

# Object:

Be the first player to correctly guess the order of your opponent's fairies.

#### Contents:

2 Fairies towers, 2 Fairies towers bases, 12 Fairies tiles, 12 Fairies solution cards **Note: Both the plastic tiles and the solution cards have the same 6 Fairies on them.** 

During the game, players use the plastic tiles to set up the Fairies in their towers; solution cards are used to figure out the order of your opponent's Fairies.

# Set Up:

Insert each tower into a tower base until it snaps into place; each player takes an assembled tower. Decide if you will be playing an easy game (4 tiles per tower), a medium game (5 tiles per tower) or a difficult game (6 tiles per tower).

Lay the plastic tiles face up so both players can see them. Do the same, in a separate pile, with the solution cards.

Each player will get the same set of plastic tiles and solution cards. Each player takes the same 4, 5 or 6 plastic tiles (depending on the level of game you are playing). Each player takes the matching solution cards.

Each player picks up their plastic tiles and secretly decides which character they want at the bottom of the tower. They drop that tile into the slot at the top of the tower. Put them in any order, from bottom to top, that you want; the fairies should be facing you – as shown on the package – but your opponent shouldn't be able to see them!

## Playing:

After both players have placed their plastic tiles in their tower, you are ready to play!

1) To start, Player 1 asks Player 2 a yes/no question. The question must include two Fairies and either the word "Above" or "Below".

For example, a permissible question would be:

"Is Tinker Bell above Iridessa?"

or

"Is Silvermist below Rosetta?"

Player 2 must answer the question with a "Yes" or "No" response. After getting the answer, player 1 may arrange her solution cards based on the answer from player 2.

You can keep your solution cards open on the table, it's okay that opponents see each other working out the order.

- When a question gets a "Yes" answer, the asking player may ask another question, but only 2 extra questions are allowed in each turn.
- When a question gets a "No" answer, her turn is over and the other player asks a question.

## Guessing:

When a player thinks she knows the order of the opponent's tiles, she may declare it during her turn. (She may <u>not</u> declare it on her opponent's turn.) A player may use one of her extra turns to guess the order of the opponent's tiles.

The player declares it by reading aloud the order of the solution cards from top to bottom. <u>If the order is correct</u>, the declaring player wins the game! The opponent turns her tower so it is visible to the winner.

<u>If the order is incorrect</u>, play continues until one player correctly guesses the order of her opponent's tiles.

A player may guess the order of her opponent's tiles three times during the game. If she is incorrect on the third guess, the other player wins the game.

### \*Extra Turn Rule:

If players are playing with 4 or 5 tiles each:

A player asks a question such as "Is Tinker Bell above Iridessa?" and the answer is "Yes".

The player gets 1 extra turn. Therefore, she can only ask a maximum of 2 questions in a row.

The answer to the first question has to be a "Yes" in order to get the extra turn. Her turn is over after the 2nd question.

If players are playing with 6 tiles each:

Player asks Question 1. If the answer is "Yes", she gets an extra turn.

Player asks Question 2. If the answer is "Yes", she gets one more extra turn.

End of turn!

Therefore, the most questions a player can ask on her turn is 3 questions.

Player gets a maximum of 2 extra turns.

We appreciate your comments on Disney Fairies MASTERMIND Towers. Please send your correspondence to:

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Our customer service department can be reached Monday through Friday (except during holidays) from  $10:00AM\ EST\ to\ 4:30PM\ EST\ at\ 1-800-800-0298$ .

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