

Manuals+

[Q & A](#) | [Deep Search](#) | [Upload](#)

manuals.plus /

- › [Gamewright](#) /
- › [Gamewright Sleeping Queens 2 - The Rescue! Instruction Manual](#)

Gamewright 122

Gamewright Sleeping Queens 2 - The Rescue!

OFFICIAL INSTRUCTION MANUAL

Brand: Gamewright | Model: 122

Introduction

Welcome to the world of Sleeping Queens 2 - The Rescue! The Pancake Queen, the Ladybug Queen, and their friends return with some new characters and a new mission: Save the kings! This exciting card game challenges 2 to 5 players, aged 8 and up, to play queens to rescue kings from a parade of perilous predicaments. Find a magical companion to aid your quest, but watch out for Wild Gnomes, Sleeping Willows, and the ever-sneaky Switch Witch! Save the most kings and crown yourself the royal hero!



Figure 1: Overview of the Gamewright Sleeping Queens 2 - The Rescue! game box and various game components.

Components

Your game box contains all the necessary elements for a royal rescue mission:

- **Cards:** Includes various types of cards such as Queen cards, King cards, Number cards, and Instant Action cards.
- **Tiles:** These are the face-down companion tiles that players will reveal during gameplay.
- **Die:** A custom die used for drawing cards and activating certain actions.
- **Knights & Pawns:** Standee pieces representing Knights with special abilities, and pawns for tracking progress.

