

Sailor Moon: Masquerade Battle

美少女戦士セーラームーン: マスカレイドバトル

Usagi: "Hello ♡ I am the Pretty Guardian, who fights for Love and for Justice! I am Sailor Moon! My real name is Usagi Tsukino. Today we're all going to play this game, Masquerade Battle!"

Rei: "Usagi, where's our introduction?"

Usagi: "Oh, I forgot. Um, this is Sailor Mercury, the girl genius Mizuno Ami-chan. And over there is Sailor Mars, the nasty Hino Rei-chan."

All together: "Hello ♡"

Rei: "Wait just a minute. Who'd you say is nasty?"

Usagi: "Rei-chan."

Rei: "I don't think I heard you right."

Usagi: "Rei-chan is nasty!"

Rei: "You take that back right now!"

Usagi: "Hey, get your hands off me!"

Makoto: "Usagi-chan, you shouldn't be starting fights already."

Usagi: "But you're the one who's always fighting!"

Makoto: "I'm winning this fight, anyway..."

Usagi: "Not a chance, you liar!"

Minako: "Hey, we can't goof off forever. After all, this is an explanation of the rules."

Usagi: "Really? Isn't this the section where we just have fun?"

Everyone else: "What are you talking about?"

Ami: "Hear that? You'd better get it together and start the rules."

Usagi: "Okay, fine! Hahaha!"

1. What kind of game is this, anyway?

Makoto: "Usagi-chan, can you explain the game?"

Usagi: "Why would you put me in charge? This game makes my tummy play the trumpet. I mean, I think Ami-chan should handle it."

Everyone else: "This is a disaster."

Ami: "In this game, the players (meaning you, the people playing the game) are divided into two sides, the good Sailor Guardians and the evil Dark Kingdom. The Dark Kingdom team will fight to defeat the Sailor Guardian team and steal their power."

Minako: "Players take turns playing cards one at a time from their hand. Each card has a certain strength, and the player with the strongest card takes all the cards in the play area."

Makoto: "Everyone continues playing until their hands are empty. Then the team with the player who collected the most cards wins."

Usagi: "What, that's all? It sounds easy."

Rei: "Oh, I don't know about that. We haven't told you the hook yet! In this game, all the players are on one of two teams, but everyone keeps their identity a secret. In other words, you never know who is an enemy and who is a friend."

Usagi: "Whoa, a hidden roles and social deduction trick-taking game? That's pretty wild for a licensed card game that came out in like 1992."

Ami: "There are two types of values (called powers) on the cards: one for the Sailor Guardians and one for the Dark Kingdom. When a player plays a card on the field, they declare which of the two side's power they are using."

Rei: "Players only score points for the cards they collect using the power of their secret team. You have to guess whether each player is a friend or foe by looking at how they play their cards. If you want to win, you have to use your head. Do you understand?"

Usagi: "I totally understand! Find your friends fast! Work together to defeat the enemy!"

2. How many people can play?

Makoto: "This game should be played with 3 to 7 people, but I think 4 to 6 is best."

Ami: "You can even play with up to 9 players, but the balance of the game will be a little off. Don't say we didn't warn you!"

3. How do I play?

Minako: "Here are the gameplay basics. Once you understand the general flow, please read the detailed rules, including how to use special cards."

- (1) All players draw one Team Card to determine their affiliation (Sailor Guardian or Dark Kingdom). Each player must keep this card secret and place it face-down in front of themselves.
- (2) Players must make bids, declaring how many Character Cards they will collect. The player who makes the highest bid becomes either Queen Metalia or Princess Serenity (Start Player).
- (3) The Queen or Princess may flip over any 1 player's Team Card and reveal that player's affiliation.
- (4) The Queen or Princess leads by playing a card face-up from their hand. Proceeding clockwise, each of the other players take turns playing one card face-up. When everyone has played one card, the player who played the card with the highest strength collects all the face-up cards in the play area.
- (5) Character Cards have two different powers that correspond to the teams: Sailor Guardians and Dark Kingdom. The player who collects the cards must keep their stack of cards collected using the Sailor Guardians power separate from the stack collected with the Dark Kingdom power.
- (6) The player who collected the cards plays the new first card from their hand. Play then proceeds clockwise as before. Repeat this process until a player has no cards left in their hand at the beginning of the round.
- (7) Once a player has played all their cards, all players must reveal their affiliations. Each player must count the number of Character Cards they collected using their team's power. Players compare their number of collected cards with the highest bid from the beginning of the game.

4. Contents and Card Descriptions

Rei: "There are a total of 89 cards in this game. Of these cards, deal 78 to players. These are called the Play Cards. Keep the Play Cards separate from the Team Cards, the Queen Metalia Card, and the Princess Serenity Card."



