



Princess in the Making™ game

AGES 4+
For 2 to 4 players



WARNING:

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

Your fairy godmother has given you specific tasks to complete before you can earn your Princess title!

First, you must prove you are as *gentle* as a true Princess by learning to walk while balancing a book on your head. You must be as *gracious* as a true Princess by learning to curtsy. You must be as *thoughtful* as a true Princess by giving a compliment. Lastly, you must be as *happy* as a true Princess by learning to dance to the music of a happy heart. Once you have completed your Princess training, you will earn the title of Princess and be ready to meet your Prince at the Palace Ball! *Good luck!*

CONTENTS

1 Gameboard • 1 centerpiece • 5 Bridges • 4 Disney Princess pawns (Cinderella, Aurora, Belle, and Snow White) • 1 Spinner • 20 Gem Tokens • 16 True Princess tokens • 1 Princess Book

OBJECT

Be the first Princess to meet the Prince at the Palace Ball after completing Princess training.

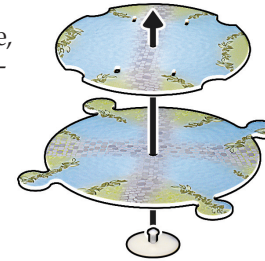
SETUP

1. Assemble the 4 gameboard puzzle pieces as shown.
2. Remove all the parts from the parts sheet and plastic runners. Recycle the waste.



3. Assemble the gameboard centerpiece by placing the white peg button on a smooth surface and inserting the large circle-like piece, right-side facing up, into the peg so that the top of the peg button pops out.

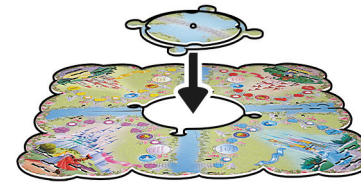
Press the small circle-like piece, with the stripe-side facing up, into the peg button so that the top of the button pops out again.



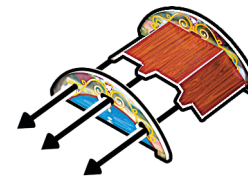
6. Insert the Princess pawns into the pawn stands.
7. Assemble the spinner as shown.



Make sure this small top portion of the centerpiece moves freely. Fit the assembled centerpiece into the center of the gameboard. Line up the path on the centerpiece with the path on the gameboard.



4. Assemble the 5 bridges as shown.



5. Place the large bridge in the middle of the centerpiece, fitting it into the notches. Place the remaining 4 bridges into the corresponding notches of the gameboard (the small bridges can be placed in any of the 4 bridge spaces.)

GAMEPLAY

1. Choose your Disney Princess pawn and place her on her Start space.
2. The youngest player goes first. Play continues to the left.
3. On your turn, spin the spinner.
 - If the arrow lands on a number, move your princess that number of spaces in any direction. Then follow the instructions on the path space where you land. (See Path spaces on page 3.) This ends your turn.
 - If the arrow lands on the picture of the centerpiece, turn the centerpiece until its path lines up with the next path on the gameboard. Now spin the spinner and move the number of spaces shown. This ends your turn. However, if the arrow lands on the centerpiece again, follow the same instructions until you spin a number.

NOTE: You cannot share spaces with other players. If you land on an occupied space, move ahead to the next available space.

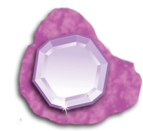
THE PATH SPACES



Magic Wand Spaces: These magic spaces allow you to move to the Palace or any other space on the gameboard, except another Magic Wand space. The only way you can move to these magic spaces is by exact count. Once you have moved your turn is over.



Practice Spaces: If you land on one of these spaces by exact count, you may practice any of the tasks to get ready for when you land on a true Princess space – or you may do nothing. Your turn is now over.



Purple Gem Spaces: If you land on one of these spaces by exact count, collect one gem token. Your turn is now over. (Note: you will need these gem tokens to cross the small bridges. Try to collect as many of these as you can so that you do not get stuck.)



Bridge Gem Spaces: To land on or cross these spaces you must pay one gem token. Crossing a bridge counts as one space. If you do not have a gem token, you must go a different direction. This ends your turn.



Poison Apple Spaces: If you land on these spaces by exact count, you must give up one gem token. If you do not have a gem token, do nothing. Your turn is over.

True Princess Spaces: You do not have to land here by

exact count. When you land on any of these four spaces, you must perform the task described on that space. If you are not successful, try again on your next turn instead of spinning the spinner.

“Gentle as a True Princess” – Walk while balancing a book on your head: When you land here, stand up, take the Princess Book and balance it on top of your head. Then walk at least 5 steps without dropping the book. If you can do it, collect a “Gentle” True Princess token and place it in front of you.

“Gracious as a True Princess” – Learn to curtsy: When you land here, stand up and curtsy graciously for the other players. Bow your head. Place one foot behind the other foot and bend both knees (see illustration). Then stand up straight. If you can do it, collect a “Gracious” True Princess token and place it into the gameboard in front of you.

“Thoughtful as a True Princess” – Learn to give a compliment: When you land here, turn to another player and give her a compliment, such as “Your hair looks really nice today” or “I love those earrings! They really go well with your shirt.” If the other players liked the compliment, collect a “Thoughtful” True Princess token.



“Happy as a True Princess” – Learn to dance to the music of a happy heart: When you land here, stand up and pretend you are dancing with your special prince. If the other players liked your dance, collect a “Happy” True Princess token.



Centerpiece Crossing: When you get to the path in the centerpiece, check to see if it is lined up for you to go across.



- If it is, continue your move across. The centerpiece (bridge) counts as one space and you do not need a gem to cross it.



- If it is not set up for you to cross, you may pay a gem token to turn the centerpiece so that the path lines up for you. Then, spin the spinner again to cross. (Note: You may end your turn on the centerpiece.)

HOW TO WIN

If you are the first princess to collect the four different True Princess tokens and return to your Palace to meet your Prince at the ball, you win the game.

A FUN GAME FOR JUNIOR PRINCESSES

For a simpler game, players may collect three True Princess tokens (instead of four) before meeting their Prince at the ball. Players choose which true Princess tokens they want to collect before they start the game. Extra tokens are placed back in the box before starting 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, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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

