

Collecting Tokens

Each Slipper token represents a pair of slippers that you're trying to "catch." Place each token you collect in front of you. You can collect tokens in the following ways:

- If you land on a space with one or more pawns, collect one token from each player on that space.
- If you land on a space with one or more tokens, collect any tokens on that space. Exception: You can't collect any tokens on an Evil Queen space.
- If you land on any of the Fairy Godmother spaces, collect tokens as explained under Space Directions.

How to Win

Keep playing until a player who has three or more Slipper tokens reaches or passes the Finish space. That player wins the game! (Players may have to move around the gameboard several times before one lucky princess has enough tokens to win!)

We will be happy to hear your questions or comments about this game. U.S. 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 00800 22427276.



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Disney PRINCESS THE Enchanted Slippers GAME

AGES 4+

INSTRUCTIONS FOR 2 TO 4 PLAYERS

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

Contents: •Gameboard •6 Princess pawns with stands •8 Slipper tokens •Die

Object: Can you help your Princess break the evil spell by catching the enchanted slippers? Be the first player to reach the Finish space with three slipper tokens, and you win!

The First Time You Play

Carefully detach the game parts from the cardboard sheet and discard the waste.

Fit each pawn into a cardboard stand by sliding the notches into each other.

Let's Get Ready!

1. Open the gameboard and place it on a flat surface within easy reach of all players.

2. Place a number 3 Slipper token and a number 4 Slipper token on each of the four Evil Queen spaces on the game path.

3. Choose a Princess pawn and place it on the Start space.

Let's Play!

Each player rolls the die. The highest roller takes the first turn, and gets to move the Slipper tokens on each of her turns!

Moving the Slipper tokens: If you're taking the first turn, you must move all of the Slipper tokens ahead on the game path before you start your turn. To do this, move each "3" token three spaces forward, and each "4" token four spaces forward. **Hint:** The easiest place to start is with the tokens closest to the FINISH space.

On each of your future turns, remember to move all of the tokens forward at the beginning of your turn. As players collect tokens from the spaces, there will be fewer and fewer tokens (maybe none at all) to move.

ON YOUR TURN

Roll the die, then move your Princess pawn forward along the path the full number of spaces shown on the die. Follow any directions (if any) for the space you land on. After you follow any space directions, your turn is over.

Moving Your Pawn

- Move your pawn forward on the game path, unless otherwise directed.
- Move your pawn the full count shown on the die, unless you move onto a space that says STOP. See **Space Directions**.

- Pawns may share spaces. Players landing on occupied spaces may get to collect tokens from the other players on those spaces. (More about this under **Collecting Tokens**.)

Space Directions

If you land by exact count on a space with no directions, your turn is over. On all other spaces, you must follow the directions.



Fairy Godmother: Collect the Slipper token(s) from the nearest space (either forward or backward) and place it in front of you.



The Prince: The Prince is here to give you some help! Move your pawn forward or back the number of spaces shown, to a Fairy Godmother space, and follow the directions on it.

Royal Coach Shortcut: Move your pawn forward along the ribbon to the Royal Coach space at the other end.



Evil Queen: You lose one token. Place the token on this space.

Lose 1 Turn: You must skip your next turn. Lay your pawn down on the space, then stand it up again on the turn you miss.



STOP! Dungeon space: When you move onto this space, stop even if you have moves left on your die roll. Roll the die again. If you roll 2, 4 or 6, move your pawn forward that number of spaces. If you roll 1, 3 or 5, stay here, then try again on your next turn.

Fairy Godmother Catches Any Slippers in the Wave of Her Wand:

If you land on any one of these five yellow spaces, collect any Slipper tokens on these spaces, and put them in front of you.



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