

Rules for Playing

Walt Disney's FANTASYLAND GAME

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SALEM, MASSACHUSETTS
NEW YORK CHICAGO SAN FRANCISCO ATLANTA
MADE IN U.S.A.

For 2, 3, or 4 Players

OBJECT: The object of the game is to collect the greatest number of points while traveling the Rainbow Path from the Start to Fantasyland.

EQUIPMENT: The equipment consists of an attractive playing board illustrating Walt Disney's Fantasyland, four playing pieces, a set of tickets, and an assortment of stars.

PREPARATION: Each player selects a playing piece and places it on the board in the space marked Start. The youngest player plays first in the first game and thereafter the winner of the previous game plays first. Shuffle the tickets and place them in a pile with the number side down. Mix the stars thoroughly and stack them in a pile in the same manner.

THE PLAY: To start the game, the first player draws the top card from the ticket pile and moves the number of spaces indicated on it. This ticket will move him to one of the first four spaces, numbered 3, 4, 2, or 3. His turn then ends and the player to his left plays in the same manner. (This first ticket is a "free" ticket in order to begin the moves). After each player has had his first turn, tickets can then only be obtained by landing on the spaces marked "ticket".

On a player's *second turn*, and thereafter in the game, he moves his piece the number of spaces shown on the space on which his piece rests at the start of his turn. He does not draw a ticket or a star unless he lands on a ticket or star space. A player may land on the same space occupied by another player.

SPECIAL SPACES: The star spaces and ticket spaces are *special spaces*. A player landing on one of these spaces draws the top ticket or star as indicated and immediately moves the number of spaces shown. He continues to move in this manner so long as he lands on either star or ticket spaces, and his turn does not end until he lands on one of the regular numbered spaces. A player always keeps the tickets and stars which he draws as these determine the winner of the game.

TURN OFFS: There are two places on the board where a player may continue along the regular path or may turn off on a side track to collect extra stars which will give him additional points. If he elects to go after the extra stars, his progress around the board will be slowed and other players may get ahead of him. Once a player has turned off the main track he must continue on the turn off until he gets a star, and then must return to the regular track by the same route. A player reaching the space which gives him two stars is entitled to move the total number shown on the two stars which he draws.

ENDING THE GAME: The game ends when the first player lands on the star marked "Finish." This player is entitled to draw a star, but neither he, nor any other player, may make any more moves, as the game is over.

WINNING THE GAME: Players total the numbers on their stars and tickets, and the player with the highest number of points is the winner. The winner is not necessarily the player who reached the Finish Star.

The FANTASYLAND Game is one of a series of four Disneyland games. TOMORROWLAND, ADVENTURELAND, and FRONTIERLAND are the other games in this series which you will enjoy.