**Object**

The player with the most Treats when the tea party ends is the winner.

**Set Up**

1. Set out the Game Board, the pink, blue, and green Fairy Headmistress Plates, and the air puffer Teapot where everyone can reach them.

2. Give each player a Place Setting and a Teacup.

3. Pile all the Treats treat-side-up on the Game Board.

Practice spinning your tea by squeezing the Teapot!

The player with the next birthday takes the first turn.
On Your Turn
Choose ONE Treat, turn it over, then follow the rules below based on what is on the bottom:

**Color**  If you turn over a color (green, blue, or pink), put the Treat on the Fairy Headmistress Plate of the matching color.

**Multi-Color**  If you turn over a multi-color, put the Treat on the Fairy Headmistress Plate of your choice.

**Teacup**  If you turn over a picture of a teacup, put the Treat on your Place Setting, then pick up your Teacup and **blow** on your tea with your mouth to make it spin. When it stops, take all the Treats from the Fairy Headmistress Plate of the matching color. Put them on your own Place Setting.

**Teapot**  If you turn over a picture of a teapot, put the Treat on your Place Setting, then take the air puffer Teapot. Starting with the player on your left, squeeze the Teapot above their Teacup to make their tea spin. When it stops, that player immediately takes all the Treats from the Fairy Headmistress Plate of the matching color. **Then, proceeding clockwise, pour tea for the next player,** and continue doing this until you have poured tea once for each other player, and then yourself.

**Good Manners**
There are three "Good Manners" Treats:

- If your elbows are already off the table, or you’re the first player to take your elbows off the table, you get this Treat.
- The first player to stand up and curtsy takes this Treat.
- The player that said please or thank you most recently takes this Treat.

If there is a tie, the player who flipped over the Treat takes it.

Now it’s the next player’s turn.

**Taking Treats**  When you take any Treats, pile them on your Place Setting to be counted later.

**Running Out of Treats**  When there are no more Treats to turn over, take turns blowing on your Teacups until there are no more Treats on the Fairy Headmistress Plates.

**Winning**
When all the Treats have been taken, the game is over. The player with the most Treats is the winner!

---

©Disney
Visit DisneyJunior.com
Rules: © 2013 Wonder Forge Inc. All rights reserved.

WARNING: CHOKING HAZARD - Small parts. Not for children under 3 years.

www.wonderforge.com