



7 LAYERS OF FUN INSTRUCTIONS

AGES 5+

CONTENTS

- 1 GAMEBOARD • 7 SURPRISE BALLS • 4 BOTTLE PLAYING PIECES • 1 SPINNER • 4 DOLL PLAYING PIECES • 4 MOVER STANDS
- 28 TOKENS (THE LAYERS) • 4 SCOREKEEPERS • 1 INSTRUCTION SHEET

SETUP:

1. PLACE THE 28 TOKENS QUESTION MARK-SIDE-UP. FILL ALL 7 SURPRISE BALLS WITH 4 TOKENS EACH. TRY TO DO THIS WITHOUT LOOKING AT WHICH TOKENS GO WHERE.
2. PLACE THE SURPRISE BALLS ON THE 7 SPHERE SPACES INDICATED ON THE GAMEBOARD.
3. POSITION THE SPINNER IN THE CENTER OF THE GAMEBOARD.
4. EACH PLAYER CHOOSES A BOTTLE PLAYING PIECE TO MOVE AND PLACES IT ON THE START SPACE. AS THE GAME PROGRESSES, YOU WILL REPLACE THE BOTTLE WITH A DOLL PLAYING PIECE.
5. EACH PLAYER IS GIVEN A SCOREKEEPER LABELED WITH THE 7 LAYERS OF TOKENS TO COLLECT. YOUR GOAL IS TO COLLECT 7 TOKENS OF THE SAME COLOR THAT MATCH THE LAYERS ON YOUR SCOREKEEPER.



HOW TO PLAY:

1. YOUNGEST PLAYER SPINS FIRST. ON YOUR TURN, SPIN THE SPINNER AND MOVE YOUR BOTTLE CLOCKWISE THE NUMBER OF SPACES ON THE GAMEBOARD THAT THE SPINNER POINTS TO. THEN FOLLOW THE DIRECTION FOR THE SPACE YOU LAND ON.
2. **COLLECTING TOKENS:** WHEN YOU COLLECT A TOKEN, PUT IT PICTURE-SIDE-UP ON ITS MATCHING LAYER ON YOUR SCOREKEEPER, NO MATTER WHAT COLOR IT IS. YOU'LL BE TRADING TOKENS THROUGHOUT THE GAME TO GET THE COLOR YOU WANT. YOU CANNOT PUT A TOKEN ON YOUR SCOREKEEPER THAT DOES NOT MATCH ITS DESIGNATED LAYER. YOU ALSO CANNOT HAVE MORE THAN ONE TOKEN ON A LAYER. IF ANOTHER PLAYER GIVES YOU A TOKEN IN A TRADE, AND YOU CANNOT PLACE IT ON YOUR SCOREKEEPER, JUST RETURN IT TO ANY SURPRISE BALL THAT HAS AN EMPTY SPACE. REMEMBER, ONLY 4 TOKENS PER SURPRISE BALL.
3. **SWITCHING PLAYING PIECES & DETERMINING YOUR COLOR:** THROUGHOUT THE GAME YOU'LL BE COLLECTING TOKENS BY LANDING ON CERTAIN SPACES. WHEN YOU COLLECT A DOLL TOKEN, IT'S TIME TO SWITCH YOUR BOTTLE PLAYING PIECE WITH A MATCHING DOLL PLAYING PIECE. YOU ONLY GET TO DO THIS PARTICULAR SWITCH ONCE DURING A GAME. THE DOLL PLAYING PIECE YOU COLLECT DETERMINES THE COLOR OF THE 6 OTHER TOKENS YOU NEED TO OWN TO WIN THE GAME. FOR EXAMPLE, IF YOU COLLECTED THE DOLL TOKEN WITH THE PINK BOW, YOU NEED TO COLLECT ALL THE PINK TOKENS TO WIN.



GAME SPACES:

UNBOX ME!

IF YOU LAND HERE, SELECT ANY SURPRISE BALL TO OPEN, LOOK AT ALL THE TOKENS AND TAKE THE ONE YOU WANT, IF YOU WISH. IF YOU COLLECT IT, THEN PLACE IT ON ITS MATCHING LAYER ON YOUR SCOREKEEPER.

TRADE ME!

IF YOU LAND HERE, YOU MAY TRADE ANY TOKEN YOU'VE COLLECTED WITH ANY PLAYER'S. IF YOU DECIDE TO TRADE, THEN PLACE THE CHOSEN TOKEN ON ITS MATCHING LAYER ON YOUR SCOREKEEPER.

Mix Me!

IF YOU LAND HERE, MIX UP ALL OF THE SURPRISE BALLS TO CONFUSE ALL THE PLAYERS!

SURPRISE!

IF YOU LAND HERE, YOU MAY TAKE A TOKEN FROM ANY PLAYER, OR YOU CAN OPEN UP ANY SURPRISE BALL AND COLLECT ANY TOKEN YOU MAY WANT FROM IT. IF YOU COLLECT A TOKEN, THEN PLACE IT ON ITS MATCHING LAYER ON YOUR SCOREKEEPER.

Take a Peek!

IF YOU LAND HERE, SECRETLY PEEK INSIDE ANY SURPRISE BALL TO CHECK OUT WHAT TOKENS ARE INSIDE. YOU CAN ONLY LOOK, HOWEVER, AND NOT COLLECT!

SPIN AGAIN!

IF YOU LAND HERE, SPIN THE WHEEL AND TAKE ANOTHER TURN!

MOVEMENT RULES AND MORE:

- ONE OR MORE PLAYING PIECES CAN BE ON THE SAME SPACE AT THE SAME TIME.
- ALWAYS MOVE AROUND THE GAMEBOARD IN A CLOCKWISE DIRECTION.
- YOU WILL MOVE AROUND THE GAMEBOARD MANY TIMES DURING A GAME TO COLLECT THE TOKENS YOU NEED.
- IF YOU LAND ON A SPIN AGAIN SPACE!, DO SO IMMEDIATELY AND FOLLOW THE DIRECTION OF ANY SPACE YOU LAND ON.
- **REMEMBER,** YOU CAN ONLY COLLECT ONE MATCHING TOKEN FOR EVERY LAYER ON YOUR SCOREKEEPER. IF A PLAYER, IN A TRADE, GIVES YOU A TOKEN YOU HAVE NO ROOM FOR, JUST RETURN IT TO ANY SURPRISE BALL THAT HAS AN EMPTY PLACE.

HOW TO WIN:

BE THE FIRST PLAYER TO OWN AN L.O.L. SURPRISE! DOLL AND ITS 7 MATCHING COLOR TOKENS.



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