

Walt Disney World

MAGIC KINGDOM GAME

The fun of this new game is two-fold. The first thrill is to assemble a toy-like replica of the Magic Kingdom Park located in the famous Walt Disney World in Florida. Following simple instructions, the park comes to life with its Railroad Station entrance, the Teacup Ride, the Haunted House and the tiny Monorail cars that whisk the players from one end of the park to another.

Playing in this wonderland that you have assembled gives an added touch of realism. You feel that you are actually there!

Players are given tickets for each one of the Magic Kingdom's best known attractions, plus tickets for the Monorail which helps to speed the tour of the Park. The fun is to be the first player to spend all of his tickets and win the game.

TO START:

1. Each player will take all the tickets of the color he has chosen for his pawn. Remove the three Monorail tickets and keep them apart from the others. The remaining tickets will be shuffled and placed face down in a pile on the table.
2. All players will start at the entrance to the Magic Kingdom. High spin goes first, others will follow in turn clockwise.
3. Each player will draw the top ticket from his pile. This will tell him where he must go, following any paths he may choose.
4. He will spin and move towards that spot the number of spaces shown on the spinner.
5. He must abide by the rules and advantages he may find from reading subjects described under "THE BOARD".
6. When the area indicated on his ticket is reached, he must deposit this ticket in a common discard pile and draw another from his colored tickets. He proceeds from there to the new area indicated on the ticket just drawn.
7. The first player who uses ALL his tickets wins the game.

TO ASSEMBLE:

Assemble board and game parts according to the directions and diagrams shown in the enclosed folder.

THE BOARD

There are spots on the board that can affect your play and special house top. The spot nearest to where the disc rolls will be the new attention should be given to the following rules governing these areas:

A. MONORAIL STATIONS:

In each corner of the park are Monorail stations. These can be short cuts from one part of the park to another. A player arriving at a Monorail station must spin the dial pointing to the Monorail section before he can board the Monorail. Once he has done this, he slides the Monorail car to the station at the far end of that line. If it is already at that station, it may be returned to the player's station and play proceeds from there. He must pay a Monorail ticket to the common discard pile after that ride is complete; these tickets cannot be used again.

B. THE HAUNTED HOUSE:

The Haunted House is placed in any position on its area at the start of the game and cannot be changed during that game. Red spots on the path are "haunted." When a player lands on one of these spots, he will take the haunted disc and drop it through the hole in the roof, holding his hand a few inches above the haunted house top. The spot nearest to where the disc rolls will be the new spot from which the player will continue to move.

C. REFRESHMENT AREAS:

When a player lands on the same space as another player, he may move that player's pawn to ANY Refreshment area in the park, and that player must continue his play from that new area. However, he must then continue to go to the same place shown on his ticket.

D. TEA CUP RIDE:

A player arriving at the Tea Cup Ride entrance must board this ride. He spins the spinner and moves the Tea Cup Ride the same count. In order for a player to leave the Tea Cup Ride, his spinner must land him on the (Entrance) Exit space by exact count. He then pays his ticket to common discard pile and draws a new one from his pile and proceeds to that new location.