

Disney

PRINCESS

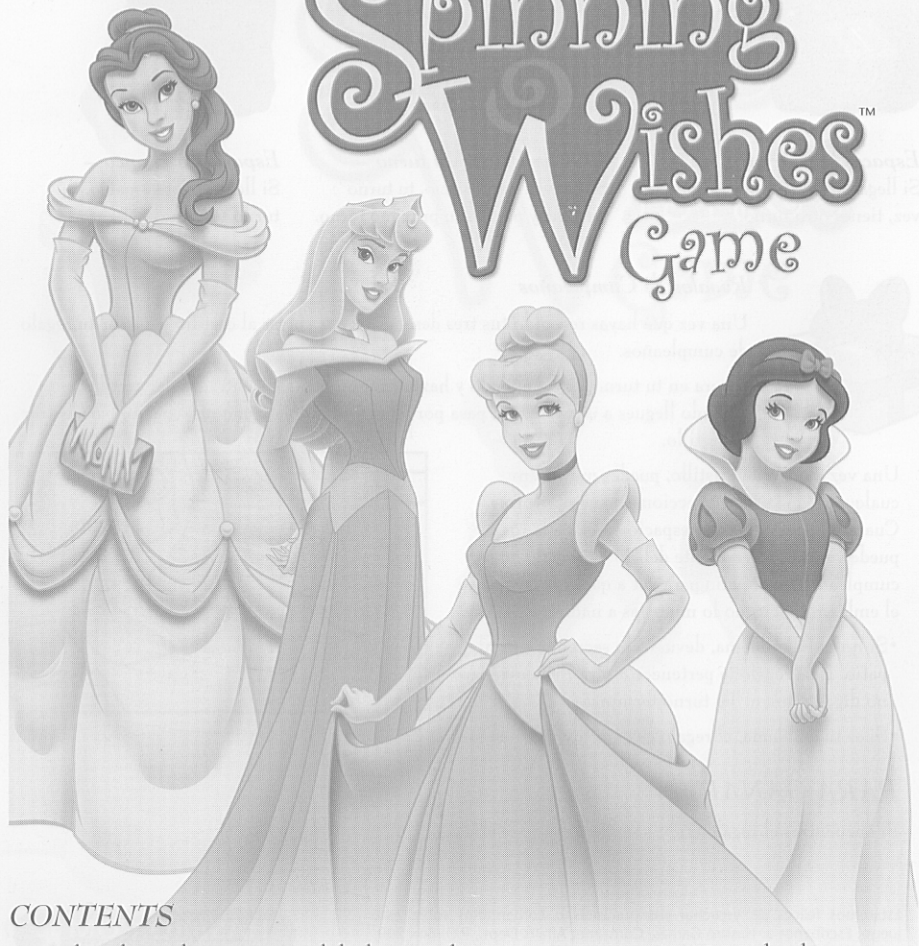
AGE 4+
For 2 to 4 Princesses



WARNING:

CHOKING HAZARD—Small parts.
Not for children under 3 years.

Spinning Wishes™ Game



CONTENTS

- gameboard • 4 clear movers with locking windows • 4 Princess inserts • 24 wish tokens
- 4 birthday present tokens • 12 wish holders (3 for each Princess) • plastic wishing wheel with base • die • 2 label sheets

OBJECT

Be the first Princess to collect your three wishes and find your birthday present from the prince.

ASSEMBLY (Adult assembly required)

1. Carefully pop out the Princess inserts from the paper sheet. Throw away the waste.
2. Remove the clear movers and locking windows from the plastic runner. Throw away the runner.
3. Place each Princess' picture into the clear mover, and snap the window on as shown in Figure 1.
4. Remove the pieces from the plastic bag. Throw away the plastic bag.
5. Each princess has three wish holders. Apply one label to each wish holder as follows: the apple labels to the purple wish holders, the glass slipper labels to the blue wish holders, the rose labels to the yellow wish holders, and the crown labels to the pink wish holders. See Figure 2.
6. Separate the Wishing Wheel from its base by tearing along the perforated area.
7. Apply the spinning stars to the top of the base, and the spiral to the top of the Wishing Wheel. See Figure 3.
9. Apply the square labels to the die.
10. Remove the wish tokens and birthday presents from the parts sheet. Throw away the cardboard waste.

