

ACTION PRINCESSES

GIGGLING AND SILLINESS IS HIGHLY ENCOURAGED!



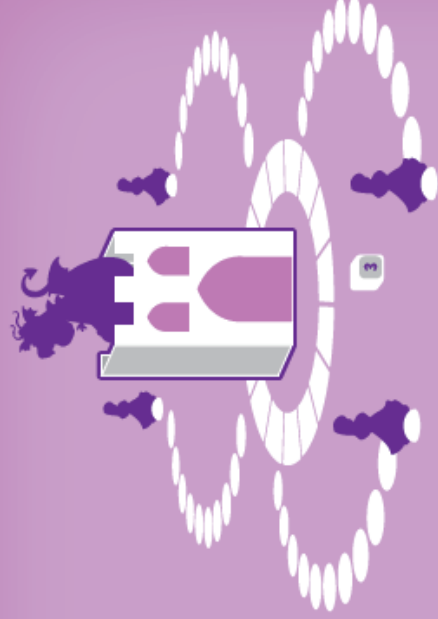
Ages 5+
2 to 4 Players

CONTENTS:

1 castle, 5 character pawns, 5 plastic pawn stands, 1 dragon pawn, 2 flat dragon pawn stands, 40 path cards, 15 moat cards, die, instructions.

SETUP:

1. Insert the six playing pieces into their stands.
2. Place the castle upright in the center of the table with the die nearby.
3. Insert the dragon into the two flat pawn stands. Put the dragon on top of the castle.
4. Each player picks her favorite princess or prince to move along the path.
5. Mix up all the moat cards and place them face down in a circle around the castle (no peeking at their face down sides to see where the three dragon cards, the key card, and the sword card are hiding).
6. Mix up all the path cards and give ten to each player. Put any extra cards out of play. Each player forms her own swertry path with her ten cards. Be sure to keep the green action-side of the cards face down.
7. Players place their princesses on the table next to their first path card.



Here's what a 4-player game looks like set up and ready to play.

HOW TO PLAY:

1. Before you begin:
High-5 the other players. Remember you are playing as a team! The youngest player goes first. Play proceeds clockwise.
2. On your turn:
Roll the die and move your princess the number of spaces shown towards the castle. Turn over the card you land on and do the action it directs. Giggling is encouraged! When done, return the card where it was and place your princess back on it. Play passes to the left.

Example: Mimic the action as shown on the card below.



IMPORTANT:

All the path cards direct just one player to do the action. The other players can act as coaches.

NOTE TO PARENTS:

Read the actions aloud to younger children the first time they play. Soon they won't need your help and will rely on the card illustrations to tell them what to do.

3. The circular moat path:

Once on the moat path, a player rolls the die and moves in either direction around the path as many spaces as the die directs. The landed-on card is then turned face up. It could be an action card, a dragon card, a sword card, or a key card.

- **Action cards:**

These cards direct everyone to do the fun challenge together. When done, return the card where it was and place your princess back on it. Play passes to the left.



- **The key and the sword:**

When a player turns up one of these cards, stand up and cheer! You need both to win and your team must do it before three dragon cards pop up. Keep the card face up and move on to the next player's turn.



- **Dragon cards:**

There are three of these. You don't want to come across these cards! If one is turned up, keep the card face up and move on to the next player's turn.

OH NO! If you turn up all three dragon cards before you collect the sword and the key, then the princesses have lost the game!



WINNING THE GAME:

If you and the other princesses find the sword and the key before the three dragon cards are turned up, then you win the game. The dragon has been defeated. Give yourselves a round of applause!

LOSING THE GAME:

If the three dragon cards are found before the sword and the key, too bad; the dragon wins the game and remains undefeated. Mix up all the cards, reset them, and play again!

STORAGE:

After the fun is done, open the top of the castle and store the game components inside!



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