9 cards

Back

(1) Team Cards (9 cards with the Moon ☾ and Pentagram symbols on the back)

Before gameplay begins, each player draws one of these cards to determine if they are on the Sailor Guardian team or the Dark Kingdom team. There are 5 Sailor Guardian Team Cards and 4 Dark Kingdom Team Cards.



Princess



Queen



Back

(2) Queen Metalia and Princess Serenity Cards (2 cards with pink backs)

During bidding, players declare a side. When a player wins with the highest bid, place the Queen Metalia card in front of them if that player declared the Dark Kingdom team. Place the Princess Serenity card in front of them if that player declared the Sailor Guardian team.

This reminds everyone which player won the auction and which team they declared.



Play Cards

The back of all Play Cards show an image of the Sailor Guardians with the words “Masquerade Battle” in the middle.



58 cards

(1) Character Cards (58 cards)

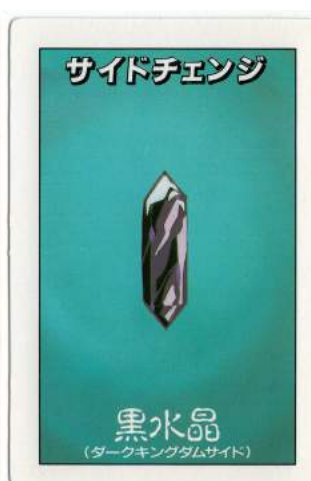
These cards each have two numbers on them, one for the Sailor Guardians and one for the Dark Kingdom. The number will range from 1 to 8. Each card will also have one of five planetary symbols. Each set of cards with matching planetary symbols have a different color.

- Moon** ☾ (Yellow)
- Mercury** ♀ (Blue)
- Mars** ♂ (Red)
- Jupiter** ♃ (Green)
- Venus** ♀ (Orange)

When a player plays a Character Card, they must declare whether they are using the Sailor Guardian power or Dark Kingdom power. The Sailor Guardian power is represented by a number and a corresponding number of Moons. The Dark Kingdom power is represented by a number and a corresponding number of Pentagrams.

The Character Cards collected by players will be the only cards that score at the end of the game. Only the Character Cards collected using the same power of each player's team will score for each player.

The yellow Moon cards are stronger than the other character cards. In this game, they are the trump suit. However, there are special cards that are even stronger than the Moon cards.



(2) Betrayal Cards (2 cards) (Each has サイドチェンジカード on the top)

One Team Change Card shows the Moon Stick (a wand) and the other a Black Crystal.

When you play this card, you may switch the power of any cards already played during the current round. For instance, you may rotate a card using the Sailor Guardian power so that it now uses the Dark Kingdom power. Please note, you are not required to rotate all of the cards. Team Change Cards have no power and cannot collect cards.

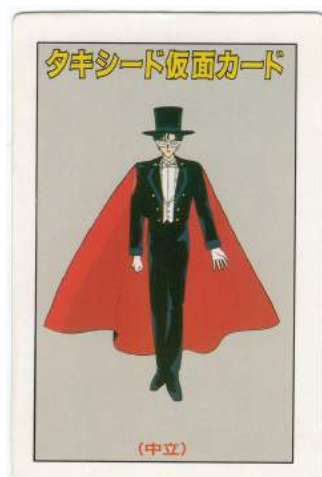


(3) Transformation Cards (4 cards) (Each has マークチェンジカード on the top)

These cards each show a Transformation Pen.

A Transformation Card allows you to freely change the planetary symbol (or color) that must be followed that round. You may play this card without changing the planetary symbol. This card has no strength and cannot be used to collect cards.

4 cards



(4) Tuxedo Mask Card (1 card) (Has タキシード仮面カード on the top)

Tuxedo Mask is the strongest card in the game. When the Tuxedo Mask card is played, that player will collect all the cards played that round.



4 cards

(5) Support Cards (4 cards) (Each has サポートカード on the bottom)

These cards each show a character from the show. They do not have a planetary symbol at the bottom.

They are the second strongest cards after Tuxedo Mask. If Tuxedo Mask is not played this round, Support Cards allow you to collect all of the character cards in play.

However, the player who collected the cards must choose another player and give them the collected cards. The selected player adds the collected to the Team as designated by the support card. (Cards collected with Queen Beryl go to the Dark Kingdom. Cards collected with the cats, Luna and Artemis, go to the Sailor Guardians. Cards won with Naru Osaka, a neutral card, may be placed on either Team stack).

The next turn starts with the player who played the Support Card and collected the cards, not the player who received the card.



9 cards

(6) Action Cards (9 cards)

These are the strongest cards for each planetary symbol (color). Each Action Card shows its team and planetary symbol. As long as no Tuxedo Mask or Support Cards are in play, the Action Card may collect all cards in play. Unlike the stronger cards, Action Cards must be played to match the current planetary symbol.

There is no Dark Kingdom Action Card for the Moon planetary symbol (♂).

5. Get ready to play!

Makoto: "Time to get started!"