Figure 1

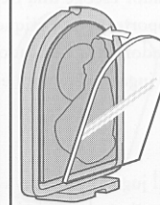


Figure 2

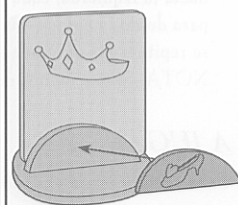
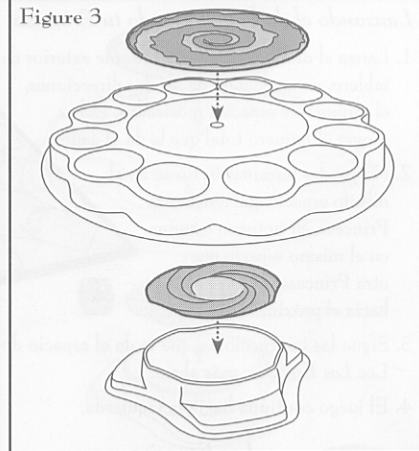


Figure 3



SETUP

Figure 6 shows the game set up and ready for four players. Refer to it as you set up your own game.

1. Place the gameboard in the center of the play area.
2. Slide the base of the Wishing Wheel under the gameboard and up into the hole in the center.
3. Place the Wishing Wheel on top of the base, fitting the nub under the wheel into the groove in the base.
4. Now each player, beginning with the "youngest of them all," chooses a Princess. Notice that each Princess has a picture on her mover: Snow White has an apple, Cinderella has a glass slipper, Belle has a rose, and Sleeping Beauty has a crown. Take the wish holders with the labels that match your Princess' mover. Place any extra Princesses and their wish holders back in the box.
5. Place your Princess on the castle gate that matches her mover. This is where she'll start her search (See Figure 4). You sit behind your Princess' gate.
6. Place the four birthday presents picture-side down and mix them up. Then, so no one can see, place one on each of the courtyard spaces near the castle towers (See Figure 5). Always place all four presents regardless of the number of players in your game.

Figure 4

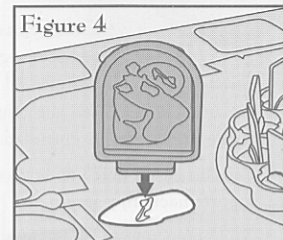
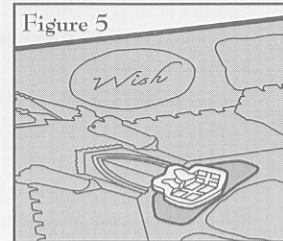


Figure 5



- Place all of the wish tokens in the box top. Starting with the “youngest of them all,” then passing to the left, each player chooses one wish token, places it into one of her wish holders and places the wish holder, with the label facing out, onto the Wishing Wheel. Repeat this until each player has placed three wish holders onto the Wishing Wheel. NOTE: If fewer than four players are playing there will be empty spaces on the Wishing Wheel.

PLAYING THE GAME

Each player rolls the die. The player with the highest roll is “the fairest Princess of them all” and gets to go first. Play then passes to the left.

Rolling the die and moving your Princess

- Roll the die and move along the outer edge of the gameboard, in either direction, the number of spaces shown. You must move the full amount of the roll.
- You cannot end your move on the same space as another Princess. If your move ends on a space with another Princess, move ahead to the next open space.
- Follow the instructions on the space you landed on. See *The Spaces*, below.
- Play then passes to the left.

