



If the pawn says "Take Any Token"... Take any token you do not already have from the pile on the side of the gameboard. Your turn is now over.

Note: You may only take the special Fairy Wings token if you already have your two Quest tokens in your possession.



If you pick the pawn with the Fairy Wings...AND you have already collected your Fairy's two Quest tokens, you may take the special Fairy Wings token for the win.

If you haven't collected your particular Fairy Item tokens, you cannot collect the special Fairy Wings token at this time. Place the pawn securely back into its holder. This ends your turn.

Hint: Remember which Pixie Hollow pawns you have looked at and what items are hiding in them so you can go back and collect the items (and the Fairy Wings) you need!

BUMPING A PLAYER

Anytime you land on a space that is occupied by another player, you can bump them off the path and place their Fairy pawn back to her "START" space. At the same time, you may also put one of their Quest tokens back into the token pile on the side of the gameboard.

WINNING

The first player to find their Fairy's unique talent, favorite flower, and collect the Fairy Wings, wins the game.

Note: Before playing any future games, remove the Pixie Hollow pawns from their stands and mix up the stands before setting up the game.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.



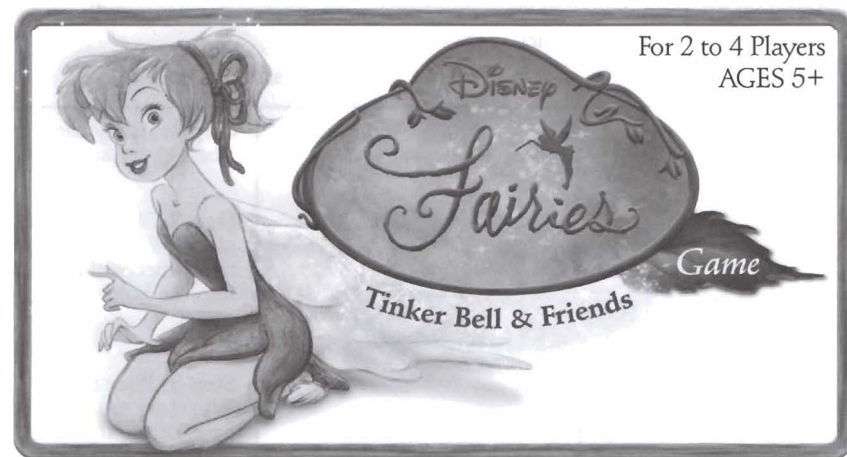
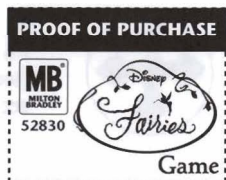
Not suitable for children under 3 years because of small parts - choking hazard.

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For 2 to 4 Players
AGES 5+

OBJECT

Tinker Bell and her Fairy friends are flying through Never Land searching for their Fairy Wings. But first, they need to find their unique talent and favorite flower. Can you help the Fairies with their quest?

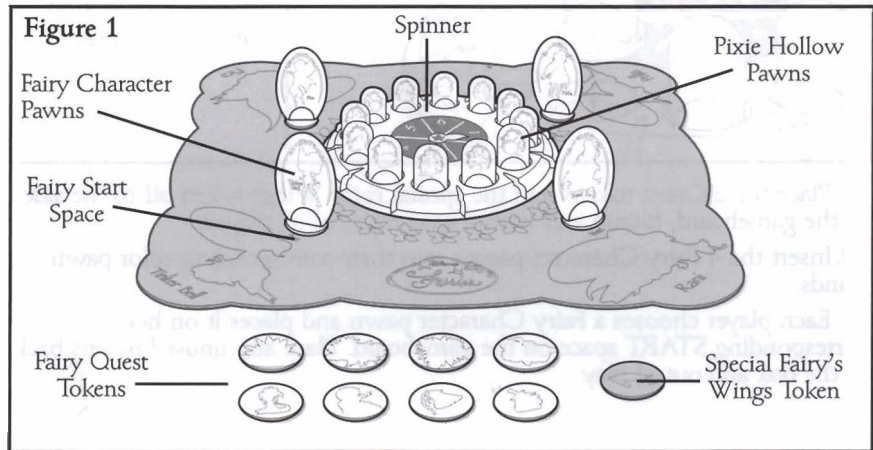
CONTENTS

- Gameboard • 4 Fairy Character Pawns and Pawn Stands • Plastic Spinner with Base • 12 Pixie Hollow Pawns and Pawn Stands • 8 Quest Tokens • 1 Fairy Wings Token • Label Sheet

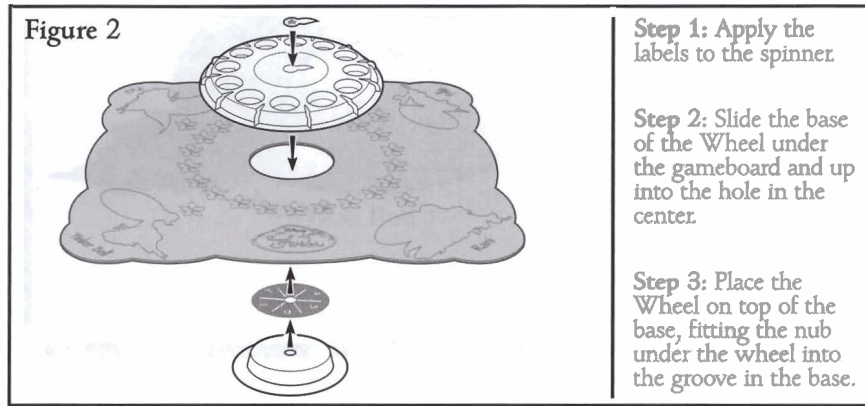
SETUP

Figure 1 shows a 4 player game setup and ready to play.

