



ASSEMBLY

- 1. Carefully lift the gameboard (the cardboard platform) out of the box bottom and remove the game parts stored below. Gently punch out all of the pieces from the two cardboard sheets. Discard the cardboard waste.
- 2. Punch out the slots in the gameboard before returning the gameboard to its original position in the box bottom.
- tabs into the slots in the gameboard as shown in FIGURE 1. NOTE: The end tabs of 3. Gently bend the two background scenes along the scored lines and insert the each piece must be inserted between the side of the gameboard and the side of the box bottom.
- 4. Insert the seven standup pieces into the remaining slots on the gameboard Use the picture of the fully assembled game on the box bottom as a guide.
- 5. Attach the plastic pawn clip to the Ariel Mermaid pawn.
- 6. Insert each Fish pawn into one of the white plastic pawn stands.
- 7. Insert the Flotsam and Jetsam pawn into the blue plastic pawn stand

- 1. Clip the Ariel Mermaid pawn onto the 2nd lowest "step" of the large background scene as shown in FIGURE 2. Set the Ariel Human pawn aside for now.
- 2. Place the Flotsam and Jetsam pawn behind The Cave as shown in FIGURE 3.
- 3. Choose a Fish pawn and place it on the starfish in the START area of the gameboard. All players do the same.
- 4. Place the spinner within easy reach of all players.

FIGURE 3





HOW TO PLAY

The youngest player goes first. Play then continues to the left.

ON YOUR TURN

- 1. Spin the arrow on the spinner.
- shown on the spinner. If another player's pawn is already on that space, "swim" ahead to the 2. Move your Fish pawn clockwise along the path to the first space that matches the color next open matching color space. This ends your turn.





example of how to move Ariel.

Ariel Spaces

If you land on a space that shows a picture of her dream coming true! Figure 4 shows an Prince Eric brings Ariel closer and closer to closer to Prince Eric. Each step closer to Ariel, move the Ariel pawn up one "step"

Flotsam and Jetsam Spaces

If you land on a space that shows a picture of Flotsam or Jetsam, place their pawn next to your fish pawn, but not on the path. You are now trapped! You cannot spin

or move from your space while Flotsam and Jetsam are "guarding" you. You will be freed only when another player lands on another Flotsam and Jetsam space and moves them away.

Once you are free, you may spin and move on your next turn.

2-PLAYER GAME EXCEPTION: To avoid being trapped for a long period of time in a 2-Player game, do the following when landing on a Flotsam and Jetsam space:

1. Place the Flotsam and jetsam pawn next to your Fish pawn, but not on the path. You are now trapped on that space. This ends your turn.

2. On your next turn, if you have not already been freed, move the Flotsam and jetsam pawn back behind The Cave. This ends your turn. You are now free to spin and move on your following turn.

WINNING

The first player to move the Ariel Mermaid pawn onto the top "step" changes Ariel into a human and wins the game.

CHANGE ARIEL INTO A HUMAN

Remove the Ariel Mermaid pawn from its position on the large background scene and replace it, as shown in Figure 5, with the Ariel Human pawn. As a human, Ariel can now live happily ever after with Prince Eric!







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

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., Basbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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