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Barbie®

Swan Lake

Playset Game

ENG

Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-TOYS. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

Contents

- 1 "Storybook" Game Board
- 2 Dice: 1 Black & 1 White
- 5 Character Movers: 2 *Odette*™, 2 Swan & 1 Rothbart
- 12 Picture Cards: 4 Book, 4 Crystal, 2 *Lila*™, 2 Odie
- 1 Waterfall with *Prince Daniel*™ Piece
- 1 Toadstool Piece
- 1 Crystal Tree Piece



WHITE DIE...

moves the Swan or Odette
Fairy Queen™ = Jump to the next space of the same colour you are on.



BLACK DIE...

moves Rothbart
Fairy Queen™ = Rothbart goes back to his start space



Book Card



Crystal Card



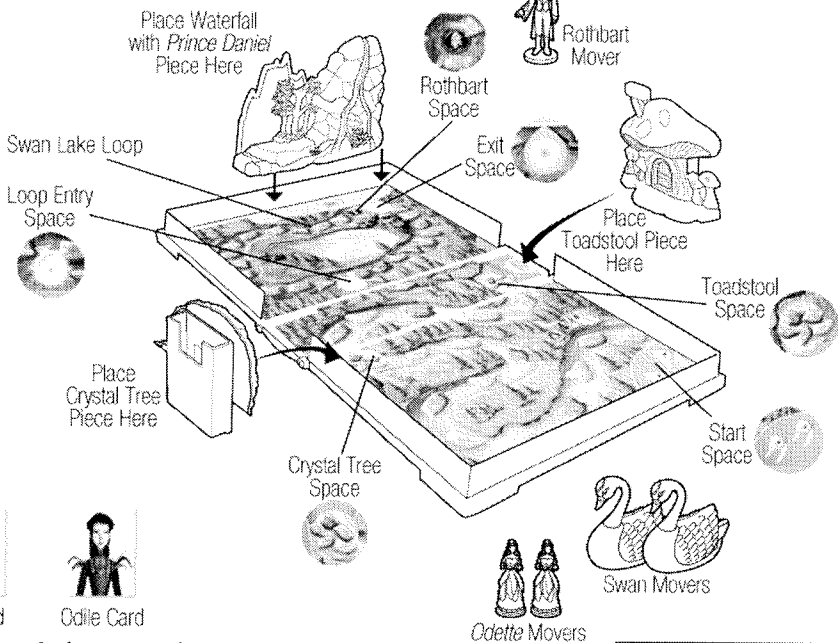
Lila Card



Odie Card



Rothbart Mover



Swan Movers

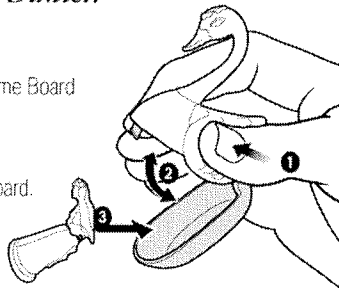


Odette Movers

OBJECT: Be the first Player to defeat Rothbart and safely exit the Enchanted Forest with *Prince Daniel*!

Let's Get Started

1. Open the "storybook" and lay flat to reveal the Game Board.
2. Place the Waterfall with *Prince Daniel* Piece at the opposite end of the Game Board from the Start Space, as indicated by the matching image.
3. Place the Toadstool Piece directly over the toadstool (mushroom) symbol on the Game Board.
4. Place the Crystal Tree Piece directly over the tree symbol on the Game Board.
5. Place the Rothbart Mover on the Rothbart Space indicated by his picture.
6. Bend an *Odette* Mover at the waist. Open the Swan Mover with the tiara that matches *Odette*'s mover base at the hinge and set *Odette* inside, with her back at the Swan's back. Snap the Swan Mover closed. Repeat the process with the remaining *Odette* and Swan Movers.
7. Place both Swan Movers at the Start Space indicated by swan images.



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

ADVERTENCIA:
PUEDE CAUSAR ASFIXIA.
No recomendable para menores de 3 años. Contiene piezas pequeñas.

ATTENTION:
NE CONVIENT PAS aux enfants de moins de 36 mois. Petits éléments détachables susceptibles d'être avalés.

LEVEL #1: AS LUCK WILL HAVE IT

Before Playing:

1. Place two Crystal Cards, one of each colour, into the cardholder on the Crystal Tree Piece.
2. Place two Book Cards, one of each colour, into the cardholder on the Toadstool Piece.
3. Set the rest of the Cards aside...you will not need them in Level 1.
4. Set the Black Die aside...you will only need the White Die in Level 1.

Let's Play!

