





GB

 **Age:** 5-8 years

 **Number of players:** 2-4

 **Contents:** 1 playing board + 20 'musical note' tokens + 4 'fairy' cards + 1 die + 4 counters.

 **Object:** Be the first fairy to return to the castle by carriage and all dressed up (with a tiara, necklace, handbag and fan of the same colour).

 **Preparing to play:** Each player

- chooses a fairy counter and places it on the castle in the centre of the board.
- takes the fairy card of the corresponding colour and places it in front of her.

The musical note tokens should be placed note-side up on the note spaces on the board.

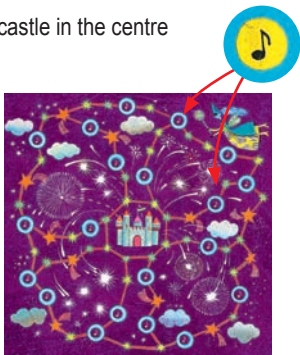
NB1: The players must not look at the back of the tokens while preparing to play.

NB2: If some of the fairy cards are not being used (e.g. in a game with two or three players), remove all the accessory tokens of the same colour and discard a carriage token.

Then place the remaining tokens on the note spaces at random, leaving some of the spaces empty.

How to play:

The youngest fairy starts. Play then continues in a clockwise direction. Throw the die and move your counter in the direction of your choice. If you land on a musical note token, you may turn it over (if you wish) and show it to the other players.



If the token matches one of the missing items on your fairy card, take the token and place it on your card. You may then throw the die again.

- If the token does not match (because the item is not the right colour), return it to the same place on the board, note-side up. It is now the next player's turn.

- If the token depicts a carriage:

Either your card is complete, meaning you can take the token, place it on your card, and throw the die again to return to the castle.

Or your card is incomplete, in which case you may not take the token. Place it back on the board note-side up. It is now the next player's turn.

- If you land on an orange shooting star, you may roll the die again.

- If you land on an empty space, nothing happens and play passes to the next player.

NB3: Two fairies can never occupy the same space. If a space is already occupied by a fairy, the second player must take a different path.

NB4: You cannot change direction part-way through a move.

NB5: During the game, you do not have to turn over the musical note tokens you land on. So if you know you are not interested in the item on the back of a token, you can avoid revealing it to your opponents again.

NB6: You don't have to land directly on a space with a token on it. If you roll a number higher than the number of spaces you need to land on a token, you can choose to stop on the space with the token.

Winning:

The first fairy to return to the castle by carriage wearing the four accessories of her colour wins.