Usagi: "Definitely ♡"

(1) Determining Teams

Ami: "Prepare the correct number of Team Cards for the number of players. You need to have an equal number of Sailor Guardian cards and Dark Kingdom cards. If you're playing with an odd number of players, there will be one more Team Card than there are players. I'll get the Team Cards ready."

Usagi: "Since there are 5 of us playing, we'll use 3 of our choice from each team."

Minako: "Yes, you're right! Return the unused Team Cards to the box."

Ami: "Turn the Team Cards you're using face down and shuffle them. Each player then draws a Team Card to determine their team."

Usagi: "Oh no, I drew Zoisite from the Dark Kingdom!"

Rei: "No, Usagi! Don't tell other players about your Team Card until the end of the game."

Usagi: "Oh, sorry. Someone sure was careless."

Makoto: "I'm going to start calling you 'Careless Hachibei.'"

Usagi: "...I don't like that. And there's no way the translator will get the reference."

Ami: "If you're playing with an odd number of players, return the leftover Team Card to the box face-down."

(2) Dealing the Cards

Minako: "I will shuffle the 78 Play Cards and deal them face-down one-at-a-time to each player."

Ami: "Depending on the number of players, some players might be dealt more cards..."

Usagi: "We don't care! We don't care!"

Makoto: "Are we really okay with that?"

Ami: "I don't know..."

Rei: "Sure, the more cards you have, the better. But don't get caught up in the details! Don't go around saying, 'I have fewer cards, so I can't win!' That's loser talk! Are you a loser?"

Usagi: "Wow, Rei-chan. You don't mess around."

(Translator's Note: If you're a loser, you may give each player the same number of cards and return the undealt cards face-down to the box. The number of cards to be dealt are as follows: 26 cards each for 3 players, 19 cards each for 4 players, 15 cards each for 5 players, 13 cards each for 6 players, 11 cards each for 7 players, 9 cards each for 8 players, and 8 cards each for 9 players.)

(3) Choosing the Queen or Princess

Minako: "This process determines the game's victory condition. It also gives you a starting point for distinguishing between friend and foe."

Rei: "For the Start Player, there is Princess Serenity of the Sailor Guardians team and Queen Metalia, the ruler of the dark kingdom side."

Usagi: "Yes! I want to be Princess Serenity!"

Makoto: "Then I'll be Queen Metalia!"

Usagi: "... Why?"

Makoto: "I don't know. I just got excited."

Minako: "There will be only one Queen or Princess for each game. You don't need to decide for both teams."

Ami: "Players who want to become the Queen or the Princess declare the number of character cards they will collect by the end of the game. At this time, they will also say whether they will collect cards for the Sailor Guardians or for the Dark Kingdom."

Minako: "The Queen or Princess is determined by bidding. Randomly choose a player to start, and that player will declare how many Character Cards they will collect and for which team. The next player to the left may bid a higher number, but they may declare a different team. Of course, you may pass without making a bid. The player with the highest bid becomes the Queen or Princess player."

Usagi: "... I want to be the Princess. I'll collect 10 Character Cards for the Sailor Guardians."

Makoto: "I'll collect 12 cards for the Dark Kingdom."

Rei: "You can declare a different team than the one on your Team Card. In other words, you can hide your true identity."

Usagi: "Why would you hide your true identity? If you're honest, players on your team can find you."

Rei: "Silly rabbit. Then you'll be found not only by your friends, but also by your enemies. Then you'll be sabotaged by your enemies."

Usagi: "Okay. Then I'll be Queen Metalia!"

Makoto: "But you already gave it away!"

Ami: "The number of cards declared by the Queen or Princess player will be the victory condition for that player's team. Remember, the win condition is determined by that player's hidden Team Card, not the Queen or Princess Card."

Makoto: "So Usagi-chan, who is on the Sailor Guardian team, may declare, '15 cards for Queen Metalia!' Then someone on her true team needs to collect 15 Character Cards using Sailor Guardian power to win."

Minako: "When the game ends and each player reveals their identity, if the Queen or Princess player's Team Card matches their Queen or Princess Card, that player receives 5 cards as a bonus."

(4) Revealing an identity

Usagi: "If I remember right, the Queen or Princess player must flip over and reveal one player's Team Card."

Makoto: "You're right! The Queen or Princess may even choose to reveal their own Team Card."

6. How to battle

Ami: "Now let's explain how to play cards."

Minako: "Players are allowed to play only one card on their turn."

(1) Ruling Planets

???: "*The stars know all.*"

Usagi: "Huh?"

Rei: "What's wrong, Usagi?"

Usagi: "Huh? Wasn't someone else talking just now?"

Rei: "Come on, really? It must have been a ghost."

Usagi: "Oh no, I hate scary stuff!"

Makoto: "I think Rei-chan is messing with Usagi-chan again."

