

ACTION SPACES



GO
When you pass or land on the GO space, collect \$200 from the Bank.



Free Parking
Relax! Nothing happens. Practice your interviewing skills or browse your fave online upcycled clothing boutique.

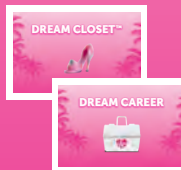


Transports
If you land on a Transport space, you may move to any street between that Transport and the next one. If you pass GO, collect \$200.

Dream Career and Dream Closet

Dream Career and *Dream Closet* cards allow you to experience some of the most iconic *Barbie* jobs and fashion moments. Some of these cards can be kept until you are ready to use them, while other cards must be used immediately. You may only keep up to two Dream Career or *Dream Closet* cards at any time. Place any cards you don't want to keep at the bottom of the appropriate deck.

If you already have two Dream Career or *Dream Closet* cards and you draw another one, you may exchange one of the cards you already have for the new card, or simply return the new card to the bottom of the appropriate deck. However, if you draw a Dream Career or *Dream Closet* card that must be used immediately, you must do so. If you already have two cards, you can keep them both—it won't count as having three cards!



Just Visiting
Don't worry. If you land here, put your token in the Just Visiting section.



Go to Jail
Immediately move your token to the In Jail space! Do not collect \$200 for passing GO. Your turn is then over. You can still collect rent, bid during auctions, buy *DreamHouses*, and trade while you are in Jail. You cannot use your Be Anything skill.

How do I get out of Jail?

You have 3 options:

- 1. Pay \$50** at the start of your next turn, then roll and move as normal.
- 2. Use a Get Out of Jail Free card** at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the appropriate deck, then roll and move.
- 3. Roll doubles** on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn.

You can use up to 3 turns to try for doubles. If you don't roll doubles by your third turn in Jail, pay \$50, and use your last roll to move.

BUILDING DREAMHOUSES

As soon as you get a color set, you can buy *DreamHouses* (you don't have to wait for your turn). Pay the Bank the cost on the Title Deed card, and place a *DreamHouse* on the street. You can only have 1 *DreamHouse* per street.



DEALS & TRADES

You can buy, sell, or trade streets with other players at any time. You must sell both *DreamHouses* on a color set to the Bank before you can sell or trade a street. You cannot sell or trade *DreamHouses* to another player. Streets can be traded for cash, other streets, and/or Get Out of Jail Free cards. The amount is decided by the players making the deal.

HELP! I CAN'T PAY!

- 1. Try to raise money.**
If you owe money and can't pay, try to raise money by selling *DreamHouses* or streets back to the Bank. You may also sell streets to other players.

Selling DreamHouses
Sell *DreamHouses* to the Bank for half the cost.

Selling Streets
Sell streets to another player at an agreed-upon price, or back to the Bank for half the cost.

- 2. If you're still in debt, you are bankrupt and the game ends!**

WIN!

The game ends immediately when the first player goes bankrupt.
Then the remaining players each do the following:

- Collect rent from the Bank for each of your streets.
Remember to double your rent for each color set you have, and to collect rent for DreamHouses!
- Count up your cash.

The player with the most money wins!

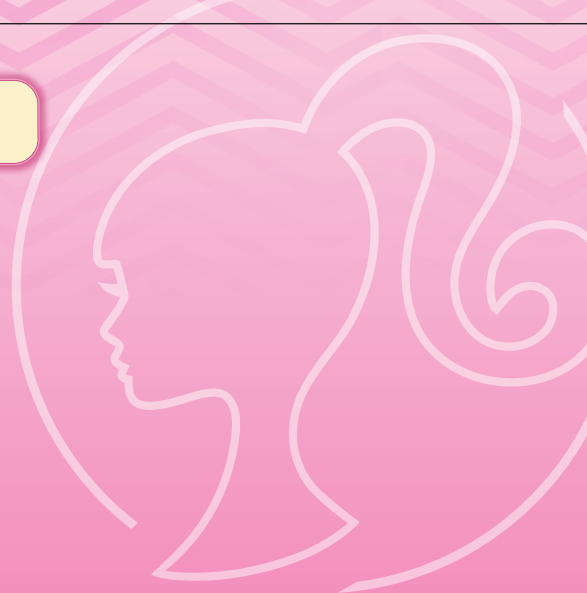
HERE ARE SOME TERRIFIC TOP TIPS! LOVE, BARBIE

To keep your game short and sweet, don't use house rules!

