

Feelina

Feelina and the search for the butterflies.

A magical game for 2-4 little fairy friends from 4 to 99 years old.

Contents:

4 fairy figures, 15 butterflies, 15 leaves, 1 dial, 4 castle cards, instructions

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Story

There is trouble in fairy land. Right before the annual fairy ball, an evil wizard has placed a spell on all the fairies. Oh no! Suddenly, they can't find their way to the castle anymore, and the fairy ball is in danger. Fortunately, there are still the butterflies – they know the way. But all the butterflies are sleeping, hidden under

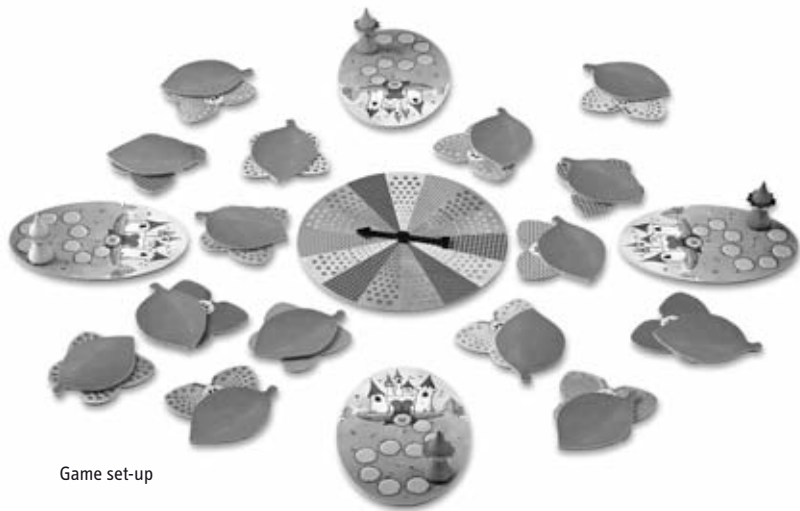
the leaves. Now the little fairies must find the butterflies so that they can show them the way to the castle. Will you help them finding the butterflies? Here's a tip: Each butterfly has its own colourful pattern. Can you see the differences?



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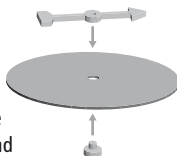


Game set-up

Preparation

Place the arrow in the opening of the dial and place the dial in the middle of the table, within reach of all players. Now spread out the 15 butterflies face up around the dial. The butterflies should not be placed on top of each other.

Now place the leaves with the green side up on top of the butterflies. Take care to cover each butterfly with a matching leaf.



Each player chooses a fairy figure. Your choices are the flower fairy, the dream fairy, the light fairy or the water fairy.



The pink dream fairy watches over the dreams of all children and adults.



The green flower fairy takes care that everything in nature grows and thrives.



The yellow light fairy brings the sunshine and sometimes makes a rainbow appear.



The blue water fairy protects all rivers, lakes and water creatures.

Then take a castle card and place the fairy on start.



Aim of the game

Each player tries to find the butterflies as quickly as possible and uses the collected points to let their little fairy go to the castle.

How to play

The players take turns. The player who last saw a butterfly begins. Spin the arrow on the dial. When the arrow stops and points at one particular pattern, all the players try to find the butterfly with the matching pattern. If the arrow doesn't clearly point to one pattern, spin it again.

Quickly uncover the butterfly that you think has the correct pattern and place the leaf in front of you. Each player may uncover only one butterfly.

Score

If you have uncovered the correct butterfly, your fairy may move one space forward.

If you have uncovered the wrong butterfly by mistake, you must move your fairy one space back. This doesn't apply when you are on start.

All butterflies are covered again and the next round begins.

End of the game

The winner is the player whose fairy is the first to reach the last space by the castle.

Variation

For an easier game variation, the butterflies are placed on the table face up and uncovered. The first player to spot the right butterfly points at it with their finger. The scoring is the same as for the basic game. The winner is the player whose fairy is the first to reach the last space by the castle.

