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Barbie®

# The Nutcracker

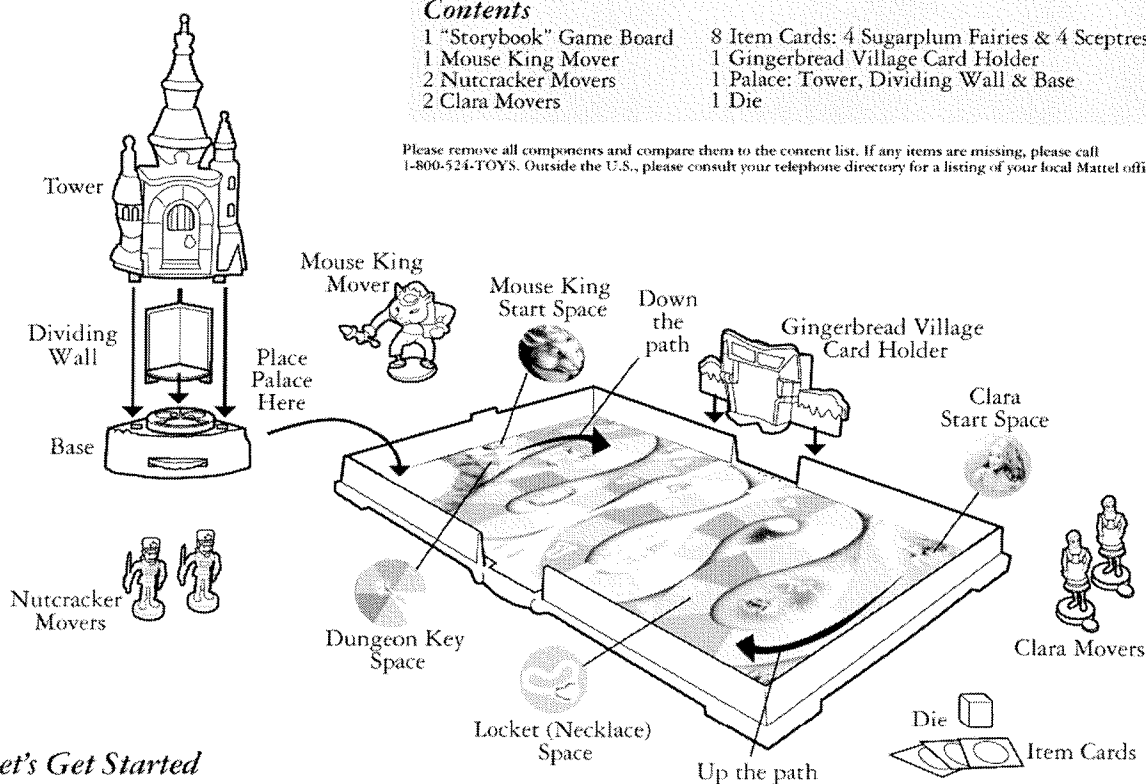
## Playset Game

ENG

### Contents

1 "Storybook" Game Board	8 Item Cards: 4 Sugarplum Fairies & 4 Sceptres
1 Mouse King Mover	1 Gingerbread Village Card Holder
2 Nutcracker Movers	1 Palace: Tower, Dividing Wall & Base
2 Clara Movers	1 Die

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.



### Let's Get Started

1. Open the "storybook" to reveal the Game Board and lay flat.
2. Snap the Dividing Wall into the Base of the Palace, then lower the Tower over the Dividing Wall and snap it into the Base (see illustration).
3. Place the assembled Palace on the corresponding outline at the top of the Game Board.
4. Slide the Gingerbread Village Card Holder onto either side of the Game Board frame as shown.
5. Place each of the 2 Nutcracker Movers in its own compartment in the Tower, leaving one compartment empty and facing out the front door, and close door. The Nutcracker is now in the Dungeon (with the empty compartment representing the invisible wall)!
6. Place the Mouse King on his Start Space next to the Palace.
7. Place both Clara Movers on the Clara Start Space.
8. If you are playing Level 1, set the Item Cards aside as you will not need them. If you are playing Level 2, shuffle the Item Cards and place them in the Gingerbread Village Card Holder.

## Level #1: Dance of Colours

**OBJECT:** Be the first Player to rescue the Nutcracker from the Dungeon!

### LET'S PLAY!

1. Each Player chooses a Clara Mover.
2. The youngest Player goes first.
3. If it's your turn, roll the Die and move your Clara Mover up the path to the next space with the matching colour.  
**NOTE:** Players may NOT share a space. 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.

4. If you land on a Locket Space, you must move the Mouse King! Roll the Die again and move him down the path to the next space of the same colour.  
**NOTE:** If the Mouse King reaches the Clara Start Space before the end of the game, he turns around and moves back up the path.
5. Beware! If you land on the same space as the Mouse King—or he lands on your space—you lose your next turn (your opponent gets to go twice in a row)!
6. The first Player to reach the Dungeon Key Space rotates the compartment and opens the door to reveal the Nutcracker...you have rescued him from the Mouse King and won the game!

## Level #2: Dance of Numbers

**OBJECT:** Be the first Player to rescue the Nutcracker and then defeat the Mouse King!

### LET'S PLAY!

1. Each Player chooses a Clara Mover.
2. The youngest Player goes first.
3. If it's your turn, roll the Die and move your Clara Mover up the path that number of spaces.  
**NOTE:** Players may NOT share a space. 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 available space. However, Players may share the Dungeon Key Space since it represents all colours.

4. If you land on a Locket Space, take an Item Card. If your card is a...



**MOUSE KING'S EVIL SCEPTRE CARD:** Roll the Die again and move the Mouse King that number of spaces. The Mouse King may be moved in any direction up or down the path, but, remember, if he shares a space with a Clara Mover, that Player loses a turn.



**SUGARPLUM FAIRY CARD:** Roll the Die again and move your Clara Mover that number of spaces. Don't forget, if you land on another Locket Space, you get to take another Card, and if you land on a space that is occupied by the Mouse King, you lose a turn!

**Done with a card?** Replace it at the back of the pile when you are finished following its direction.

5. If you land on the Dungeon Key Space, you get to try to rescue the

Nutcracker! Rotate the compartment once in either direction (right or left) and open the door to reveal a Nutcracker Mover.



- If the Nutcracker revealed **DOES NOT** match the base colour of your Clara Mover, you have not rescued him and have to wait on the Dungeon Key Space until your next turn to try again. Rotate the compartment back so that the empty compartment is facing out and close the door.

- If the Nutcracker revealed **DOES** match the base colour of your Clara Mover, hooray! You have rescued the Nutcracker from the Dungeon! Take him out and attach him to your Clara Mover as shown. Clara and the Nutcracker are



now united and, starting on your next turn, will move together for the rest of the game. You also get to move in any direction, up or down the path.

6. Once you have rescued the Nutcracker and united your Movers, your goal is to defeat the Mouse King by landing on the same space he occupies—or moving him to your space.

**Remember:** Only a Player with a united Clara-and-Nutcracker Mover can defeat the Mouse King.

7. The first Player to defeat the Mouse King wins!

