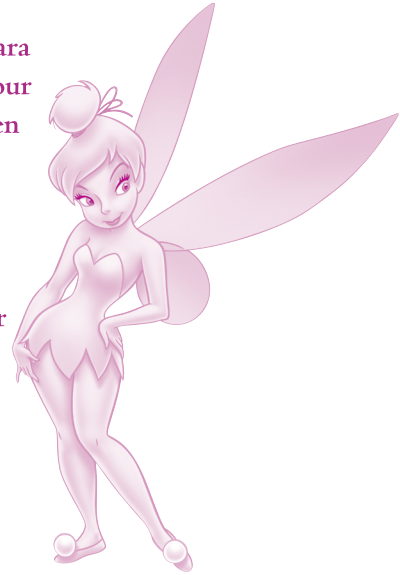


2 to 4 players
Ages 5 and up



ENCHANTED DREAM BALL™ GAME

In the Enchanted Dream Ball Game, put on a tiara and prepare for the fairest ball of all! Become your favorite Disney Princess, from Belle to Ariel, then with the help of pixie dust from Tinker Bell, gather all your items for the ball: a gown, shoes, flowers and jewelry, then meet your prince in waiting. Once you're ready, you'll need Tinker Bell's Wand to set off for the ball, where all your dreams will come true.



Contents:

- 1 Enchanted Dream Ball Game Board
- 1 Tinker Bell Magic Wand
- 1 Six-sided Die
- 1 Sticker Sheet
- 4 Princess Tiaras
- 7 Jewels: 1 of Ariel, Aurora, Belle, Cinderella, Jasmine, Snow White, Tinker Bell (for her wand)
- 12 Tinker Bell Pixie Dust Cards
- 30 Tokens: 6 of each category—Prince, Gown, Flowers, Shoes, Jewels
- 1 Instruction Sheet

Please remove all contents from package, and compare them to the list above. If any items are missing, please call 1-800-524-8697.

Object:

Be the first Disney Princess to get ready for the Dream Ball by collecting all of her tokens and Tinker Bell's Magic Wand.

Tokens:

Each of the tokens represents what each Princess needs to get ready for the Ball.

Hearts: Princes

Bows: Gowns

Flowers: Flowers

Shoes: Shoes

Jewels: Jewels



First Time Set up:

1. Remove large round stickers from the sticker sheet and place them onto the flat side of all 30 tokens. Important! Put the proper stickers on the proper tokens. Match them up by color. Match thin border color around each sticker to see which color token should be placed on it! See the list above to double check.
2. Remove square stickers and place them onto the 6 sided-die.
3. Remove little jewel stickers and place them in the circular spaces on the Tiaras. Place 5 little circular jewel stickers on each Tiara. You can mix and match and have a few extra!

Set up:

1. Place the Enchanted Dream Ball Game Board in the middle of the playing area.
2. Mix up then place 6 of each token onto their corresponding spaces on the Game Board, sticker side down.
3. Mix up then place the tokens within their spaces on the board.
4. Shuffle the Tinker Bell Pixie Dust Cards and place them in a pile so all players can access them.
5. Snap the Tinker Bell jewel into Tinker Bell's Wand. The other 6 Princess jewels can be used for the Tiaras.
6. All players then choose which Princess they will become in the game. Take the Jewel for that Princess and snap it into your Tiara. Then, become your favorite Princess by putting on your Tiara!

Let's Play:

- The youngest player goes first. Play continues clockwise.
- On each turn, players roll the die. Most sides of the die will show the icons of the categories of things you need for the ball.

The categories of things you need for the ball:



Gown



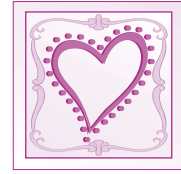
Jewels



Flowers

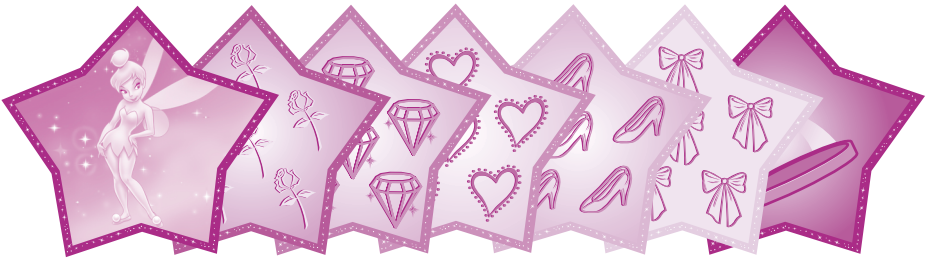


Shoes



Prince

- If the die shows one of the categories containing something you need, then randomly turn over one token from that category.
 - a) If the token shows an item that is for your Princess, then you get to collect it. Take the token and place it in front of you, face up.
 - b) If the token shows an item that belongs to another Princess, then show the other players the token and leave it there, face up for all to see.
- If the die shows a category from which you already have a token, then do not turn over any tokens this round. Play continues clockwise.
- If the die shows Tinker Bell, you can take Tinker Bell's Magic Wand from the player who holds it. You get to keep the wand until someone else rolls Tinker Bell. When you roll Tinker Bell, you can:
 - a) take one of your Princess' tokens that is already face up
 - b) turn over a new token in any category, and take it if it's yoursOR
 - c) draw a Pixie Dust Card.



Pixie Dust Cards:

The cards may have images of the different categories. You can **turn over the tokens in that category and search until you find what your Princess needs.**

Ex: If the card has hearts, search until you find your Prince!

OR

If you get the card with this symbol, **you must return one token back to the game board.**

When you are done with the Pixie Dust Card, then put it back in the bottom of the deck.



continued on next page →

• Once you have collected all 5 of your tokens, you'll need Tinker Bell's Magic Wand to be the first Princess to get to the Enchanted Dream Ball. In order to get the Wand, roll the die so Tinker Bell is showing. Once you have all 5 Tokens, you may roll twice on each turn in order to get Tinker Bell's Magic Wand. Good luck! And remember, with a little pixie dust, and the help of the Wand, you'll make it to the Ball first and *win the game*.

Winning:

The first Disney Princess to get ready for the Dream Ball by collecting all 5 of her tokens and Tinker Bell's Magic Wand wins the game!

More Challenging Rule For Older Players:

Whenever you turn over a token, return it **face down**, rather than face up. This is to challenge older Princesses to remember where their items for the ball are.

2 YEAR LIMITED WARRANTY

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