

my little Pony Game



Instructions

FOR 2 TO 4 PLAYERS

AGES 3+

Ready for a high-flying hot-air balloon adventure? Pick a pony—Sunny Daze™, Pinkie Pie™, Sparkleworks™ or Rainbow Dash™. Then spin the spinner to move your pony pawn from cloud to cloud above Ponyville. Play special cards to move ahead, or to switch places with another pony. First one to “touch down” at Celebration Castle wins the game!

Object

“Fly” your pony in a hot air balloon, and be the first to arrive at Celebration Castle!

Contents

• Gameboard • 4 Pony pawns with plastic stands • Spinner board with plastic arrow and base • 25 cards

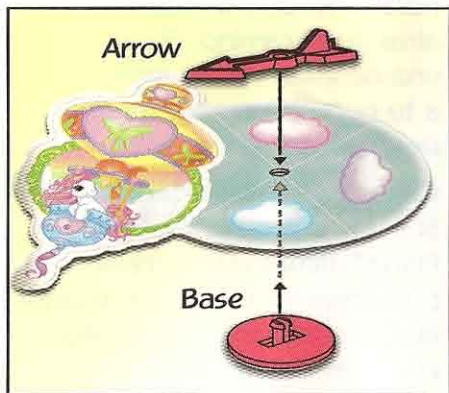
The First Time You Play

Carefully remove the game parts from their plastic wrappings, cardboard sheets and plastic runners. Discard all waste.

The Pawns: Fit each pawn into a plastic stand.

The Spinner: Snap the spinner arrow and base into the spinner board, as shown in Figure 1.

Figure 1



Let's Get Ready!

Shuffle the cards, then place them in a facedown pile beside the gameboard.

Choose a pony pawn and place it on the Start space. All players do the same. Place any unused pawns out of play.

Let's Play!

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

ON YOUR TURN:

Spin the spinner. Then do the following:

♥ If the arrow points to a cloud, move your pawn ahead to the next **empty** cloud space of that color (purple, blue or pink). Only one pawn can be on a space, so you may get to skip over one or more spaces of that color to land on an empty one! See Figure 2 for an example.

After you move, your turn is over, unless you land on a Rainbow Space or the Finish Space (see **Special Spaces**).

♥ If the arrow points to the pony in the hot air balloon, draw a card and follow the directions on it (see **The Cards**). Then spin again!

Figure 2



You spun a pink cloud. There's a pawn on the next pink space, so you "fly" ahead to the next empty pink space!

Special Spaces

Rainbow Spaces: In two places along the path, a rainbow connects one space to another space farther ahead. If you end your move on a Rainbow Space, move your pawn across the rainbow to the connected space. If there is a pawn on that space, move ahead to the next empty space. This ends your turn.

If you land on the space at the end of a rainbow, nothing happens; your turn is over.



The Finish Space: The Finish Space shows all 3 cloud colors. If your pawn is on the space just before the Finish Space, you can move directly to the Finish Space either by spinning any color cloud, or by drawing any "Move Ahead" card (see **The Cards**, on the next page).



The Cards

After you draw a card, follow the directions on it.

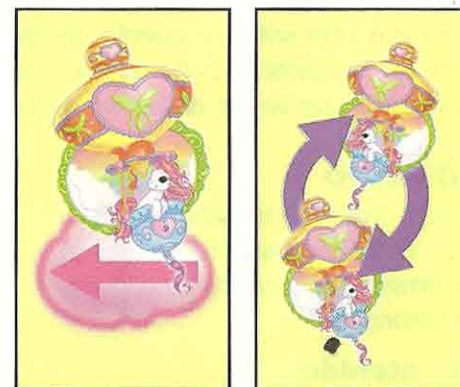
"Move Ahead" Cards: These cards allow you to move your pawn ahead on the path. If you draw a "Move Ahead" card that shows one cloud, move your pawn ahead to the first empty space of that color. If you draw a card that shows two clouds, move ahead to the **second** empty space of that color!

"Move Back" Cards: These cards with backward arrows make you move your pawn back on the path. If you draw one of these cards, move your pawn back to the first empty space of that color.

"Switch Places" Cards: If you draw a "Switch Places" card, you must trade places with a player of your choice. (If your pawn is not in the lead, this card is a great way to get ahead!)



"Move Ahead" Cards



"Move Back" Card

"Switch Places" Card

How to Win

The first player to reach the Finish Space at Celebration Castle wins the game!

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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