

FOLLOW THAT MOUSE™

GAME RULES

For 2 to 4 Players

CONTENTS: 4 gameboards 24 tour tokens
1 centerboard

BASIC GAME RULES

This is a simple color-and-shape matching game. Players choose tokens from the centerboard and try to match them by color and shape to the spaces on their gameboards. There's more than one matching token for each gameboard space—so younger players won't get frustrated searching for just the right one!

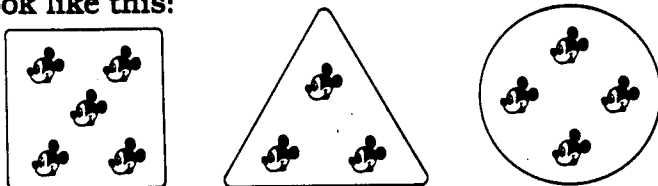
OBJECT: Be the very first player to find 6 tokens that match the shapes and colors on your gameboard.

Getting Ready





1 Assemble the 4 gameboards by following the instructions inside the box cover. For the Basic Game, the bottom boards must be **COLOR-SIDE-UP**.

2 Choose one gameboard, and place it in front of you. Each player does the same. Set any unused gameboards aside, out of play.

3 Spread out all 24 tour tokens **COLOR-SIDE-DOWN** on the centerboard, so they look like this:




Playing The Game

-  The youngest player goes first. Play continues to the left after each player's turn.
-  On your turn, pick any token (just one!) from the centerboard, and take a look at it.
-  If your token matches the color and shape of a space on your gameboard, fit the token **COLOR-SIDE-UP** into your gameboard space. Now your turn ends.
-  If your token does *not* match the color and shape of a space on your gameboard, return the token **COLOR-SIDE-UP** to the centerboard. Now your turn ends.

This token matches the color and shape of a space on your gameboard. Fit it in!

This token is the same shape as two of your gameboard spaces—but not the same color. Return it color-side-up to the centerboard.



 Continue playing, picking a token from the centerboard on your turn and trying to make match. You can pick either a **COLOR-SIDE-UP** token, or a **COLOR-SIDE-DOWN** token.

Winning

To win, be first to fill up your 6 gameboard spaces with matching tokens!

HOW TO PLAY THE GAME

This is a picture-matching game. Each player chooses a gameboard representing Fantasyland, Tomorrowland, Adventureland or Frontierland. Players must find the 6 tokens that match the 6 scenes from that "land." For each gameboard space, there's only *one* matching token!

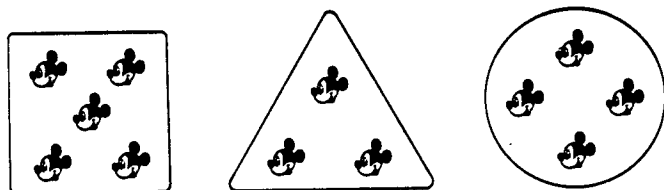
OBJECT: Be the very first player to find the 6 tokens that match the 6 Disney World scenes on your gameboard.

Getting Ready

1 Assemble the 4 gameboards by following the instructions inside the box cover. For the Challenge Game, the bottom boards must be SCENE-SIDE-UP. Make sure to match the bottom boards to the top boards, as shown inside the box cover.

2 Choose one gameboard, and place it in front of you. Each player does the same. Place any unused gameboards aside, out of play.

3 Spread out all 24 tour tokens SCENE-SIDE-DOWN on the centerboard, so they look like this:



Playing The Game

The youngest player goes first. Play continues to the left after each player's turn.

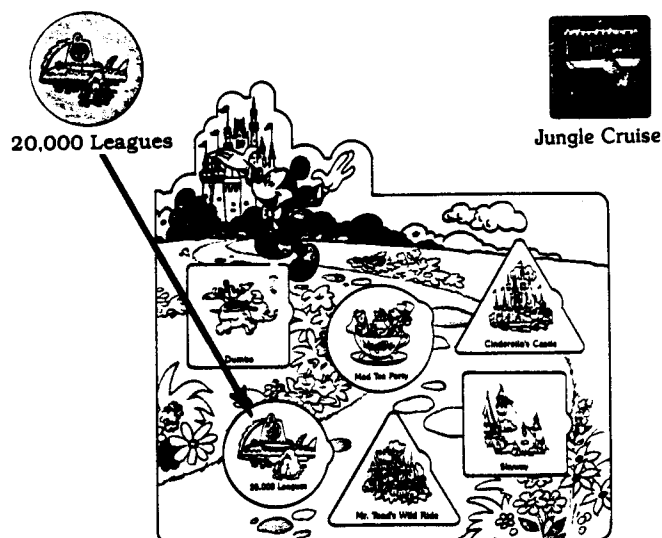
On your turn, pick any token (just one!) from the centerboard, and take a look at it.

If the scene on your token matches a scene on your gameboard, fit the token SCENE-SIDE-UP into your gameboard space. Now your turn ends.

If the scene on your token does *not* match any of the scenes on your gameboard, return the token SCENE-SIDE-DOWN to the centerboard. Now your turn ends.

Here's a match for the Fantasyland player! The 20,000 Leagues scene goes right here.

Uh-oh! The Jungle Cruise scene belongs to the Adventureland player! Return it scene-side-down to the centerboard.



Continue playing, picking a token from the centerboard on your turn and trying to make a match.

Winning

To win, be first to fill up your 6 gameboard spaces with the 6 matching scenes!