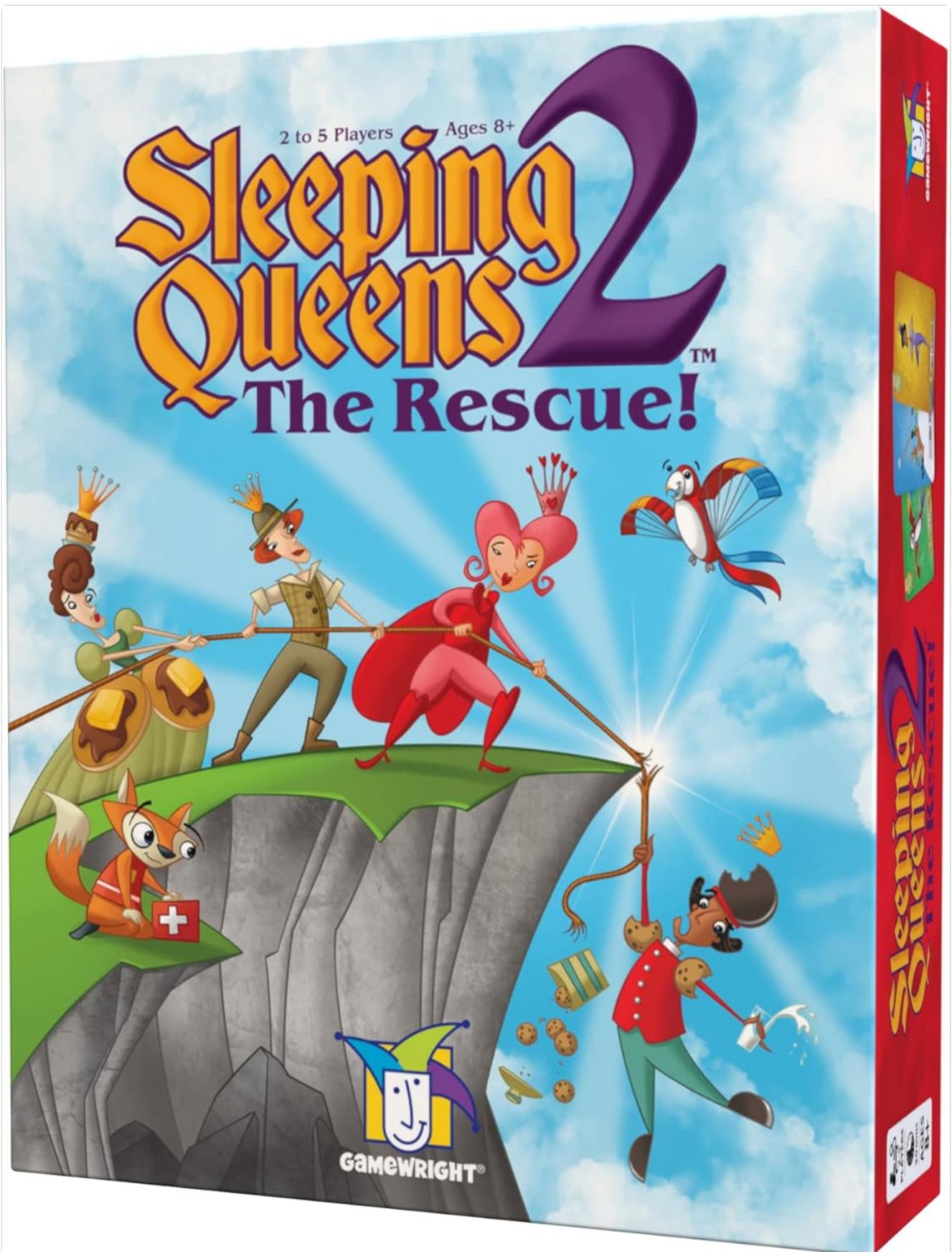


Figure 2: The game box for Sleeping Queens 2 - The Rescue!.

Setup

Follow these steps to prepare for your rescue mission:

1. **King Cards:** Shuffle the King cards and place them face-up in a circle in the center of the playing area. These are the Kings awaiting rescue.

2. **Companion Tiles:** Shuffle the Companion tiles and place them face-down in a separate pile in the center.
3. **Queen Cards:** Each player receives a starting hand of Queen cards (number varies by player count, see rules for details). The remaining Queen cards form a draw pile.
4. **Number Cards:** Shuffle the Number cards and place them face-down to form a draw pile.
5. **Action Cards:** Separate the Instant Action cards (Wild Gnomes, Switch Witches, Sleeping Willows, Spell Books) and place them in their designated areas or piles as per the detailed rules.
6. **Knights:** Each player selects their Knight pawn and places it in front of them.
7. **Die:** Keep the custom die accessible to all players.

