

Barbie™

My Fabulous Life

Create Your Own Fashionable Story

Instructions

Ages: 4 and up

Number of Players: 2+

Object of the Game: Make a fabulous fashion fable with Barbie™! Players take turns making up a story using cards. Be the player who is able to remember the most cards, in order, as used in the story.

Contents: 54 Cards

Game Set Up: Shuffle the cards and stack them in a deck, face down.

The youngest player goes first. The player starts the story by saying, "Once upon a time..." as she turns over the the top card of the deck. The player includes the object on the card in her sentence, making up whatever she wants as long as the item on the card is included in the sentence.

FOR EXAMPLE: If the first card turned over is the "shoes" the player may say "Once upon a time, Barbie™ needed to buy a pair of shoes."

The player then places the card back on the top of the deck, face down and passes the whole deck to the player to her left. The second player must recite what the first player said, turning over the top card as she recites. The player then turns over another card and adds this object to the story.

FOR EXAMPLE: If the second player's card is the "dress", the player may say, "Once upon a time, Barbie™ needed to buy a pair of shoes to go with her new dress."

Play continues as each player draws a card and

adds to the *story*. The *story* can vary, but the objects as noted on the cards must remain the same and must be stated in the order drawn. Players do not have to recite the *story* word for word, and they may even change it, but they have to remember the object on each card in order. A player must say the object on the card before she turns over the card to go on to the next.

Winning the Game: If a player forgets the object on a card or says the wrong item she is out of the game. The winner is the last player remaining in the game.

ADVANCED PLAY:

Object of the Game: Be the first player to recite a *story* using all 54 cards without making a mistake.

Play: The game play is the same except that when a player fails to remember the correct object, her turn ends. She is not out of the game, she just loses a turn. The deck is then passed on to the next player.

Winning the Game: The player to be able to remember the most cards in order, without messing up, is the winner.



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P.O. Box 421309 • Indianapolis, IN 46242

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