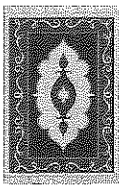


• **Magic Carpet Space:** When a player lands on the Magic Carpet Space after he/she has gone around the Game Board once, no action is taken.



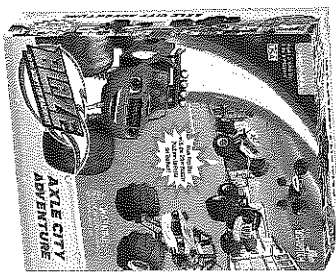
**WINNING THE GAME:**

Players win when they successfully decorate all four (4) Jewels on the genie bottle before all five (5) Oops Spaces have been filled. If the five (5) Oops Spaces are filled before the genie bottle is fully decorated, the game is over. If this happens, move back to Start and try again.

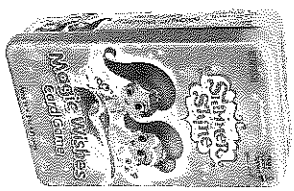
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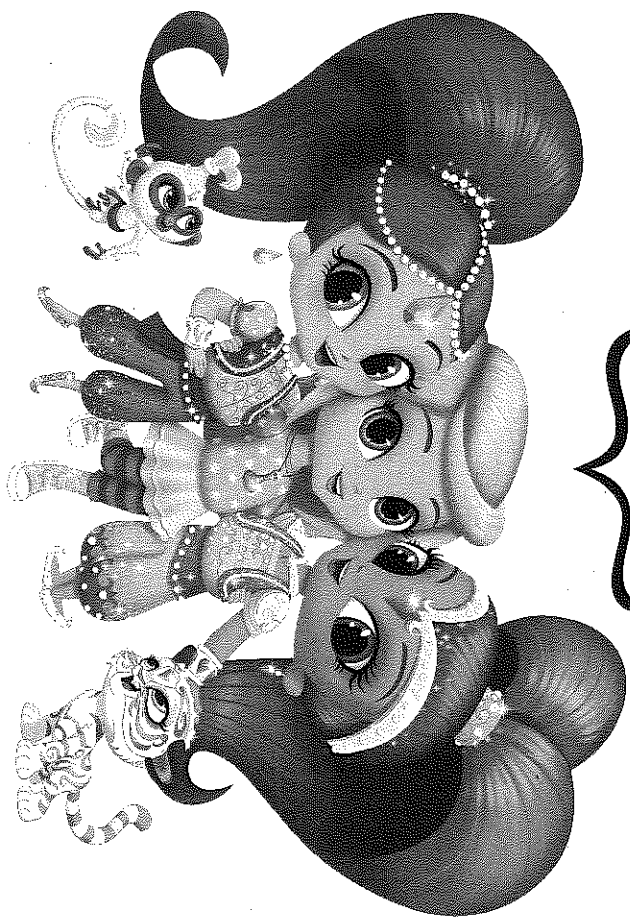


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**WARNING:**  
**CHOKING HAZARD**—Small parts.  
Not for children under 3 years.

## CONTENTS:

- Game Board
- 32 Jewels
- 4 Magic Carpet Cards
- Spinner
- Flip Token (Oops/Boom Zahramay!)
- 4 Playing Pieces and Stands

## OBJECT OF THE GAME:

Players help Shimmer, Shine, Tala and Nahal decorate a beautiful genie bottle as a gift for their best friend, Leah!

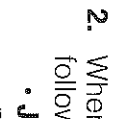
## SET-UP:

If this is the first time playing the game, do steps 1-3. Otherwise, skip to step 4.

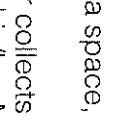
1. Assemble the Spinner by snapping the base and arrow into place at the hole of the Spinner card.
2. Punch out all of the Playing Pieces and place each Playing Piece in a Stand.
3. Punch out all 32 Jewels.
4. Place Jewels in a pile in the center of the left part of the Game Board.
5. Each player selects a Playing Piece and places it on Start on the Game Board.
6. Each player takes one Magic Carpet Card and places it in front of him/her.
7. Place the Flip Token in a location that is easily accessible for all players.



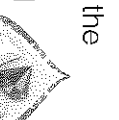
Oops!



Oops!



Oops!



Oops!

## HOW TO PLAY:

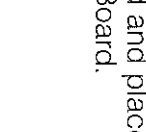
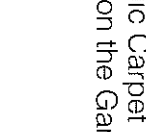
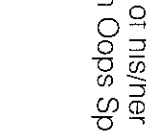
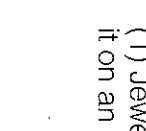
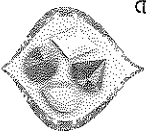
There are two parts to the Game Board. The left part is the Genie World. The right part is Leah's World. Players start in the Genie World (left part).

### Genie World

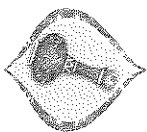
The object of the game in the Genie World is for players to work together to collect four (4) different Jewels -- one of each shape. Players cannot move to Leah's World (right part of the Game Board) until all players have collected four (4) Jewels.

1. The youngest player goes first by spinning the Spinner and moving his/her Playing Piece forward that number of spaces on the Game Board. Play continues to the left.
2. When a player lands on a space, he/she must do one of the following:

- **Jewel Space:** Player collects a Jewel from the Jewel pile and places it on his/her Magic Carpet Card.



- **Genie Space:** Player gives a Jewel from the Jewel pile to a player of his/her choice. *Hint: It's best to give a Jewel to the player with the least amount of Jewels on his/her Magic Carpet Card. This helps fill all player's cards.*
- **Wish Space:** Player takes the Flip Token and tosses it into the air.



- If the Flip Token lands on "Boom Zahramay!", the player takes one (1) Jewel from the Jewel pile.
- If the Flip Token lands on "Oops," the player takes one (1) Jewel off of his/her Magic Carpet Card and places it back in the Jewel pile.

*Note: During gameplay, players are encouraged to help other players who do not have all four (4) Jewels on their Magic Carpet Cards. If a player is done collecting his/her four (4) Jewels, he/she continues playing. Players can help by either landing on the Genie Space (and giving a Jewel from the Jewel pile to a player in need) OR by landing on a Jewel Space and giving their new Jewel to a player who needs one (instead of keeping it for themselves).*

3. Once each player has collected four (4) Jewels, players can now move his/her Playing Piece over to the Magic Carpet Space in Leah's World to continue play.

### Leah's World

The object of the game in Leah's World is for players to work together to decorate the four (4) Jewels on the genie bottle before they fill the five (5) Oops Spaces on the Game Board.

1. Play continues with the player to the left of the last player to take his/her turn.
2. When a player lands on a space, he/she must do one of the following:

- **Jewel Space:** Player collects a Jewel from the Jewel pile and places it on his/her Magic Carpet Card.

- **Genie Space:** This time, player gives one (1) Jewel from his/her own Magic Carpet Card to a player of his/her choice.

- **Wish Space:** Player takes the Flip Token and tosses it into the air.

- If the Flip Token lands on "Boom Zahramay!," the player takes one (1) Jewel from his/her Magic Carpet Card and places it on an undecorated Jewel space on the genie bottle. *Note: The Jewel must match the Jewel shape on the genie bottle.*
- If the Flip Token lands on Oops, the player takes one (1) Jewel off of his/her Magic Carpet Card and places it on an open Oops Space on the Game Board.

