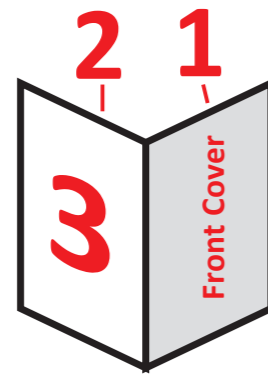


INSTRUCTION SHEET SPECS:	
Toy:	
Toy No.:	W5898
Part No.:	0920
Trim Size:	10.5" W x 7.875" H
Folded Size:	5.25" W x 7.875" H
Type of Fold:	
# colors:	
Colors:	4C
Paper Stock:	128 GSM artpaper
Paper Weight:	
EDM No.:	

Folding Diagram



Size: 10.5" X 7.875"

ITEM NO.: W5898	LANG.: DOM	GRAPHIC DESIGNER: Allen Wang	PROOF APPROVAL
PART CODE: W5898-0920		PI ENGINEER:	SIGN OFF (GRAPHIC):
ITEM NAME:		PROJECT ENGINEER:	
TOY YEAR: 2012		CS VENDOR: Iasik	
PKG. SIZE: 10.5" X 7.875"	VER.: 1st Run	SOFTWARE: Illustrator CS3	
PKG. SPEC.: IS		COLOR PROFILE/LPI: Mag CCNB / 175ipi	
BLANK SIZE: 25" x 30"		CS DATE: 03/02/12	DATE:
NOTES TO PRINTER: Proofs accurate for process color only. All spot colors must follow PMS Color Formula Guide or color swatch specified.			MATTEL



Front Cover

has the zebra charm.

If there is a charm in the corresponding Gift Shop, you may take that charm. Connect it to your bracelet if you wish, or just set it near you in sight of the other players.

If there are no charms left in the Gift Shop for that Destination, then you do not get to collect anything on this turn.

As you travel around the globe collecting charms, try to remember that you will need 4 charms of different colors in order to win. If you have a choice of colors when you take a charm, you will want to take a color that you do not already have if it is available. **NOTE:** It is okay to have two of the same charm, since they are different colors.

Another way to collect a charm is to trade with another player—either by landing on a Trade Charms Space or by landing on a space that is already occupied by another player. This means you can take a charm from any other player, but must give that player one of yours in return. Again, try to trade for a charm that is a color you do not already have.

WINNING

When you have 4 different-color charms—1 in each color of blue, purple, light pink and dark pink—then it is time to fly home.

The first player to get back to her personal Home Space with the correct charms wins!

SPECIAL RULE FOR 4-PLAYER GAMES

If you are playing a game with 4 players, you can have no more than 4 charms at a time. This means that if you collect a 5th charm, you must put one back in its correct Destination Gift Shop. Remember to choose which one to put back based on the colors you need!

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W5898-0920

CONSUMER INFORMATION

Need Assistance? Visit service.mattel.com or call 1-800-524-8697 (US and Canada only).

SERVICE.MATTEL.COM



OBJECT

Jet around the world, collecting keepsake charms from your travels. The first player to collect charms of 4 different colors and get back home wins!

CONTENTS:

1 Exclusive Jet Die
4 Barbie® Movers
4 Charm Bracelets

16 Keepsake Charms
1 Globe Game Board



MAP OF THE GAME



Inside Left

LET'S GET READY!

Place the game board in the center of the playing area where all players can see it.

In the center of the board, there is a Gift Shop for each of the destinations you can travel to in this game. Separate the tokens and place them in the corresponding Gift Shop. There will be 2 tokens for each Gift Shop:



Inside Right

Each player takes a Barbie® mover and a matching-color bracelet.

Place your mover on the matching-color heart-shaped gem. That is your personal Home Space; you will start the game here, and it is also the space you will need to get back to in order to win the game.

Wear your bracelet if you wish.

The player whose birthday is next goes first!

LET'S PLAY!

On your turn roll the die. Move your mover the number of spaces rolled along the Flight Path.

If you roll the heart-shaped gem, it's time to fly home. Move your mover to your personal Home Space.

Some of the spaces on the Flight Path are Destination Spaces. These spaces depict the charm that you can collect there. See "Collecting Charms."

There are also special spaces on the Flight Path. When you land on one of these spaces you get to:

Roll Again – Roll the die again and move as directed.

Trade Charms – Trade charms with any player if you wish; you choose the player and which charms are traded. You can also choose not to trade. If no one has a charm, you do not get to trade.

Fly to Any Destination – Go to the Destination Space of your choice. If a charm is available, you may collect it. See "Collecting Charms."

As you travel around the game board, you may land on a space that is already occupied by another player. If this happens, you get to trade charms with that player! Again, you choose which charms are traded, or you can choose not to trade at all; it is up to you.

COLLECTING CHARMS

Whenever you land on a Destination Space, you have the opportunity to collect a charm.

Each Destination Space has a corresponding Gift Shop in the center of the game board; look for the matching charm image. Example: If you land on Africa, which has an image of the zebra charm, look for the Gift Shop that also