



# SLEEPING QUEENS

In **Sleeping Queens**, players need to rouse these napping nobles from their royal slumbers. The twelve queen cards lie face-down on the table. On a turn, you can play a card to wake up a queen, steal someone else's queen, send a queen to sleep once again, or use a little math to draw more cards.

- 2-5 Players
- 10 Minutes
- Ages 5+

IF YOU LIKE THIS GAME, TRY **ZEUS ON THE LOOSE** NEXT!

## Game Type

- Card
- Children's

## Game Mechanism

- Memory
- Bluffing

## Game Theme

- Humor
- Fantasy
- Math



## Inventory

### Rules

79 cards

- 12 queen cards, green backs

- 27 special cards, red backs

  - 3 dragons

  - 3 wands

  - 4 knights

  - 4 sleeping potions

  - 5 jesters

  - 8 kings

- 40 numbered cards, red backs (4 each 1- 10)

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245 00 \$aSleeping Queens \$h[game].  
264 1 \$aNewton, Mass. : \$bGamewright, \$c2005.  
300 \$a1 game (79 playing cards ; 1 rule booklet) : \$bcolor ; \$cin box 12x15 cm  
336 \$atactile three-dimensional form \$btcf \$2rdacontent  
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338 \$aobject \$bnr \$2rdacarrier  
500 \$aFor 2 to 5 players.  
500 \$aDuration of play : 20 minutes.  
521 \$aAges 8 and up.  
520 \$alt is your job to wake up the Queens that have fallen under a sleeping spell. Use strategy, quick thinking, and a little luck to rouse these napping nobles from their royal slumbers.  
650 0 \$aQueens \$xGames.  
655 7 \$aBoard games.  
710 2 \$aGamewright (Firm)  
999 \$aUMO