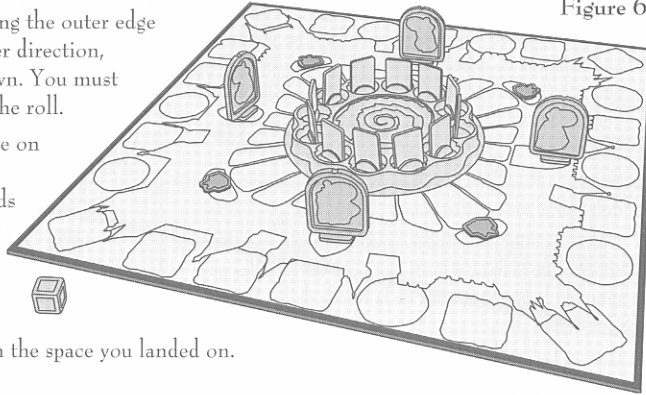
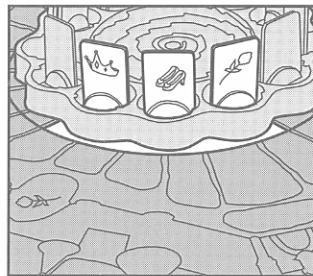


Figure 6

The Spaces

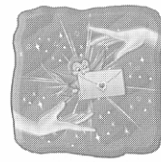
Wishing Wheel space — Land here and you get to spin the Wishing Wheel!

- Each Princess has a ray of enchanted light (matching the color of her wish holders) in front of her matching castle gate. You can take any one of the wishes that lands (completely or partially) within your enchanted light.
- To take a wish from the wheel, tip the wish and holder towards you slightly, and lift it out.
- Don't worry if you don't collect one of your own wishes — you may get a chance to trade it if you land on a Trade a Wish space (see Trade a Wish space on the next page).
- You can have only three wishes in front of you at a time. If you already have three wishes, you may spin the wheel and trade one of the wishes in front of you with one that lands within your enchanted light.
- Once all of the wishes have been removed from the Wishing Wheel, treat the Wishing Wheel spaces as Trade a Wish spaces.



You may choose the Rose, Glass Slipper or the Crown, as three wishes are within your enchanted light.

This ends your turn.

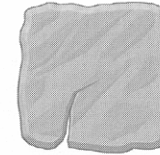


Trade a Wish space — Land here and you may trade any one of the wishes you've collected with any one collected by another Princess.

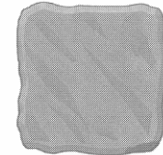
- Trading is optional for the Princess landing on this space.
 - Trading is NOT optional for the Princess you choose to trade with.
 - If you have no wishes to trade, you can't trade.
 - Once you've collected your three wishes, you can't make any further trades and the other Princesses can't take any wishes away from you.
- This ends your turn.



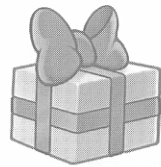
Roll Again space — If you land here, take another turn.



Miss a Turn space — If you land on the blue space your turn ends & you lose your next turn.



Blank space — If you land on a blank space, end your turn.



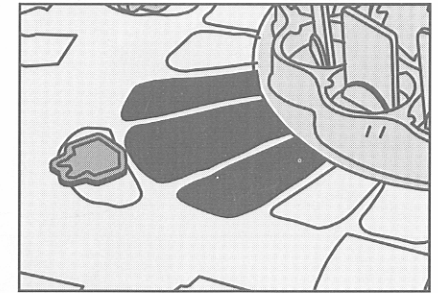
Birthday Gifts

Once you have collected all three of your wishes, you can enter the castle and look for your birthday gift.

Now on your turn, roll the die and make your way toward the castle gates. When you reach any gate, move through it (counting it as a space) into the castle.

Once inside the castle, you can move in either direction toward the towers. When you reach the three spaces near a tower, you can secretly look under the birthday present in the courtyard. But don't show anyone.

- If it does not match your mover, secretly return it to the courtyard. This present is meant for one of the other Princesses, but don't say which one. This ends your turn.
- If it matches your mover, this present is meant for you, and you win the game.



WINNING

If you are the first to find the present that matches your mover, you win!

We will be happy to hear your questions or comments about this game. 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.

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