



Sweet Tooth Game Instructions

Contents: 1 Game Board, 100 Sweet Tooth Cards, 3 Movers (Pinkalicious, Peter, Teddy Bear), 12 Sweet Tooth Coins, 1 Pink Pad

Object of the Game: Help Pinkalicious find her sweet tooth by collectively getting all 3 Movers to the end of the game path, and collecting all 12 Sweet Tooth Coins along the way!

Set-Up: Lay the game board out in the center of the play area. Place the 12 Sweet Tooth Coins and the pad of paper off to the side. Place a Mover at the beginning of each path. Separate the Sweet Tooth Cards into 3 piles: Gingerbread, Easter Basket, and Red Heart, and place them next to the game board with enough room for a discard pile for each. Each pile of cards corresponds to one of the 3 paths, as indicated at the start of each path.

Game Play: Everyone plays collectively, moving any of the 3 Movers they choose along the game board on their turn. The youngest player goes first. On their turn, a player must first decide which path they would like to move along and then select a Sweet Tooth Card from the corresponding pile. The player completes the designated action on the card and places the card in its corresponding discard pile. If any of the draw piles become depleted before the game is complete, re-shuffle the discard pile and place the stack of Sweet Tooth Cards face down.

If all 3 Movers reach the end of their paths before all 12 Sweet Tooth Coins have been collected, take one of the Movers and proceed in the reverse direction on the path. Once all 12 Coins have been collected, get that Mover back to the end space!

Sweet Tooth Cards: Sweet Tooth Cards help you move along the path, sometimes by completing actions, and other times simply because you are sweet! However, some cards may move you backwards on the game board. Other cards will allow you to collect Sweet Tooth Coins. **Note:** If you draw a card that instructs you to collect a Sweet Tooth Coin, but they have all been collected, discard and draw a new card.

Red Heart Cards

Example: Give your "valentine" a sweet compliment. Move ahead 2 spaces!
Example: Make a valentine for the person to your left! Move ahead 3 spaces!

Easter Basket

Example: Draw a picture of where you think the Easter Bunny lives. Move ahead 3 spaces!
Example: Toothetina paid you a visit! Collect 1 Sweet Tooth Coin!

Gingerbread

Example: Teach your teammates a holiday song! Move ahead 3 spaces!
Example: You forgot to make your bed! Move back 1 space.

Special Spaces: On each path there are special spaces that have special powers.

Toothetina Spaces are indicated by an image of a Sweet Tooth Coin. If you land on one of these spaces, you may collect 1 Sweet Tooth Coin.

Other special spaces have instructions written directly on the game board:

Example: Take a trip to Eggcuador, move 3 spaces ahead!
Example: You ate Peter's cookie! Move back 1 space.
Example: Carlos Cupid really loves you! Move ahead 3 spaces!

Ending the Game: When all 3 Movers have reached the end of the game path, and all 12 Sweet Tooth Coins have been collected, the game is over. Players complete the game together!

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Lundex Games LLC, 2497 N. Lincoln Street, Suite 100, Lincoln, NE 68503

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Item # 2497-01-55