Minako: "Hey, stop goofing off! We're trying to explain."

Ami: "There are 5 types of planetary symbols on the cards. After the first player plays a card, the other players must play cards with the planetary symbol (this is called the ruling planet). If one of the other players does not have a card with that planetary symbol, they may play a card with a different planetary symbol."

Rei: "However, cards with the Moon symbol (☾), Support Cards, the Tuxedo Mask Card, and Transformation Cards can be played regardless of the ruling planet. You can even play one of these cards if you have a card that matches the ruling planet."

Usagi: "The Moon Cards are the strongest, right? But if the first card that comes out has a Moon planetary symbol, then the Moon is the ruling planet, right?"

Minako: "Yes, that's right! Also, if a Support Card or the Tuxedo Mask Card are played first, the lead player who plays the card must declare what will be the ruling planet."

Ami: "Character Cards and Action Cards with a planetary symbol different from the ruling planet always have a power of zero. However, that can change if someone plays a Transformation Card!"

Usagi: "The tables have turned! A card might change from the weakest to the strongest."

(2) Collecting of cards

Minako: "As I said earlier, when you play a Character Card, you have to declare which team's power you're using."

Makoto: "When playing cards, it's a good idea to place the cards so that the side of the power you use is right side up for you."

Usagi: "I get it! When you use the power of the Dark Kingdom team, you play the card so it looks upside down."

Ami: "Remember, the only cards that count toward the victory conditions are the ones you collect using the power of your team."

Usagi: "If you use the power of the other team to collect a card, it doesn't count. But I can't remember which cards I collected with my team's power!"

Rei: "To help you out, the back of every Team Card has arrows showing where to place the cards you collect. If you collect cards, put the cards collected with the Sailor Guardian's power on the right side and the cards collected with the Dark Kingdom's power on the left side. It's that easy."

Usagi: "Oh! That's super helpful!"

Rei: "You're a little dumb, aren't you?"

Usagi: "You're a meanie, Rei-chan!"

(3) Card canceling

Usagi: "What happens when cards with the same power are played?"

Ami: "Those cards cancel each other out, and they lose all their power."

Makoto: "In other words, the power of matching cards becomes zero."

Rei: "There are exceptions. Action Cards and Support Cards do not cancel each other out. The first one played is stronger. So if the strongest cards played are two Support Cards, the first Support Card that was played collects the cards."

Usagi: "What happens if all the cards cancel each other out?"

Ami: "The round is a draw, and no one collects the cards."

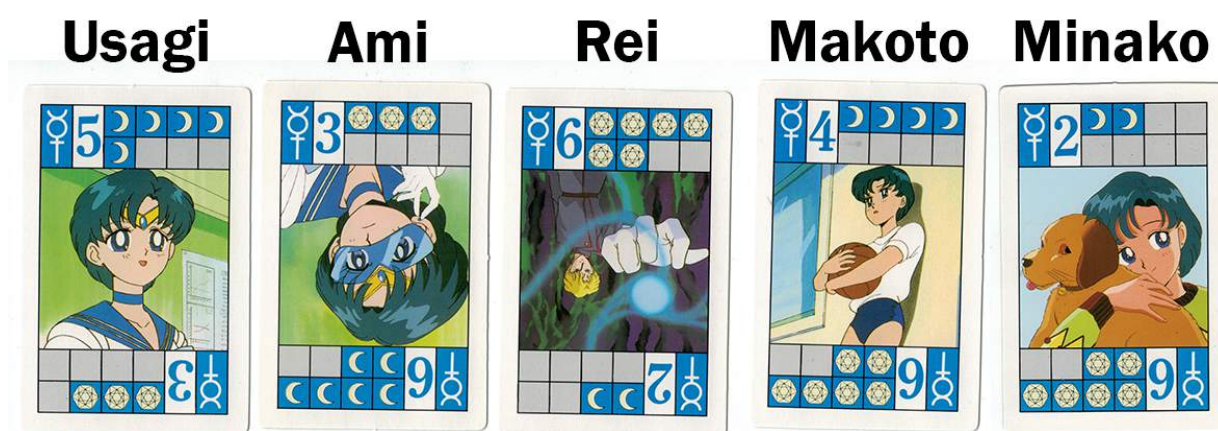
Usagi: "What do you do if cards canceling each other out or Transformation Cards create a situation where only cards that don't match the ruling planet are left?"

Ami: "If that happens, the cards with zero power compete against each other to find the strongest loser. The remaining card with the highest power wins and collects the cards."

Minako: "Now then, I'll show you examples that explain how to determine the strongest card."

