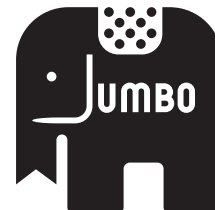




The Magic Wand Game



It is the evening of the Great Annual Ball at the Castle.

All the Princes and Princesses have come from kingdoms far far away to take part in this magical event. This year, the Fairy Godmother has prepared a game for all the Princesses. What's the prize? To open this year's Ball.

All the Princesses have gathered at the gates of the Magic Garden.

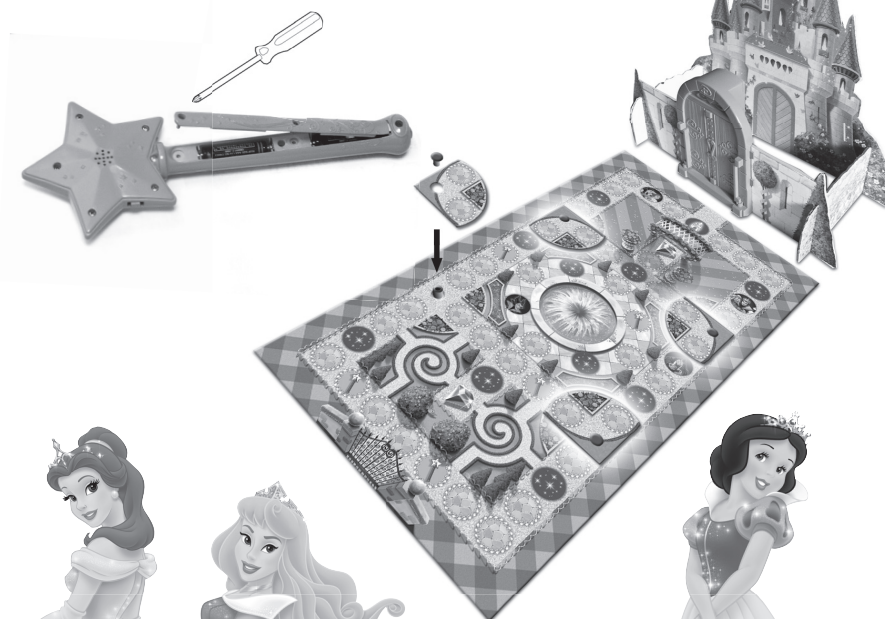
The rules are simple: The first Princess to reach the Castle will win the honour of the first dance with her Prince.

Before you begin

(The first time) Fix the four Magic Pathways to the board with the fasteners. (The Magic Pathways need to connect two of the Paths in the garden.) Ask an adult to insert two AAA batteries into the Magic Wand. Put the board on a table within reach of all the players. Put the Great Castle and its door together as shown in the picture. Then place it at the end of the Magic Garden, but not on top of it. Each player chooses a Princess.

How do you play the Magic Wand Game?

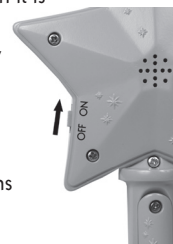
All the Princesses gather at the gates to the Magic Garden (at the farthest point from the Castle). The Magic Wand is switched on (ON) and the youngest Princess starts the game by waving it a couple of times.



The Magic Wand will tell you what you must do, follow the instructions then it is the turn of the Princess to your left. The wand is passed to the next Princess after you have followed the instructions, unless you land on a Wand square, when you have another turn.

Moving

On each turn, the Magic Wand will grant you from 1 to 6 spaces. Listen carefully to what the Magic Wand tells you. If you didn't hear the instructions properly, press the star-shaped button on the Wand to hear them again:



"I grant you to move 1 (2, 3 ... 6) spaces."

You can move the number of spaces indicated. You can go in any direction through the paths of the Garden, unless they are blocked by a Magic Pathway. You cannot land on a square that is already occupied by another Princess, but you can jump over to finish on the correct square. If you can only move to a square that is already occupied, you have to miss a turn.

Special spells

Sometimes the Magic Wand will cast special spells to help you move through the Magic Garden:

"I grant you to rotate a Magic Pathway and to move 1 (2, 3 ... 6) spaces."

You can rotate any Magic Pathway you wish (see below) and move the number of spaces indicated. Even if you cannot move, you can still rotate a Pathway.

"I grant you the magic to change places with another Princess or to move 1 (2, 3 ... 6) spaces."

This spell is very special; you can choose to change places with another Princess or move the number of spaces indicated.



The Magic Pathways

The Garden has four Magic Pathways which connect the other paths together. When a Pathway is rotated, the paths it connects change. They may only be rotated when the Magic Wand says so. If you reach a Pathway and you cannot go through, you can wait next to it until you or another Princess rotates it, or if you like, you can go in another direction.

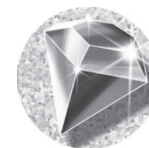
Remember: you can rotate a Pathway to help yourself, but you can also help or obstruct other Princesses.

If you are on a Magic Pathway and it turns, you move with the Pathway. If you are next to a Magic Pathway and it covers your space when it turns, you immediately put yourself back on the same square but on top of the Pathway. The Magic Pathways must always be rotated to connect two paths together.



The Diamonds

The Diamonds are hidden in the Magic Garden. If you land on a square with a Diamond, you can take that token and keep it until you need it. You do not need an exact number to land on the square. The Diamond will protect you from any spells and no other Princess can make you change places with her. Once you have used the Diamond to protect you from a spell you must return it to its original place. A Princess may only have one Diamond at a time.



The Winner!



The first Princess to reach the final square outside the castle gate uses the point of the Magic Wand to touch the "D" on the top of the door. It will open by Magic! The Annual Ball can now begin and you have been chosen to open the Ball by dancing with your Prince! You do not need an exact number to land on the final square.

Magic Squares

Magic Squares are spread around the whole Garden. When you are on one of these squares you are safe from any spells and no other Princess can change places with you.



Magic Wand Squares

When you land on one of these squares you can use the Wand again (you have another turn).



Evil Characters

When you land on one of these squares, one of these Evil Characters makes you miss your next turn, so the next time you receive the wand you must pass it onto the next Princess without waving it.



BATTERIES

Please refer to the packaging of the batteries you have bought, for instructions and safety warnings. If the batteries run down, unscrew the panel on the back. Insert new batteries (2x 1.5V AAA (LR03)) and replace the lid.

Please ensure the + end is on the correct side of the holder.

- Do not attempt to recharge non-rechargeable batteries.
- Remove rechargeable batteries from the game before charging.
- Only recharge rechargeable batteries under adult supervision.
- Do not mix different battery types, or new and used batteries together.
- Only use 1.5 V batteries of the type mentioned in the rules.
- Always remove batteries when they are exhausted.
- Do NOT short-circuit the supply terminals under any circumstances.

Batteries not included.

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