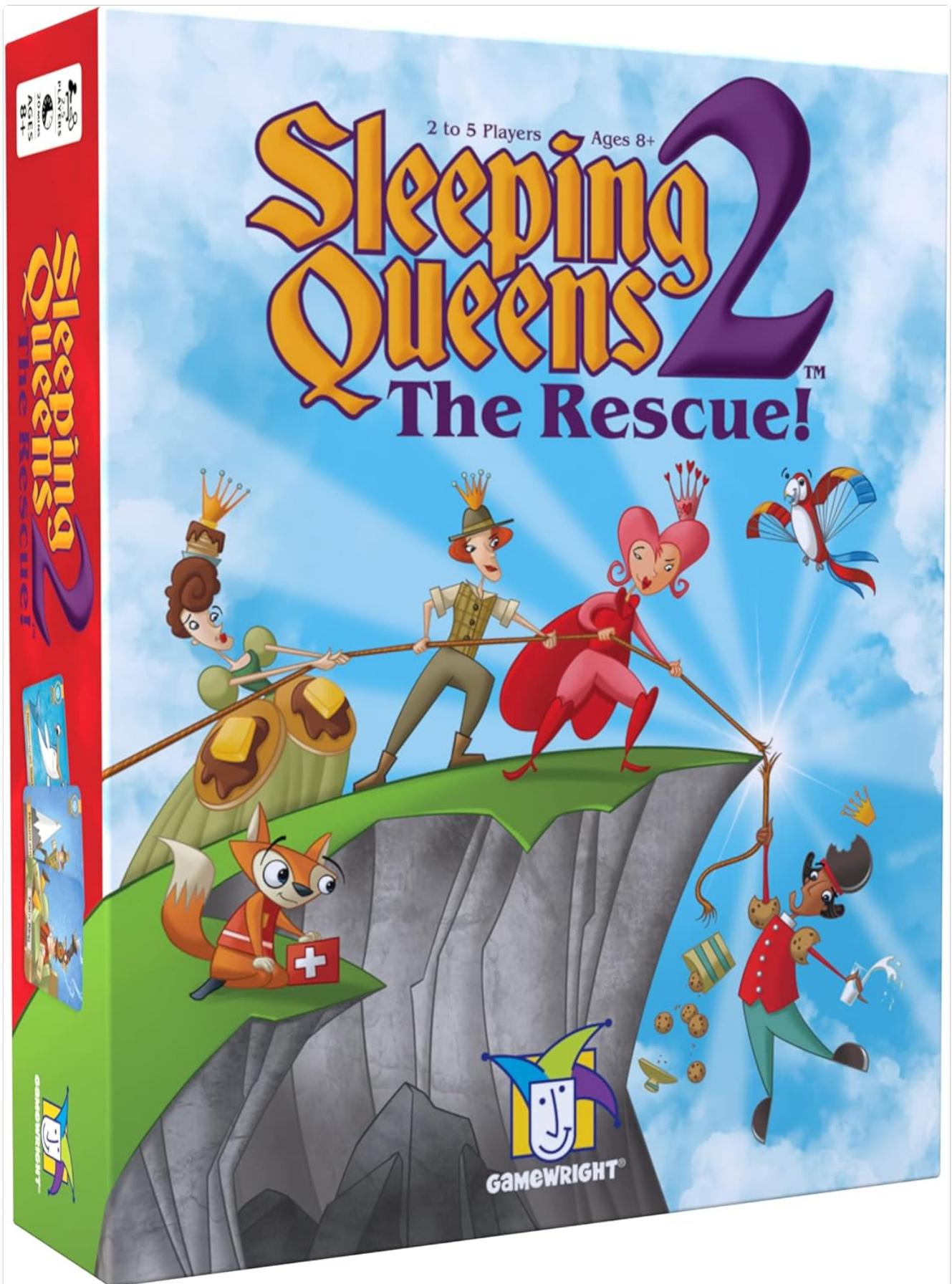


Figure 3: A typical game setup showing King cards in a circle, various card piles, and Knight pawns.

Gameplay (Operating)

The game proceeds in turns, with players aiming to rescue Kings. The first player to rescue the required number of Kings (typically 2-3 depending on player count) wins!

Turn Structure:

- **Roll the Die:** At the start of your turn, roll the custom die. The number rolled indicates how many cards you draw from the Number card pile.
- **Play Cards:** You can play cards from your hand to perform actions.
 - **Form Equations:** Use Number cards to create addition, subtraction, multiplication, or division equations. For example, if you have a '3', '4', and '7' card, you could play '3 + 4 = 7'.
 - **Collect Companions:** Successfully forming an equation allows you to flip over a face-down Companion tile from the center.
 - **Rescue Kings:** To rescue a King, you must play a Queen card from your hand and match its symbol with a Companion tile you have collected. Once matched, you claim the King card.
- **Instant Action Cards:** If you draw an Instant Action card (Wild Gnome, Switch Witch, Sleeping Willow, Spell Book), you must play it immediately. These cards introduce unique challenges and opportunities.
 - **Wild Gnome:** Can force players to discard cards or steal companions.
 - **Switch Witch:** Allows players to swap cards with opponents or put Queens to sleep.
 - **Sleeping Willow:** Puts Queens to sleep, making them unusable until woken up.
 - **Spell Book:** Provides special advantages, such as drawing extra cards or waking up Queens.
- **Knight Powers:** Each Knight has a unique power that can be activated once per turn. For example, one Knight might allow you to re-roll the die if you roll a '1', while another might let you draw an extra card.
- **End of Turn:** Discard any unplayed cards if you have more than 5 cards in your hand (or 6 if your Knight allows).



Figure 4: Key gameplay mechanics: rolling the die, forming equations, and rescuing kings.

Strategic Tips

- **Math & Memory:** The game encourages mathematical thinking and memory skills as players solve math puzzles and remember the location of face-down companion tiles.
- **Competitive Play:** It's a race to see who can rescue the most kings, with lots of strategic decisions along the way. Pay attention to your opponents' progress and try to anticipate their moves.
- **Utilize Action Cards:** Don't underestimate the power of Wild Gnomes, Switch Witches, and Spell Books. Use them strategically to disrupt opponents or gain an advantage.
- **Knight Abilities:** Remember your Knight's special power and use it to your advantage each turn.

Maintenance

To ensure the longevity of your game:

- Store all components neatly in the provided box after each use.
- Keep cards and components away from moisture and direct sunlight.
- Handle cards with clean, dry hands to prevent wear and tear.

Troubleshooting

If you encounter difficulties while playing:

- **Complexity:** Some players find the game more complex than the original Sleeping Queens. If rules seem overwhelming, try playing a few rounds focusing only on the core mechanics (rolling, forming equations, rescuing kings) before introducing all action cards and Knight powers.
- **Pacing:** If the game feels slow with fewer players, consider increasing the number of Kings required to win or adjusting house rules to speed up turns.
- **Rule Clarification:** Refer to the official user manual PDF for detailed rule explanations and examples. A digital version is often available on the manufacturer's website.

Specifications

Product Dimensions	6.5 x 8 x 1.9 inches
Item Weight	11.6 ounces
Manufacturer	Gamewright (Ceaco)
Item Model Number	122
Recommended Age	8 years and up
Language	English

Warranty & Support

For any questions, concerns, or support regarding your Gamewright Sleeping Queens 2 - The Rescue! game, please contact Gamewright customer service directly. Specific warranty information is typically provided with the product packaging or on the manufacturer's official website.