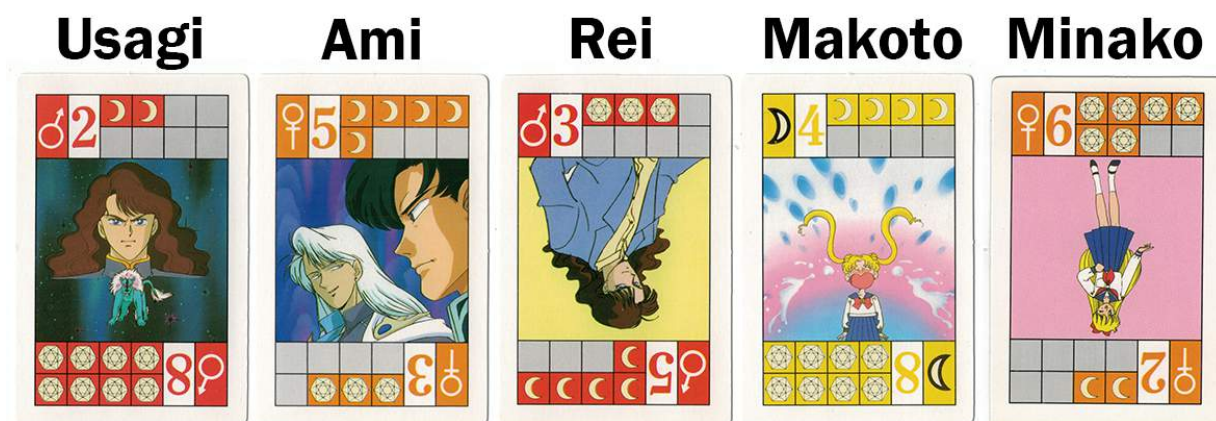
[In the following diagrams, right-side up cards are using the Sailor Guardians power, and upside-down cards are using the Dark Kingdom power.]

Example 1



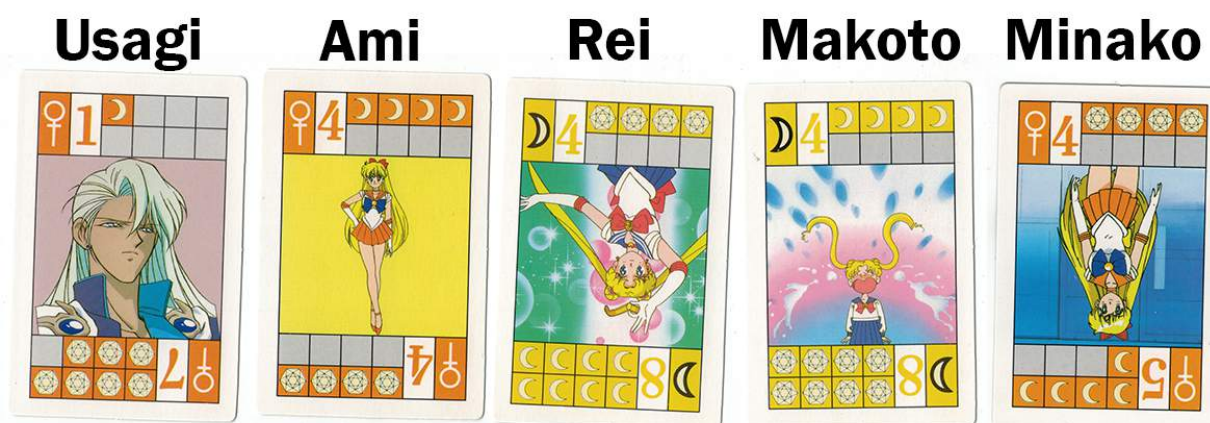
Usagi: "I played Mercury (♀) first, which becomes the ruling planet. Since all the other cards have the same planetary symbol, the strongest card is the one with the highest number. This time, Rei-chan collects the cards."

Example 2



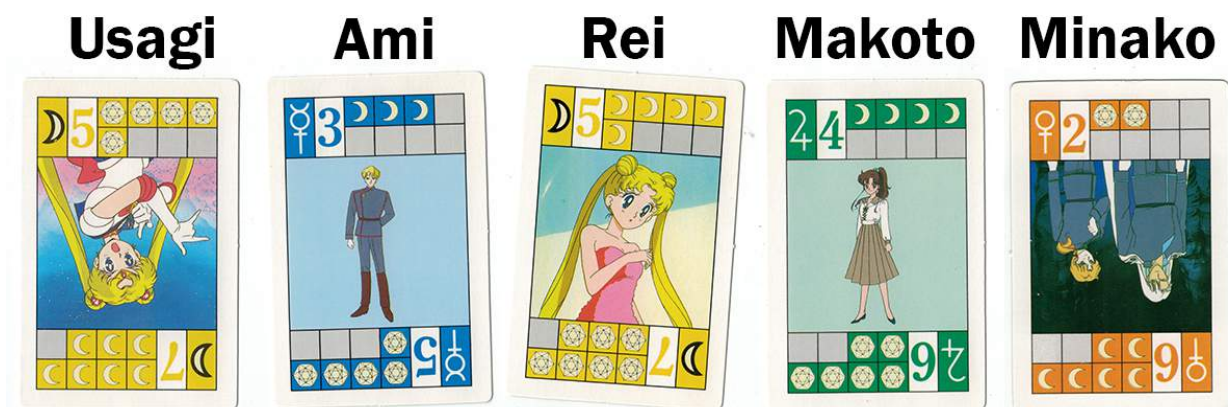
Ami: "The first card is Mars (♂), so Mars is the ruling planet. Mina-chan and I have higher numbers, but our planetary symbols are different, so they can't win. Makoto-chan's almighty Moon (☾) is the winner."