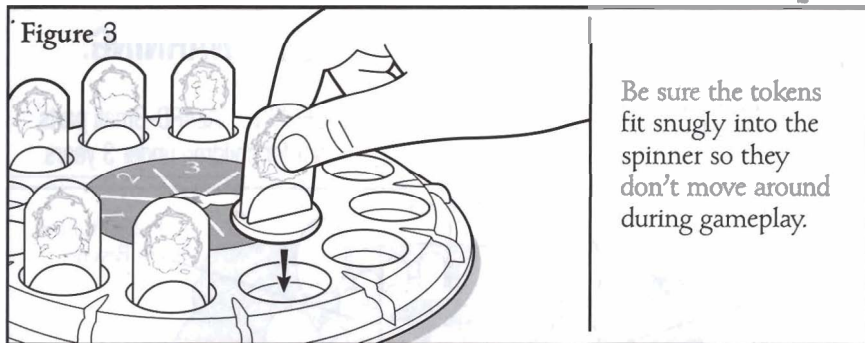
WARNING:
CHOKING HAZARD-Small parts.
Not for children under 3 years.



1. Open up the gameboard and lay it on a flat surface within easy reach of all players.
2. Apply the labels to the spinner as shown in **Figure 2**.
3. Assemble the spinner as shown in **Figure 2**. (Adult Assembly Required)



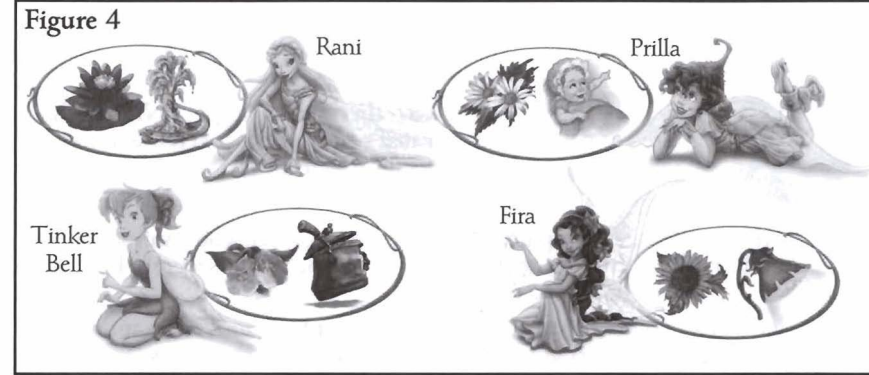
4. Remove the pawn stands from the plastic bag and discard the bag.
5. Remove all of the tokens from the parts sheet & discard the waste
6. Separate the 4 multi-colored pawn stands from the others and set them aside.
7. Take the 12 remaining white pawn stands and place one of the round labels from the label sheet on the bottom of each stand. Then turn the stands right side up and mix them all up.
8. Without looking at the label on the bottom, fit one Pixie Hollow pawn into each of the 12 stands. Then fit them into the 12 holders on the spinner. **See Figure 3.**



9. Place the 8 Quest tokens and the special Fairy Wings token off to the side of the gameboard, faceup and within easy reach of all players.
10. Insert the 4 Fairy Character pawns into their corresponding color pawn stands.
11. Each player chooses a Fairy Character pawn and places it on her corresponding START space on the gameboard. Place any unused pawns back in the box and out of play.

BEFORE YOU BEGIN...

Throughout the game, each individual Fairy is on a quest to find her unique talent, favorite flower and the Fairy Wings. To find out what items your particular Fairy is searching for, See **Figure 4**, or look on the gameboard next to your Fairy's start space.



GAMEPLAY

The youngest player goes first. Play then passes to the player on the left.

ON YOUR TURN

1. Spin the spinner.
2. Check the number that was spun and move in either direction along the game path.
3. When you land on a space, check to see where the space points to and carefully remove the Pixie Hollow pawn from its holder and look at the label on the bottom of the pawn. All players may see the pawn. If the spinner lands in the middle, spin again.

*** If the label on the bottom of the pawn matches the unique talent or favorite flower you are looking for...** take the matching Quest token from the pile and place it face up in front of you. Place the Pixie Hollow pawn securely back into its holder on the spinner. Your turn is now over.

*** If it's not a match...** after showing the pawn to all players, place it securely back into its holder on the spinner. Your turn is now over.

Note: If you already have the matching token, do nothing. Place the Pixie Hollow pawn back into its holder. This ends your turn.



If the Pixie Hollow pawn has four arrows on it... move anywhere on the board – even a space occupied by another player (see **BUMPING A PLAYER**, on next page.) Then place the pawn securely back into its holder on the spinner. Your turn is now over.