

Game

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4 Brietta (Pegasus) Playing Pieces	30 Command Cards
4 Annika Tiles	1 Game Board
1 Royal Family Tile (2-Sided)	1 Die
12 Wand of Light Items (4 Staffs, 4 Crowns, 4 Diamonds)	

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

OBJECT

Be the first player to collect all three items needed to build the Wand of Light, and then return to the ice-skating pond to rescue the royal family!

A View of the Kingdom



SETUP

- Unfold the Game Board and lay it on a flat surface so that all Players can reach it.
- At the start of each game, all 3 of the Pop-ups should be closed (flat).
- Place the Royal Family Tile, marble-side up, on the Ice-Skating Pond (Start/Finish) in the centre of the board. Wenlock has placed an evil spell on them and turned them into statues!
- Shuffle the Command Cards and place them in a pile near the Game Board within reach of all Players. **NOTE:** Command Cards are not used in Level 1.
- Divide the Wand of Light Items and place them in front of their respective Pop-ups:
 - Giant's Hut = 4 Staffs (A measure of courage)
 - Cloud Palace = 4 Crowns (A ring of love)
 - Ice Cavern = 4 Diamonds (A gem of icelit by hope's eternal flame)
- Each Player selects an Annika Tile and places it nearby.
- Each Player selects a Brietta Playing Piece and places it on the Ice-Skating Pond on top of the Royal Family Tile. You will start the game by "flying" away from the pond!

LEVEL #1

Let's Play

- The youngest Player goes first and play moves clockwise (to your left).
- At the start of the game, you will choose one of the paths leading away from the Ice-Skating Pond to begin your movement. However, once you reach the main, circular path that goes around the kingdom, you must travel clockwise (to your left).
- On your turn, roll the Die and advance your Brietta Playing Piece to the next **unoccupied** space that matches the colour you rolled. If another Player's Playing Piece is already on the next matching solid-coloured space, you get to leap over it and land on the following space of the same colour.
- Players CANNOT share Solid-Coloured Spaces.**
- Since the spaces in front of the Pop-ups are Multicoloured, you **MUST** stop on them no matter which colour you rolled (or if you rolled the multicoloured side of the Die). **Players CAN share Multicoloured Spaces.**
- The first Player to land on the Multicoloured Space in front of each Pop-up opens that Pop-up and takes one of the Wand of Light Items found there. That Pop-up will remain open for the remainder of the game.
- Whenever you land on a Multicoloured Space, take one of the Wand of Light Items found there. You can only collect one of each item: 1 Staff, 1 Crown and 1 Diamond.
- A collected Wand of Light Item gets placed in an empty spot on your Annika Tile.
- Once you've collected all three of the Items needed to "build" the Wand of Light, race back to the Ice-Skating Pond.
- The first Player to land on the Ice-Skating Pond flips over the Royal Family Tile to show that the spell has been broken. If you have rescued the royal family and won the game!

LEVEL #2

Let's Play

- The youngest Player goes first and play moves clockwise (to your left).
- At the start of the game, you will choose one of the paths leading away from the Ice-Skating Pond to begin your movement. However, once you reach the main, circular path that goes around the kingdom, you must travel clockwise (to your left).
- On your turn, roll the Die and advance your Brietta Playing Piece to the next **unoccupied** space that matches the colour you rolled. If another Player's Playing Piece is already on the next matching solid-coloured space, you get to leap over it and land on the following space of the same colour.
- Players CANNOT share Solid-Coloured Spaces.**
- Since the spaces in front of the Pop-ups are Multicoloured, you **MUST** stop on them no matter which colour you rolled (or if you rolled the multicoloured side of the Die). **Players CAN share Multicoloured Spaces.**
- (See MULTICOLOURED SPACES.)
- If you land on or pass over a Space featuring the Pegasus Silhouette, flip over a Command Card and follow its direction (see COMMAND CARDS). If you pass over more than one Command Card Space, you will take the corresponding number of Cards and complete them in the order that you took them from the pile. (Discard all Command Cards once completed.)

MULTICOLOURED SPACES

- If you land on a Multicoloured Space, you get to collect a Wand of Light Item from its adjacent Pop-up, but **ONLY IF** that Pop-up is open when you arrive or was open at any time during your turn.
- If the Pop-up was closed throughout your ENTIRE turn, you do not get to collect anything.
- Pop-ups are opened and closed when Command Cards direct it. (See COMMAND CARDS.)
- You cannot collect duplicate Wand of Light Items. (Example: If you land at the Giant's Hut, but you already have a Staff, you cannot collect a second Staff.)
- A collected Wand of Light Item gets placed in an empty spot on your Annika Tile.
- Your goal is to collect one of each of the three Wand of Light Items: 1 Staff, 1 Crown and 1 Diamond.

Example: On your turn you get to advance to the Multicoloured Space in front of the Cloud Palace, which was closed when you rolled. Along the way, you passed two Command Card Spaces. The first card you flipped over allowed you to open the Cloud Palace, but the second Card forced you to close it again. Since the Cloud Palace was open temporarily during your turn, you can still collect an Item when you arrive (provided you don't already have that Item).

COMMAND CARDS

Cloud Palace



• **Cloud Palace:** If the Cloud Palace is closed when you receive this card, you get to open it; if the Cloud Palace is already open, you must close it.



• **Ice Cavern:** If the Ice Cavern is closed when you receive this card, you get to open it; if the Ice Cavern is already open, you must close it.



• **Giant's Hut:** If the Giant's Hut is closed when you receive this card, you get to open it; if the Giant's Hut is already open, you must close it.



• **Advance 4 Spaces:** Move your Playing Piece 4 Spaces. If that space is occupied, jump to the next space. However, if you pass over a Multicoloured Space, you must stop there.



• **Shiver:** Your greedy polar bear friend has swiped an Item for you! Take one Wand of Light Item from any open Pop-up. If no Pop-ups are open, then you cannot take anything. Also, remember that you cannot take duplicate Items.



• **Aidan:** Helpful Aidan found a way to open a Pop-up for you! Open any closed Pop-up of your choice.



• **Wenlock:** Dastardly Wenlock used his evil magic to snatch one of your Items! Return one Wand of Light Item to its corresponding Pop-up (whether open or closed). If you do not have any Items collected, then nothing happens.



WINNING

- Once you have collected all three Items needed to "build" the Wand of Light – 1 Staff, 1 Crown and 1 Diamond – race back to the Ice-Skating Pond.
- You can use any of the paths to get back to the Pond. If you roll the Multicoloured Side of the Die once you are on one of the paths, you get to go immediately to the Ice-Skating Pond.
- The first Player to return to the Pond has broken the spell and won the game! Flip over the Royal Family Tile so that the rescued family can be seen reunited at last!