Example 3



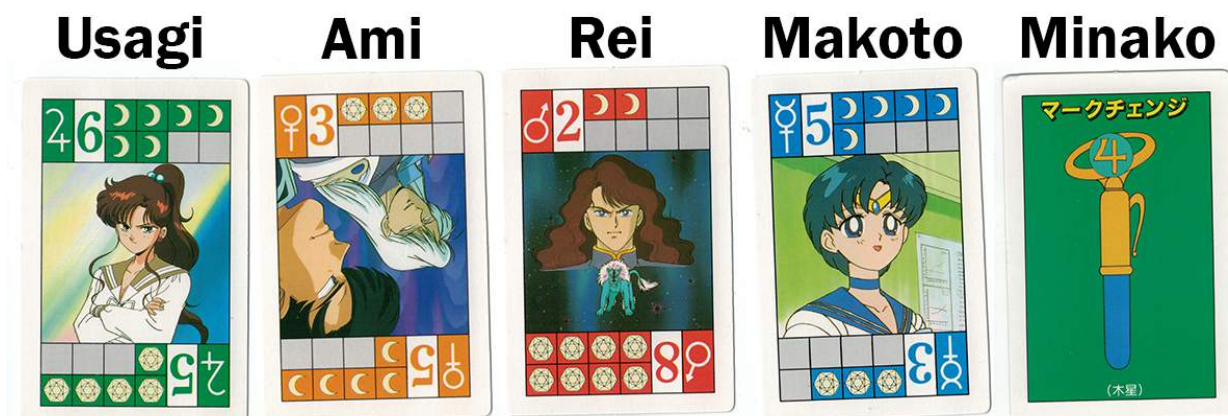
Rei: "The ruling planet is Venus (♀). All the cards with a power of 4 cancel each other out. Even though the power is only 1, Usagi's card wins."

Example 4

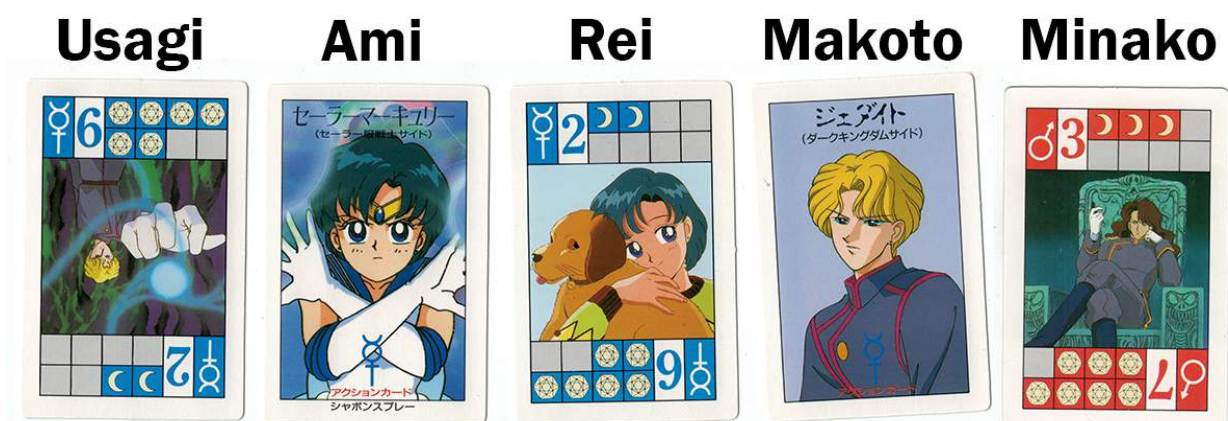


Makoto: "The Moon is the ruling planet. But both Moon cards canceled each other out, so it's a loser-takes-all battle between the zero-power cards. My card, the 4, is the strongest!"

