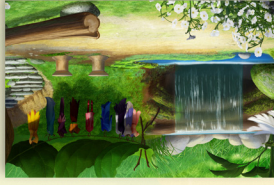


PIXIE HOLLOW GAMES FAIRY FITNESS GUIDE

The Fairies in Pixie Hollow train all year to make sure they are in flitterific shape when the Pixie Hollow Games come around. You and your Mainland pixie pals can stay in tiptop games-ready shape too! Print out this helpful guide and start training today with Fairy-themed games and activities.



READ THE DISCLAIMER BELOW BEFORE STARTING YOUR TRAINING

Make sure to get your parent's permission before you play. Play should take place somewhere safe, like a grass park or field or a street or driveway. For example, dodgeball-type activities should not involve hitting in the head; games with bikes and scooters should include helmets; pool games should always include a life-guard or parent supervision; tag and flag football-type games should not involve tackling.

The Walt Disney Company and its affiliated and subsidiary companies are not responsible for any accident or injury associated with participation with the Disney Fairies Flitterific Games. It is important that all supervisors exercise good judgment and contact appropriate personnel promptly in the event of an emergency. Play safely!



PIXIE HOLLOW GAMES INSTRUCTIONS

Use the template below for your Exer-"Dice" training:



- 1 Print out the guide and read the disclaimer
- 2 Cut and fold along the lines designated below:



- 3 Collect all 12 of the fairy talent training guides!



PIXIE HOLLOW GAMES FLITTERIFIC FITNESS GUIDE



OFFICIAL DISNEY FAIRIES
FAIRY-TALENT
TRAINING





- 1 Gather the following supplies: (4) four pieces of cardboard/paper, scissors, a group of fun fairy friends
- 2 Cut four large leaves out of cardboard/paper
- 3 Create a path travelling from a starting point, go across the room/field, around a chair/tree and back to the starting point
- 4 Create two equal groups of fairy friends. The first person in each group takes two cardboard leaves (which are the stepping-stones) fairies must use while travelling along the path)
- 5 Only ONE (1) leaf can be stepped on at any time
- 6 The game begins by having the first fairy on each team place one leaf shape on the ground and yell, "Leaf Me Alone!" before stepping on it. To move forward, they place the second leaf on the ground in front of the first, step to the second and pick up the first and repeating to move forward.
- 7 If a fairy forgets to yell "Leaf Me Alone" before stepping onto the first leaf, they must bring another fairy with them on the journey, but neither can step without a foot on a leaf so the journey becomes twice as tricky
- 8 When a fairy reaches the finish line, the finished fairy hands the two stepping-stone leaves to the next fairy in line who must start her journey by yelling, "Leaf Me Alone"
- 9 The team, whose fairies all make it through the course first and fastest, wins!

HOW TO PLAY "LEAF ME ALONE!"



LEAF ME ALONE RELAY RACE



OFFICIAL DISNEY FAIRIES
FAST-FLYING-TALENT
TRAINING



- ☐ (1) Something GREEN for Tinker Bell
- ☐ (1) Something PINK for Rosetta
- ☐ (1) Something ORANGE for Fawn
- ☐ (1) Something BLUE for Silvermist
- ☐ (1) Something PURPLE for Vidia
- ☐ (1) Something YELLOW for Iridessa
- ☐ (1) Button (like Tink's found objects)

- ☐ (1) Feather
- ☐ (1) Spider web
- ☐ (2) Bugs
- ☐ (3) Different colored leaves
- ☐ (3) Three brightly colored flowers
- ☐ Running water
- ☐ Shadow puppet
- ☐ Your BEST fairy pose (each fairy participating in the Hunt must come up with a different pose)

- 1 Use Vidia's List below as your checklist
- 2 Grab a group of fairy friends and a camera (or camera phone) to document your finds without disturbing nature
- 3 Set a timer for one hour
- 4 Start hunting and see how many of the items on Vidia's list you can find!

HOW TO PLAY VIDIA'S SCAVENGER HUNT



VIDIA'S SCAVENGER HUNT



OFFICIAL DISNEY FAIRIES
FAST-FLYING-TALENT
TRAINING