1. Each Player chooses a Swan Mover and the youngest Player goes first.
2. Roll the White Die and move to the next **unoccupied** space along the path that **matches the colour** you rolled. (If your roll causes you to land on an occupied space, you get to leap over that Player's Mover and land on the **NEXT** space of the **same** colour.)
NOTE: Since some spaces are multi-coloured (such as the Crystal Tree, Toadstool and Loop Entry Spaces), you **MUST** stop on them no matter what colour you rolled, and Players **CAN** share these spaces.
3. If you roll the *Fairy Queen*, you get to jump to the next space of the same colour as the space you are on! (If you are on a multi-coloured space or the Start Space, roll again.)
4. When you reach the multi-coloured Crystal Tree Space, stop there. Pull out a Crystal Card (any colour) and set it in front of you...you'll need this later to break the curse!
5. When you reach the multi-coloured Toadstool Space, stop there and pull out a Book Card...
 - If the colour of your Book Card **does not match** the colour of your Crystal Card, you must put it back and wait at the Toadstool. On your next turn, you can try again.
 - If the colour of your Book Card **does match** the colour of your Crystal Card...Hooray, you have broken the curse and will now transform from a Swan into *Odette*! Open the Swan Mover and remove *Odette*. Place *Odette* on the Toadstool Space and set the Swan aside...for the rest of the game, you will travel as *Odette*!
6. As soon as you transform into *Odette*, roll again (on the same turn) and resume travelling toward Swan Lake Loop.
7. When you reach Swan Lake Loop, stop at the multi-coloured Loop Entry Space. Now you get to roll again and continue moving in the direction of the arrow toward the Exit Space.
8. When you reach the Exit Space at the end of the path, you must immediately confront Rothbart. Roll the die:
 - If you roll a colour but it **does not match** the colour of your Crystal and Book Cards, you must stay there and try again on your next turn.
 - If you roll the *Fairy Queen* **OR** the colour that **matches** your Crystal and Book Cards, you have defeated the clastardly Rothbart and won the game! Exit the Enchanted Forest by placing your Mover onto the Waterfall Piece next to your beloved *Prince Daniel*!

LEVEL #2: MEMORY MAGIC

Before Playing:

1. Shuffle all of the cards and randomly spread them out facedown next to the Game Board where both Players can see them.
2. Set the Black Die aside for now...you will not need it until one of the Players reaches Swan Lake Loop.

Let's Play!

1. Each Player chooses a Swan Mover and places it on the Start Space.
2. The youngest Player goes first.
3. Roll the White Die and move to the next **unoccupied** space along the path that **matches the colour** you rolled. (If your roll causes you to land on an occupied space, you get to leap over that Player's Mover and land on the **NEXT** space of the same colour.)
NOTE: Since some spaces are multi-coloured (such as the Crystal Tree, Toadstool and Loop Entry Spaces), you **MUST** stop on them no matter what colour you rolled, and Players **CAN** share these spaces.
4. If you roll the *Fairy Queen*, you get to jump to the next space of the same colour as the space you are on! (If you are on a multi-coloured space or the Start Space, roll again.)
5. When you reach the multi-coloured Crystal Tree Space, stop there. In order to eventually break the curse that turned *Odette* into a Swan, you will need to find two **Crystal Cards** of the same colour (they do not need to match your Mover). Flip over one card, letting your opponent see it.
If you flip over...
 - **A Crystal or Book Card:** You get to flip over a second card, letting your opponent see it. If your second card is an *Odile* or *Lila* card, follow the rules below. If it is the matching-coloured card that you need, great job! Take the two matching cards and place them in front of you, then roll again and resume your journey.
 - **An *Odile* Card:** You **MUST** go back 2 spaces and your turn is over.
 - **A *Lila* Card:** You get to sneak a peek at **two** more cards and your opponent doesn't get to see them! Remember, this is just a peek, so if you find a card you need, you can't keep it, and if you find an *Odile* or *Lila*, you do not go back spaces or peek at more cards. Stay at the Crystal Tree Space and try again on your next turn.
6. When you are finished flipping (or peeking), turn all of the remaining cards back over in the same spots, but try to remember what and where the cards are for future turns!
7. When you land on the multi-coloured Toadstool Space, stop there. Now, you need to find two **Book Cards** of the same colour, following the same rules as before. Do you remember where they are from previous flipping? You must stay at the Toadstool until you find two matching-coloured Book Cards.
NOTE: The Book Cards **do not** need to be the same colour as the Crystal Cards you have already found.
8. Once you have found the Crystal and Book Cards, you have broken the curse and will transform into *Odette*! Open the Swan Mover and remove *Odette*. Place *Odette* on the Toadstool Space and set the Swan aside...for the remainder of the game, you will travel as *Odette*! Roll again and resume your journey toward Swan Lake Loop.
9. When you reach the multi-coloured Loop Entry Space, stop there. You are entering Swan Lake Loop and will travel in the direction of the arrow...but beware, Rothbart is now chasing you! Pick up both Dice and roll again to move your *Odette* Mover **AND** the Rothbart Mover (the Rothbart Mover begins movement from the Rothbart Space).
10. Once you are on Swan Lake Loop, always roll both Dice, moving *Odette* and **THEN** moving Rothbart. Don't forget, if you roll the *Fairy Queen* on the Black Die, Rothbart goes back to the Rothbart Space!
11. **Don't let Rothbart catch you!** If Rothbart lands on or passes an *Odette* Mover, that Player is sent back to the Loop Entry Space!
12. As soon as you land on the multi-coloured Exit Space, you have escaped Rothbart's evil clutches and won the game! You have safely exited the Enchanted Forest...Place your Mover onto the Waterfall Piece next to your waiting *Prince Daniel* and be sure to live happily ever after!

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