

You gain [2 x # of remaining rounds] VP.

✓ Physical rank 4 & Education rank 3

When you gain physical XP, gain 1 extra physical XP.

✓ Education rank 4 & Physical rank 3

When you gain education XP, gain 1 extra education XP.

✓ Physical rank 7 & Education rank 7

The first player to reach this gains 4 VP.

✓ Esteem 3 / Esteem 5

Gain 1 Heroism.

✓ Esteem 7

The first player to reach this gains 7 VP.

When all players have increased their ranks, any End of Round effects are resolved, and then the next round begins: Advance the round marker one step and begin a new round.

The above is repeated until you have played 12 rounds (6 years). The player with most VP wins the game, in case of a tie, Esteem breaks the tie. If it's still a tie, then all tied players win.

🔥 Endings

Finally, players determine which ending they got.

First of all, the girl with the highest Esteem marries the prince and becomes a Princess. In case of a tie, all tied players become Princesses. There is no shortage of princes.

Then, the girls' futures are determined by their traits. Check the ending list from the top, and apply the first one where your girl meets the requirements.

The endings have no real effect on the game, apart from flavour.

▶ **1: QUEEN**

Esteem 7 & 70 or more VP

Showing off unprecedented skills and abilities, your daughter is finally given the crown and becomes the first female regent of the kingdom. A new history begins...

▶ **2: HERO**

Physical skill 7 & Education 7

As your daughter sensed the return of the demon lord, she disappeared on a journey to rid the kingdom of this evil being once and for all.

▶ **3: BARON**

6 or more Awards

Decorated as she was, your daughter was adopted by an heirless baron, and inherited his position. It does feel sad, but you should be proud of her.

▶ **4: GREAT KNIGHT**

Physical skill 7 & 50 or more VP

Your daughter followed you in your footsteps, and finally surpassed you. An empty sadness is mixed with your swelling pride.

▶ **5: DAUGHTER OF THE DEMON LORD**

Physical skill 5 or more & Education 5 or more & 30 or less VP

So disappointed for not being recognized, your daughter turned to the dark side. Perhaps she will one day see the error in her ways...

▶ **6: THE CHOSEN ONE**

Esteem 4 & Physical skill 4 & Education 4

One day, your daughter regained the memories of her future. And like her words, it changed many people's lives. Yes, I remember!

▶ **7: POP IDOL**

Esteem 5 or more & 2 or more Awards

At some point, your daughter became the center of attention. But strong light shape dark shadows. Let us hope it goes well.

▶ **8: GANG BOSS**

Esteem 2 or lower & 40 or more VP

As the winner of vicious battles, your daughter soon became famous in the lower world. That is one way to live, but let us hope she takes care of her health.

▶ **9: HIGHLY RICH**

5 or more Gold

Your daughter defeated the demon lord called Economy and won. You can only hope that she will find her happiness beyond the next investment.

▶ **10: ENTREPRENEUR**

5 or more Esteem & 5 or more silver+gold combined

The town speaks of a legendary bar maid. Well, that's your daughter. Her ambitions for new business seem to be endless.

▶ **11. ADVENTURER**

Physical rank 4 or more & 3 or more Health at game end

Inspired by traditions, your daughter became an adventurer. Her valiant adventures will leave hundreds of books to the next generation...

▶ **12: MAD SCIENTIST**

Education 4 or more & 2 or less Health at game end

One day, she was consumed by something. She dreams mad, wild dreams. And maybe the day when those dreams come true isn't that far away.

▶ **13: COUNTRY GIRL**

3 or less Esteem

Your daughter earned herself a normal life. It's the symbol of peace, or the unfairness of a controlled society, depending on how you see it.

▶ **14: DAD'S GIRL**

If nothing else applied

Your daughter, knowing nothing else than how to be loved, ended up going nowhere. She's still with you, and she will always be.