

Disney's DUCKTALES GAME



For 2 to 4 Players

CONTENTS: Gameboard, 7 Playing pieces with plastic stands, 1 Spinner, 4 Treasure tokens, 8 Wild Cards

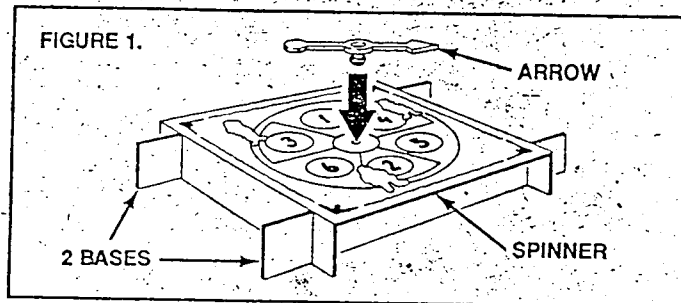
Uncle Scrooge and his nephews are after a tropical island treasure. Big Time Beagle, Magica De Spell and Flintheart Glomgold are after *them*! Can they escape to the helicopter with the gold?

OBJECT

Be first to reach the FINISH Space with a Treasure token.

SETUP

1. Carefully punch out the spinner and its 2 bases from the cardboard platform. Assemble spinner as shown in Figure 1.



2. Carefully punch out the 7 playing pieces. Fold each one on the fold line, tuck in the flap, then fit it into a stand. Use black stands for the 3 "Bad Guy" playing pieces: Magica De Spell, Flintheart and Big Time Beagle. Use colored stands for Uncle Scrooge, Huey, Dewey and Louie (each has a matching-colored stand).

3. Choose your playing piece—Scrooge, Huey, Dewey or Louie—and place it on the Start Arrow. All players do the same. Place any extra playing pieces out of the game.

4. Place the 3 Bad Guy playing pieces on their Hiding Spaces (their matching gameboard circles). **NOTE:** No player "owns" the Bad Guys. Different players will move them on certain turns.

5. Carefully punch out the 4 Treasure tokens and 8 Wild Cards. Stack one token for each player on the gameboard Treasure Space. Deal 2 Wild Cards faceup to each player. Place any extra tokens and Wild Cards out of the game.

6. Each player spins the spinner. The player who spins highest goes first. Play continues to the left.

GAME PLAY

On your turn, spin the spinner and move your playing piece the number of path spaces shown on the spinner.

• If the spinner arrow points to 1, 5 or 6, your turn is over after you move your playing piece.

• If the spinner arrow points to 2, 3 or 4, move the Bad Guy pictured on that spinner space the same number of path spaces that you moved your playing piece. Your turn is over. Always move your playing piece **before** moving a Bad Guy.

MOVING YOUR PLAYING PIECE

At first, players should move their playing pieces toward the Treasure Space, to collect their tokens (see COLLECTING A TREASURE TOKEN). After collecting a token, each player makes a dash for the FINISH Space! Move your playing piece as follows:

• You can move in **any** direction along the path—but never move onto the same space **twice** on one turn.

• You may pass other players' playing pieces as you move. If you end your move on a space occupied by another player's playing piece, move your playing piece to the next open space.

• If you land on or pass a Bad Guy, you get captured! See CAPTURING.

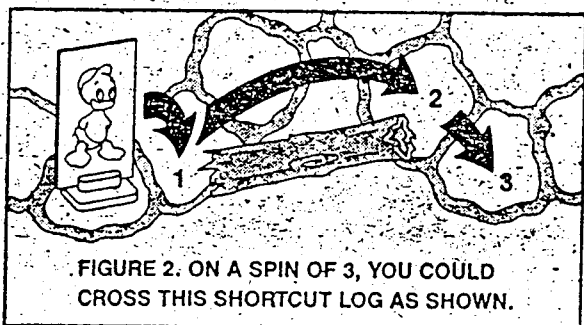
MOVING A BAD GUY

Usually, you'll want to move a Bad Guy toward an opponent's playing piece to capture it—or away from your own playing piece, to avoid getting captured. Move Bad Guys as follows:

- To move a Bad Guy onto the path from its Hiding Space, take either of the 2 paths the arrows point to.
- A Bad Guy can pass another Bad Guy as it moves. If a Bad Guy ends its move on a space occupied by another Bad Guy, it must move to the next open space.
- If a Bad Guy lands on or passes a playing piece, it captures the playing piece! See CAPTURING, below.

SHORTCUTS

Playing pieces and Bad Guys may both use any log or bridge as a shortcut. To use a shortcut, move from the space on one side of the log or bridge, directly to the space on the other side. Do not count the log or bridge as a space. Figure 2 shows an example.



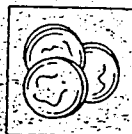
CAPTURING

A Bad Guy can capture a playing piece in 2 ways:

- 1) When a Bad Guy lands on or passes a playing piece.
- 2) When a playing piece lands on or passes a Bad Guy.

If your playing piece gets captured, move it immediately to the capturing Bad Guy's Hiding Space. Any number of playing pieces can share a Hiding Space.

On your next turn, spin as usual, then take either of the 2 paths the arrows point to.



COLLECTING A TREASURE TOKEN

You must collect a Treasure token before reaching the FINISH Space. Collect your token when you land on or pass the Treasure Space. Then continue moving if you have any spaces left.

If your playing piece gets captured on the Treasure Space, collect your token before moving to the Bad Guy's Hiding Space.

WILD CARDS AND WILD CARD SPACES

Wild Cards: These cards let you move any Bad Guy you choose on your turn, no matter what you spin. Use a Wild Card as follows:



1. At the beginning of your turn, announce that you're using a Wild Card, and flip the card facedown. Then announce which Bad Guy you're going to move.
2. Spin the spinner and move your playing piece as usual.
3. Now move your chosen Bad Guy the same number of spaces. If the spinner arrow points to a different Bad Guy, don't move it—move only the Bad Guy you chose to move.

You can never have more than two Wild Cards. A facedown Wild Card can't be used again—unless you land on or pass a Wild Card Space!



Wild Card Spaces: Whenever you land on or pass a Wild Card Space, flip one of your facedown Wild Cards faceup. You may use this card again!

THE SAFE AREA

The five green spaces near the FINISH Space are Safe Spaces. Bad Guys aren't allowed on Safe Spaces—so once you reach this area, you can't be captured!

HOW TO WIN

Be first to reach the FINISH Space (not necessarily by exact count) with a Treasure token, and you win the game!