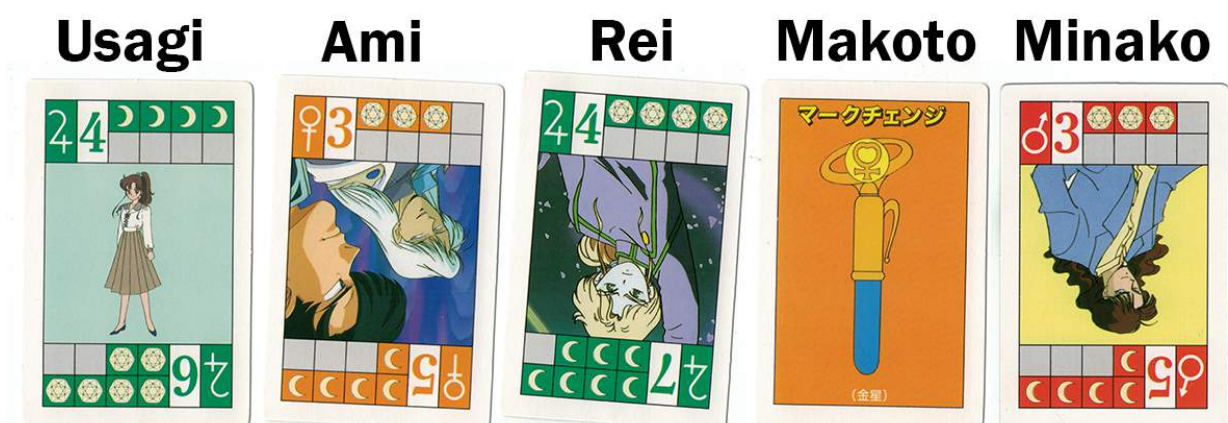
Example 5



Minako: "I played the green Transformation Card. Usagi had the strongest Jupiter (♃) card, which was the ruling planet. I changed the ruling planet from Jupiter to Venus. In this case, Ami-chan, with the strongest card matching the new ruling planet, wins."

Example 6

Usagi: “Mercury (♀) is the ruling planet. Ami-chan and Mako-chan both played Mercury Action Cards. Ami-chan’s card wins because she played it first.”

Example 7

Ami: “Makoto-chan changed the ruling planet from Jupiter (♃) to Mercury (♀). The game is a draw because all the Character Cards cancel each other out. All cards are discarded because no one can collect them.”

7. How to Win the Game

Ami: “Winning or losing the game all comes down to the number of Character Cards collected by the players.”

Usagi: “No problem! Ami, Minako, and I are on the same team, so let’s add up all our cards...”

Rei: “Wait a minute! Teams do not combine their Character Cards. Teams win or lose together, but each player counts their own number of Character Cards.”

Makoto: "Then even if your team has more Character Cards than your opponents, you might still lose. How do you win?"

Ami: "If you're on the same team as the Queen or Princess, someone on your team must collect at least as many cards as the Queen or Princess player declared in their bid."

Minako: "And the person on that team who collected the most Character Cards must have collected more than the player on the other team with the most Character Cards."

Rei: "If these two conditions are met, the side with the Queen or Princess wins. If either of these conditions is not met, the other team wins."

Ami: "If the players on each team who collected the most Character Cards have the same number of cards (and that number is equal to or higher than the Queen or Princess's bid), the Queen or Princess team wins."

Makoto: "Oh yeah, if the Queen or Princess Card matches the player's Team Card, the player with the Queen or Princess Card adds 5 to their Character Card count."

For Example.....

Usagi: "Well, I'm Princess Serenity, and I declared that I would collect 12 cards. The number of cards each player collected was..."

Usagi (Sailor Guardian team): 10 Cards

Ami (Sailor Guardian team): 13 cards

Minako (Sailor Guardian team): 12 cards

Rei (Dark Kingdom team): 14 cards

Makoto (Dark Kingdom team): 10 cards

Usagi: "Ami-chan and Minako-chan on the Sailor Guardian team collected more cards than I declared as the Princess, but they had fewer cards than Rei-Chan on the other team. If that were the end of it, they would lose. But my Team Card is Sailor Guardians, and I have the Princess Serenity Card. Because they match, I gain a bonus of 5 points for a total of 15. The Sailor Guardians win!"

Makoto: "For the Sailor Guardians, the collected Character Cards represent the number of demons they defeated. For the Dark Kingdom, the collected Character Cards represent the number of humans whose energy has been stolen."

Rei: "How many demons should the Sailor Guardians defeat? How many people's energy should the Dark Kingdom steal?"

Usagi: "Why are you asking me? I'm no expert!"

Rei: "I wasn't asking you, Usagi. Hahaha."

Usagi: "But Rei-chan, Rei-chan, you were staring at me!"

Ami: "You two are hilarious."

Makoto: "Enough of that! It's time to fight to the death."

Minako: "You're right. Let's play this game!"

Usagi: "Yeah, let's go! But Rei-chan's not invited!"

Makoto: "If you say things like that, Usagi-chan, we won't play with you."

Usagi: "Kyahahahaha, just kidding, Rei-chan! Let's all play nice together ♡"

Credits

Produced by: ORG Co., Ltd.

Supervisor: Masayuki Onuki

Game Design: Daisuke Hagiwara

Sailor Summary

3 to 9 players, but 3 to 7 is recommended. 4 to 6 players is best.

