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Magic Ice Palace Game

Who will be the one to bring back Summer to Arendelle?

GB Plot: Elsa has accidentally brought an everlasting winter to Arendelle, trapping all of your favourite Frozen characters in a snowstorm. Now it's up to you to find and free them! Search the North Mountain to find Elsa as only she can calm the snowstorm. With Elsa's love and the magical Ice Palace you can free the characters from the snowstorm and bring back summer to Arendelle.

Contents:

1 Magical Ice Palace, 1 Game Board, 4 Snowflake game pieces, 20 Cards (4x Anna, 4x Olaf, 4x Kristoff, 4x Sven, 4x Arendelle) and 1 Die.

The object of the game:

Be the first player to bring back Summer to Arendelle by collecting one of each card and using Elsa's magic to free them from the snowstorm. To win, the five cards you will need to collect and turn over are: 1x Anna, 1x Olaf, 1x Kristoff, 1x Sven, 1x Arendelle.

Before you play:

Ask an adult to unscrew the lid on the base of the Magical Ice Palace and place two fully charged AA (LR6) batteries inside and close the lid. Turn on the Magical Ice Palace by flicking the switch to the "ON" position, and then place it onto the game board. After use, always turn off the Magical Ice Palace by flicking the switch back to the "OFF" position to save battery power.

How to play?

One by one, the players choose a Snowflake playing piece. Place your chosen Snowflake at the start (indicated by the arrow). Sort the cards and place them in 5 stacks next to the game board. Each stack should have 4 identical cards. Place the cards so you can see the same pictures as those shown on the board. The player whose birthday comes next gets to go first. During your turn, roll the die and move your Snowflake in the direction indicated by the arrow.

- If you land on any of the following spaces: Anna, Olaf, Kristoff, Sven, or Arendelle, you can take a card from the matching stack. Place the card in front of you with the picture from the board facing upwards. If you already have this card you cannot take another one, and your turn is over.
- If you land on an Elsa space, you can press the Magical Ice Palace: if a blue light starts to flicker and music plays, you can turn over one of your cards - apart from the Arendelle card. Elsa's magic will calm the storm long enough for you to free one character from the snowstorm each time. The Arendelle card can only be turned over after the other four characters have been released from the snowstorm.

Sometimes when you press the Ice Palace the light will turn red and you will hear Marshmallow roar. If this happens you cannot turn over a card and your turn has finished.

- If you arrive back at the start, you can roll the die again.
- If you land on a space already occupied by another player's Snowflake, you must move your playing piece one space ahead. If this space is also occupied, you must move one space ahead, and so on.

Winning the Game:

The first person to collect and free all of the characters and Arendelle from the snowstorm has brought back Summer and is the winner!