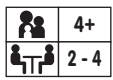




WARNING: CHOKING HAZARD - Small parts.
Not for children under 3 years.



Barbie™ in The Dancing PRINCESSES GAME

CONTENTS

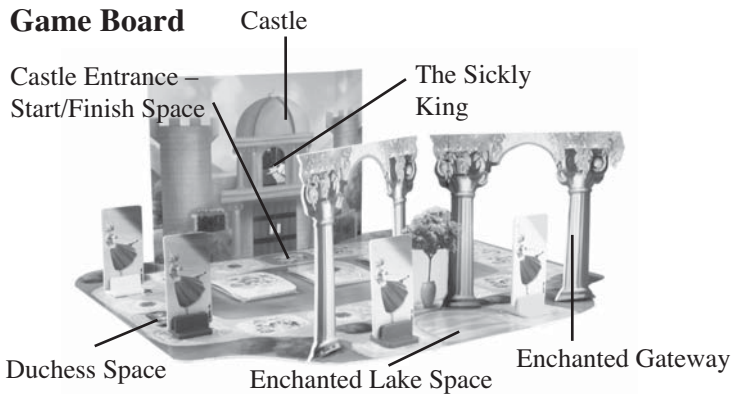
- 1 Game Board
- 1 Castle
- 1 Enchanted Gateway
- 4 Genevieve™ Playing Pieces
- 4 Playing Piece Stands
- 52 Picture Cards: 48 Princess Cards, 4 Enchanted Water Cards
- 4 Picture Mats
- 1 Die

Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-8697. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

OBJECT

Collect all of the Princess Cards, and then be the first player to retrieve the Enchanted Water and race back to the Castle to save the king!

Game Board



Genevieve™ Playing Pieces



Playing Piece Stands



Picture Mats



Enchanted Water Cards



Reverse Side = Healthy King



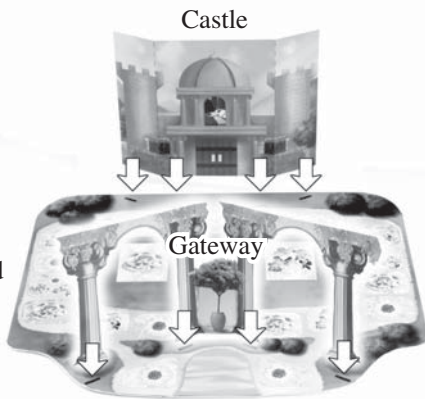
Princess Cards

	Ashlyn™ - Flute		Genevieve™ - Ballet Slippers
	Blair™ - Horse		Hadley™ - Stilts
	Courtney™ - Book		Isla™ - Stilts
	Delia™ - Croquet Mallets		Janessa™ - Butterfly
	Edeline™ - Badminton Racket		Kathleen™ - Paint Palette
	Fallon™ - Hearts		Lacey™ - Teddy Bear

SETUP

- Unfold the Game Board and lay it in the center of the playing area.
- Pop out the Castle and the Enchanted Gateway and discard any excess material.

- Insert the tabs on the bottom of the Castle into the two slots next to the Castle Entrance Space on the Game Board as shown.
- Insert the tabs on the bottom of the Enchanted Gateway into the two slots next to the Enchanted Lake on the Game Board as shown.



- Place the 4 Enchanted Water Cards with the water vial faceup on the Enchanted Lake Space.
- Divide the Princess Cards by the color of their border; shuffle each color pile and place it facedown on the matching picture in the center of the board.
- Each Player takes a Picture Mat and places it within reach.
- Each Player selects a Genevieve™ Playing Piece and matching-color Stand. Slide your Stand onto the bottom of your Playing Piece and then place it on the Castle Entrance Space; this is where you'll start the game.

LET'S PLAY

The youngest Player goes first and play moves clockwise, which is to the left.

On your turn, roll the Die and move that number of spaces clockwise around the Game Board, staying on the colored spaces. NOTE: Players cannot share spaces; if you land on a space that is already occupied, jump to the next unoccupied space.

Whenever you land on a colored space, draw a Princess Card from the color pile that matches the color of the space you landed on.

Each Princess Card has a picture that corresponds to the personality of one of the sisters. If you draw a Princess Card that you do NOT already have, you get to keep it! Place it on the matching picture on your Picture Mat.

You cannot collect duplicate Princess Cards, so if you draw a Card that you do not need, place it at the bottom of the matching color pile.