Sailor Moon: Masquerade Battle is a must-follow trick-taking game with hidden teams, social deduction, and cards with two values. After an initial bid, players attempt to collect cards using their team's power.

Components

9 Team Cards (Black and white and backs with directions for placing collected cards)

1 Queen Metalia Card and 1 Princess Serenity Card (Pink backs)

78 Play Cards (Masquerade Battle backs; including 58 Character Cards, 2 Betrayal Cards, 4 Transformation Cards, 1 Tuxedo Mask Card, 9 Action Cards, and 4 Support Cards)

Setup

Separate the 9 Team Cards, the Queen Metalia Card, and the Princess Serenity Card from the 78 Play Cards.

Make a small deck with an equal number of Sailor Guardian and Dark Kingdom Team Cards for the player count. For example: With 5 or 6 players, use 3 Sailor Guardian and 3 Dark Kingdom Team Cards. Deal one Team Card face-down to each player. They will look at the card but keep it secret until the end of the game. Return unused Team Cards unseen to the box.

Shuffle and deal the 78 Play Cards to the players. The rules state that some players may have more cards than others. As a variant, you may deal players an equal number of cards and return the rest unseen to the box.

Initial Bid

After everyone examines their cards, randomly choose a player to start the bid. Players must declare how many Character Cards they will collect for which team. For instance, "10 cards for the Sailor Guardians." Players take turns clockwise, bidding until all subsequent players pass. Players bid higher each time, but they may declare either team. Players are not required to declare the same team as their hidden Team Card.

The highest bidder collects the Queen Metalia Card if they declared the Dark Kingdom team and the Princess Serenity if they declared the Sailor Guardians team. Each game will have either the Queen or the Princess, but not both.

Once determined, the Queen or Princess must then reveal the Team Card of exactly 1 player (they may choose their own Team Card if they like).

Gameplay

The first trick is led by the winner of the bid. Play proceeds clockwise, with each player playing one of their cards face-up. Once all players have played one card, a player takes the trick and collects all the cards played during the trick.

This is a must follow game, and the led suit is called the ruling planet. The exceptions are the yellow Moon cards, the Support Cards, the Tuxedo Mask Card, and the Transformation cards. These may be played even if the player still has cards with a planetary symbol matching the ruling planet.

When a player plays a Character Card, they must declare if they are using the Sailor Guardian power (represented by Moons) or the Dark Kingdom Power (represented by pentagram symbols). Players may play their card face-up with the power they are using closer to them.

If everyone plays a Character Card, the highest number with a planetary symbol matching the ruling planet wins. Action Cards are the highest cards of a suit. Support Cards beat all Character Cards. Tuxedo Mask beats all Character Cards and Support Cards.

In the event two Character Cards are played with the same power, they cancel each other out. Support Cards and Action Cards do not cancel each other out. Instead, the first one played is the strongest and will win the trick. In the event all cards matching the ruling planet cancel each other out, and no Action Cards, Support Cards, or the Tuxedo Mask Card have been played, the most powerful card that does not match the ruling planet will win the trick. If all cards cancel each other out, or if only Betrayal Cards and Transformation cards remain, no one will collect the cards from this trick. Presumably, the same player who led that trick will lead the next one. .

Collecting Cards

The winner of the trick collects all cards played that round. As shown on the back of the Team Card, cards won using the Sailor Guardian's power are placed on the right side and cards collected with the Dark Kingdom's power are placed on the left side.

The player who won the trick leads the next trick.

Support Card Exception: If a player takes a trick when using a Support Card, they must give the cards they collected to another player. The player who won will still lead the next trick.

Special Cards

Playing a Betrayal Card allows a player to change the power of any card already played that round. Players may choose not to change the power of any cards. Multiple players may play a Betrayal Card in the same round. Betrayal Cards have a power of zero and may not win a trick.

Transformation Cards allow a player to freely choose the new ruling planet. Subsequent players must follow the chosen ruling planet. Multiple players may play a Transformation Card in the same round. Transformation Cards have a power of zero and may not win a trick.

End of Game and Scoring

If one or more players have run out of cards when a new round begins, the game ends and scoring begins. All players reveal their hidden Team Card and count the number of Character Cards they won using their team's power. If the Queen or Princess Card matches that player's hidden Team Card, that player adds 5 bonus points to the number of Character Cards they collected using their team's power.

The team that includes Queen Metalia or Princess Serenity must meet the following two conditions to win:

- (1) Any one player on the team must have collected more Character Cards than the Queen or Princess's bid.
- (2) The player on the Queen or Princess's team with the most cards must have equal to or more than the player on the other team with the most cards. In the event of a tie, the Queen or Princess's team wins.

If the Queen or Princess team meets both conditions, they win. If they fail to meet either of these conditions, the other team wins.