

Magical Rainbow™

BOARD GAME
& PLAY SET

For 2 to 10 Players ages 4+

You and your friends have just discovered the beginning of a beautiful rainbow. What you are about to learn is that this rainbow is also magical. Within this Magical Rainbow there are seven lands, each having its own special treasure. There is an ocean, a mountain, a rain forest, a field, a jungle, a desert and a pond. All sorts of different animals live in these lands with a Leprechaun named Paddy. Paddy and his friends travel the lands in the Magical Rainbow looking to help others in need. Would you like to help Paddy share his treasures with others in need? All you need to do is be the first player to reach the end of the rainbow. Sounds easy, but watch out for Paddy, he may take you with him as he travels from land to land protecting his gold! Along the journey you may also land on some special tokens like gold coins or the Leprechaun's lucky trinkets. These items can either help you or set you back. Are you ready to go on the Magical Rainbow adventure?

Object: Be the first player to reach the end of the rainbow which is the last red colored space.

Contents:

- 1 colorful Magical Rainbow game board
- 20 magnetic gold coins
- 10 magnetic animal playing pieces
- 6 magnetic Leprechaun lucky trinkets (2 hats, 2 horse shoes and 2 clovers)
- 1 magnetic Leprechaun figurine
- 1 game spinner
- 2 brackets for game board support

Game Set Up:

1. Poke out all the magnetic game pieces
2. Locate the middle fold of the game board and slide the two plastic brackets onto each side of the board so that they are in line with the fold. These brackets will hold and support the game board so that it can be played on a slight angle.
3. Each player must choose an animal friend to play with and place them at the start of the game board, but not on the game board.
4. Place the Leprechaun by his Pot of Gold.
5. Place 15 gold coins, proportionality distributed onto the game board spaces. No more than one per space. The 5 extra coins can be added for easier play.
6. Place the six Leprechaun lucky trinkets onto the game board spaces, on any of the spaces but only one after each land.

Choose a Game Level to play:

Beginner - Color recognition, turn taking, no counting

Advanced - Color recognition, sequencing, patterns, counting, strategy

Playing the game:

1. The youngest player wearing Green gets to go first, otherwise the youngest player goes first, and play proceeds to the left.
2. On a turn spin the spinner so it goes around at least twice. The rainbow colors on the spinner are for the player's move, while the 4 leaf clovers are for the Leprechauns' move.

Continued on reverse side

3. Move your playing piece ahead to the first matching color space on the rainbow path.
If you spun a Magical Rainbow symbol then you get to choose any one of the next seven color spaces to move to.
4. After you move your playing piece, the player to your right moves the Leprechaun to his designated land.

Moving the Leprechaun

Beginner - Find the land on the game board that has the same colored 4 leaf clover as what the spinner is pointing too. Before moving the Leprechaun into the land make sure he touches the three colored spaces that border the land. The colored spaces which border the lands are signified by the spaces on the game board which have a gate leading to the land, and the two bordering colored spaces. If any player is on any of the three colors which border the land that the Leprechaun is being moved to, they will be picked up by the Leprechaun and taken into the land with the Leprechaun.

Advanced - Find the land on the game board that has the same colored 4 leaf clover as what the spinner is pointing too. Before moving the Leprechaun into the land make sure he touches ALL the colored spaces that match the color of the 4 leaf clover spun, but only the spaces in the direction of the land he is traveling too. If any player is on any of the spaces that the Leprechaun is being moved to, they will be picked up by the Leprechaun and taken into the land with the Leprechaun.

Note - If the Magical Rainbow symbol was spun, then the color of the 4 leaf clover for the Leprechaun is dependent upon what color was chosen by the player who spun. Look at the spinner and find the color they chose and use that color's 4 leaf clover for the Leprechaun's move.

5. If you get caught by the Leprechaun and placed into one of the lands, you will need to spin one of the three colors that border the land you are stuck in or the Magical Rainbow symbol to get out. These three colors are signified by the colored space with a gate leading to the land and the two bordering colors.
6. If you land on one of the Leprechaun's lucky trinkets (Horse Shoe, Hat or Shamrock) you will lose a turn the next time around, they are the Leprechaun's lucky trinkets not yours.
7. If you land on any gold coins, pick them up and save them for later in the game.

Beginner - If you are stuck in a land and have a gold coin, you do not need to spin one of the three special colors to get out. On your turn, give the Leprechaun one of his gold coins by placing it on the pot of gold at the end of the rainbow. By doing this he will allow you to move out of the land and onto the colored space that the gate of the land your in leads to.

Advanced - Same as beginner but you need to have three Gold coins

8. If you spin lose a turn you cannot make a move this round, but the Leprechaun still gets moved to the land with the green clover.
9. Continue to take turns spinning until one player wins the game by reaching the last red colored space on the game board.
10. The winner gets to share the gold with others in need by placing them in any of the seven lands.
11. Be sure to look for the expansion games which take you into the different lands of the Magical Rainbow, each with its own treasure and new adventure!

Variations:

1. If you land on a lucky trinket you go directly to the land the Leprechaun is in.
2. If you land on a lucky trinket you do not lose a turn but you get to save it for another player.
3. Whenever a player is the Leprechaun they must make up a short story about the Magical Rainbow, for example *"One day when I was visiting the pond to see my friend Frank the Frog, a dinosaur jumped into the pond and knocked us all the way to the top of the mountains!"*
4. When stuck in a land with the Leprechaun, you travel with him to each land he is moved to. You continue to travel with the Leprechaun until you spin one of the three bordering colors of which ever land you are currently in to get out!
5. The first player to catch the Leprechaun wins, spin the color Green or the Magical Rainbow symbol when the Leprechaun lands on your space, and you catch him! If you reach the end go backwards.