Always auction when someone doesn't want to buy the street they've landed on.

Never loan money to other players or make deals not to charge each other rent.

Never put cash in the center of the board; you don't get a bonus for landing on Free Parking!



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♦ Fast-Dealing Property Trading Game ♦



DREAM PINK!

Slip into Barbie® shoes and buy streets in her world—then build them up with *DreamHouses™*! Live your career and fashion #goals by drawing Dream Career and Dream Closet™ cards. And flex your Be Anything skills when you roll the *Barbie* die.
The player with the most cash when the first person goes bankrupt wins!

CONTENTS

- Gameboard • 6 Tokens • 6 Be Anything Cards • 16 Title Deed Cards
• 16 Dream Career Cards • 16 *Dream Closet* Cards • 16 *DreamHouses*
• 2 Dice (1 standard die, 1 *Barbie* die) • Money Pack



SET IT UP!

- Choose someone to be the Banker.
The Banker's in charge of:
 - The Bank's money
 - DreamHouses
 - Title Deed cards
 - Auctions
 The Banker can play too but must keep their money separate from the Bank.

- Banker, give each player:



(Total = \$1500)



- Put the dice by the gameboard.

- Each player chooses:
 - A token! Place it on GO.
 - A Be Anything card! Choose one, and keep it for the entire game.

YOU CAN BE ANYTHING



Each player gets the chance to Be Anything by choosing one of six iconic Barbie careers! When you roll to move, if you roll **B**, use your unique skill!

For most Be Anything cards, after you use your skill, you'll use the dice to move and take your turn as normal. For some Be Anything cards, the skill will change the way you move. When that is the case, move according to the rules of your skill. See your Be Anything card for details.



PLAY!

How to win
Move around the board buying as many streets as you can. The more you own, the more rent you'll be able to collect from other players. If you're the player with the most cash when the first person goes bankrupt, you win!

Who goes first?
Each player rolls both dice.
The highest roller starts, and play moves to the left.

- On your turn**
- Roll both dice.
 - If you roll **B**, you can Be Anything! See **YOU CAN BE ANYTHING** to the left and your Be Anything card for details.
 - Move your token clockwise the number of spaces shown on both dice unless you used your Be Anything skill, and that skill tells you to move differently.
Note: B always counts as a zero.
 - Where did you land? Carry out the rules of that board space. See **THE BOARD SPACES**.

Did you roll doubles? Roll the dice again, and take another turn.
Watch out! If you roll doubles 3 times in a row, you must immediately go to Jail! Do not complete your third turn.

- Your turn ends. Pass the dice to your left.

Start playing!
That's all you need to know, so get going! Look up the spaces as you land on them.

THE BOARD SPACES

PROPERTIES
There is one type of property: streets, which come in color sets.

Unowned Streets
When you land on an unowned street, you must buy it or auction it.

Want to buy it?
Pay the price on the board space, and take the Title Deed card from the Bank.

Don't want to buy it? Auction it!
The Banker must auction it. Bidding starts at \$10, and anyone can increase the bid by as little as \$1. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the street, that's fine. No one pays anything, and the Title Deed stays with the Bank.

Collect color sets!

When you own each street in a color set:

- You can double the rent for those streets!
- You may build *DreamHouses* and charge even more rent! See **BUILDING DREAMHOUSES**.

Owned Streets
When you land on a street that someone else owns, the owner must ask you for rent. If they do, you must pay. If they don't ask before the next player rolls the dice, you don't have to pay!