If you roll the multi-colored side of the Die, you don't get to move, but you DO get to draw from ANY color pile you wish.

If you land on a Duchess Space, you get to STEAL any card you need from any other player! Remember, you can't collect duplicate Cards, so if none of the other players have a Card you need, steal a Card and return it to the bottom of the matching-color Card pile.

If you already have all 4 Cards matching the color of the space you land on, you may collect any other color Card that you need. Example: If you have all 4 pink Cards, and land on a pink space, you may collect a different colored Card.

Once you have collected all 12 of the Princess Cards, you get to go through the Enchanted Gateway when your roll takes you there. REMEMBER: You cannot go through the Gateway until you have collected all of the Cards needed.

Once you have gone through the Enchanted Gateway, your Princess Cards are safe; other players may no longer steal your Princess Cards. In addition, you may not steal from other players or draw from the color piles.

When you land on or cross over the Enchanted Lake, take an Enchanted Water Card.

As soon as you have an Enchanted Water Card, race back to the Castle. You do not need an exact roll to land on the Castle Entrance Space.

WINNING

The first Player to arrive at the Castle Entrance Space with the Enchanted Water Card may immediately "enter" the Castle. Turn your Enchanted Water Card over and slide it into the frame surrounding the Sickly King to reveal the now Healthy King. You have magically healed the King with the Enchanted Water and saved him! You win!

ALTERNATIVE WAYS TO PLAY YOUNGER PLAYERS

For younger Players, basic game play is the same except:

- Players collect ANY 6 Princess Cards and then proceed through the Enchanted Gateway to retrieve the Water Card.
- A Duchess Space acts as a Wild Space; when you land on one you can collect any-color Card you need.

FASTER PLAY

For a faster but still challenging game, collect all the Princess Cards of any ONE color.

© 2006 Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 U.S.A. All Rights Reserved. Tous droits réservés. Consumer Relations 1 (800) 524-8697. Mattel Canada Inc., Mississauga, Ontario L5R 3W2. You may call us free at 1-800-524-8697. Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628500303. Mattel Australia Pty., Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312. Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel:03-78803817, Fax:03-78803867. Mattel France, 27/33 rue d'Antony, Silic 145, 94523 Rungis Cedex N° Indigo 0 825 00 00 25 (0,15 € TTC/mn) ou www.allomattel.com. Mattel Belgium, Trade Mart, Atomiumsquare, Bogota 202 – B 275, 1020 Brussels. Schweiz: Mattel AG, Monbijoustrasse 68, CH-3000 Bern 23. Mattel España, S.A., Aribau 200. 08036 Barcelona. cservice.spain@mattel.com Tel: 902.20.30.10 <http://www.service.mattel.com/es>. Mattel Portugal Lda., Av. da República, n° 90/96, 2º andar Fracção 2, 1600-206 Lisboa. Importado y distribuido por Mattel de México, S.A. de C.V., Insurgentes Sur. # 3579, Torre 3, Oficina 601, Col. Tlalpan, Delegación Tlalpan, C.P. 14020, México, D.F. MME-920701-NB3, 59-05-51-00, Ext. 5206 6 - 01-800-463 59-89. Mattel Chile, S.A., Avenida Américo Vespucio 501-B, Quilicura, Santiago. Mattel de Venezuela, C.A. RIF J301596439, Ave. Mara, C.C. Macaracuay Plaza, Torre B, Piso 8, Colinas de la California, Caracas 1071. Mattel Argentina S.A., Curupaytí 1186, (1607) - Villa Adelina, Buenos Aires. Mattel Colombia, S.A., calle 123#7-07 P.5, Bogotá.

CONSUMER INFORMATION RENSEIGNEMENTS POUR LES CONSOMMATEURS INFORMACIÓN PARA EL CONSUMIDOR

Need Assistance? In the US and Canada, service.mattel.com
Or 1-800-524-8697, M-F 8AM - 6PM, ET.

Besoin d'aide? Au Canada et aux États-Unis, visitez le site service.mattel.com ou composez le 1 800 524-8697, du lundi au vendredi, de 8 h à 18 h, HNE.

¿Necesita ayuda? En los EE.UU. y Canadá, service.mattel.com
O bien 1-800-524-8697, L-V 8 a.m. - 6 p.m., hora del Este.

En México: 01 800 463 59 89, L-V 8 a.m. - 4 p.m.

SERVICE.MATTEL.COM

J3739-0720

