

This wonderful game is simple and easy to play. Each game is an exciting new adventure, as you build your very own racetrack. Avoid all of the obstacles and race to the finish line!

OBJECT:

Be the first player to land on the last section of the race track.

WHAT YOU NEED TO PLAY:

Magical Chibis Cards – You can play with as many as you want, but each player should have the same number of them. **Marker** (One for each player) – A Bella Sara Chibis toy works best, but you can use a coin or any other small item instead. **One 6-sided Dice**.

Each Chibi card has two sections. The top section displays a Chibi picture. An obstacle or an ability is printed on the bottom section. Each section on the card (top and bottom) counts as a separate section of track, so each card has two sections of track. 10 total Chibi cards placed end-to-end makes a track with 20 sections.

SET UP:

Players roll the dice to go first (highest roll wins). The first player lays a card of their choosing on the table face-up. The chibi picture on the card is the first section of track and the starting point for all players. The obstacle or ability is the second section of track. Then the second player puts down a card of her choice connecting the chibi picture on her card to the ability or obstacle section on the first card. You may not connect an obstacle section to an obstacle section or an ability to an ability. Each player puts down cards one after another making a “racetrack”. You can make the track turn by placing a card to one side of the obstacle section of the previous card.

When all the cards are down, you have created the track. The track can be as long as you want, and the track can be in any shape you want: zig-zag, rectangle or square; it's your choice!

OFFICIAL GAME RULES



Magical Chibis
TRADING CARD GAME

For 2 to 8 Players/Ages 4+

If only one player has cards: shuffle the cards and place them face down. Each player draws a card from the top of

the deck to put down in turn.

Put your Chibi toy on the picture of the first card on the track.

HOW TO PLAY:

Each player rolls the dice once. The player who rolls the highest number takes the first turn. The first player rolls the dice again. That player moves her Chibi (marker) forward through the number of sections shown on the dice. Remember that each card has two sections of track. Then the next player to the left rolls the dice and moves. Each player takes a turn, and play continues going around, until someone reaches the last section in the racetrack. That player is the winner! To win you must roll the exact number needed to land on the last section of track; otherwise you must wait until your next turn to roll again. If a player lands on the last section of track first as the result of a special ability (see below), then that player is the winner, but only if the count is exact. Ignore the last ability on the track. The player who lands on the last section wins!

ABILITIES & OBSTACLES

The bottom section of every Chibis card contains an obstacle or an ability that slows you down or speeds you up! Obstacle symbols appear on all of the common cards, and ability symbols appear on only the rare foil cards.

THE OBSTACLES:



Tornado: Retreat!

Roll the dice and go backward that many sections. If you land on another obstacle or ability, you must do what that one says.



Whirlpool: Sucked Under!

You must place your Chibi on the next closest whirlpool to yours, whether it is in front or in back of you. If the Whirlpools in front or back are the same number of sections away, you need to go back. Your turn is over.



Earthquake: Shaken up!

You lose your next turn.

THE ABILITIES:



Rainbow: Move up!

You move ahead three sections of track. If you land on another obstacle or ability, you must do what that one says.



Sun: Extra turn!

Roll again and move that many sections of track forward. If you land on another obstacle or ability, you must do what that one says.



Orchid: Jump ahead!

Move your Chibi ahead to the next section of track that is a "Horse" Chibi image.

Chibi image



Obstacle or Ability

Chibis Match Ability:

Match! If you land on a Chibi picture that matches the Chibi you are using in the game as your marker, you get another turn!

WINNING THE GAME:

Be the first person to land on the last section of the track!

Find out more about the Magical Chibis playing card game at BellaSara.com/mac

Look for these other Bella Sara™ Products!

Shop for your favorite Bella Sara products at <http://shop.bellasara.com/>



APPAREL!

*Available in select locations.

gAMES!

Check out our new games at BellaSara.com/apps.html



The *Bella Sara* Company™



© 2011–2012 The Bella Sara Company LLC © 2005–2012 Concept Card ApS. All rights reserved. BELLA SARA is a trademark of Concept Card ApS and used by The Bella Sara Company under license. THE BELLA SARA COMPANY is a trademark of The Bella Sara Company LLC, in the U.S.A. and elsewhere. www.bellasara.com

Artwork by Safiyah Al-Ansari and Teri Seitz.
Game by Mike Boozer.
© 2005–2012 Concept Card ApS.
All rights reserved.

Journey into a magical world of horses.

