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IMPORTANT - CARE REQUIRED

Please be VERY careful when you are pushing the wand into your Tooth Fairy Bed. If you ram it in too quick and hard you can break the bed.



Manufactured by Drumond Developments Ltd.,
PO Box 790, Ipswich IP1 9GP, UK.
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THE MAGIC TOOTH FAIRY GAME

RULES

2-4 PLAYERS, AGED 5 AND OVER

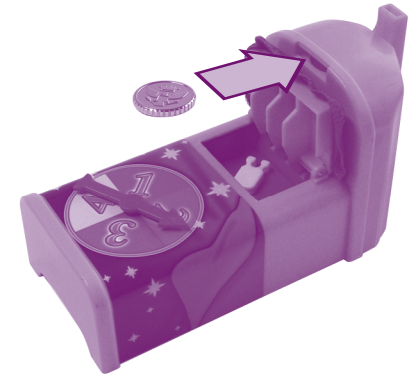
OBJECT OF THE GAME

To be the first player to swap the 4 teeth in their "mouth" for 4 golden coins.

PREPARING TO PLAY

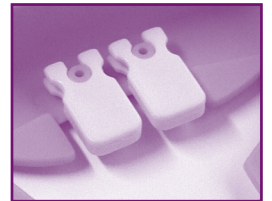
1. The Magic Bed

Take the Magic Bed and the thirteen gold coins. Slip the thirteen coins, one at a time, into the slot at the top of the bed head.



2. The Mouths and Teeth

Each player takes a mouth and four teeth. Turn the mouth over and press the "root" of each tooth over the circular lugs behind the lips. Stand the mouth up in front of you.



3. The Playing Board

Unfold the board. Put the Magic Bed in the middle of the playing board. Each player chooses a playing piece and places it on the space nearest to them. It can be any space.

PLAYING THE GAME

The youngest player starts. Play moves to the left throughout the game.

To play a turn, spin the spinner on the bed and move your playing piece clockwise round the board by the number indicated. Follow the instructions on the space your playing piece lands on.

There are three kinds of playing space on the board: Wobbly Tooth, Go To Bed and Spin Again. They are explained below.

WOBBLY TOOTH SPACE

When you land on this space you find you have a WOBBLY TOOTH. But can you pull it out, or NOT?

To decide this you throw the FAIRYDICE.

- If you throw the dice and it lands showing a picture with an orange background you DID NOT manage to pull it out and your turn is immediately over.
- If you throw the dice and it lands showing a picture with a BLUE background, you DID pull it out. Now take a tooth from your plastic mouth and put it in your Child Playing Piece's backpack. Your turn is now over.
- If there is already a tooth in your backpack keep your new tooth until your backpack is empty.

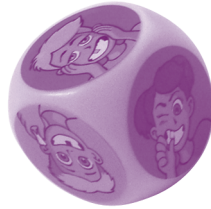
GO TO BED SPACE

- If you land on a GO TO BED space and you do not have a tooth in your backpack your turn is immediately over.
- If you DO have a tooth in your backpack you must find out if you remembered to put it under your pillow or not. Spin the arrow on the bed to find out.
- If it points to 1 you did NOT remember to put your tooth under your pillow and your turn is over.
- If it points to 2, 3 or 4 you DID remember! Now lift up the Magic Bed's pillow, put the tooth under it and put the pillow back down again. Push the wand down into the slot as shown then lift up the pillow and take your shiny new golden coin.

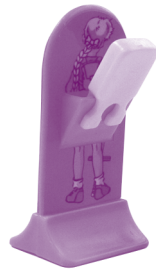
SPIN AGAIN SPACE

When you land on this space, spin again and move your playing piece by the number spun. Follow the instructions on this new space.

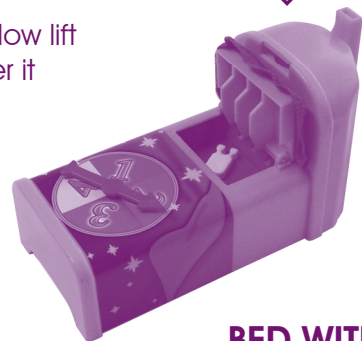
FAIRY DICE



CHILD PLAYING PIECE



PUSH WAND DOWN



BED WITH TOOTH UNDER PILLOW

WINNING

The first player to swap all four teeth for golden coins is the winner.

SETTING UP THE BED TO PLAY ANOTHER GAME

When you have completed a game and want to play another one you need to set the Magic Bed up again. To do this you tip the bed over and release the cover of the under-bed compartment. Empty out all the teeth and put them back into the mouths.

Put any golden coins used in the previous game back into the slot at the top of the bed head. Check that the Tooth Fairy wand is handy. The Magic Bed is now ready for another magical round of tooth losing, gold finding fun.

