

FROSTY™ SNOWMAN

The Magic Hat Game For 2 to 4 Players/Ages 4-8

Rules © 1979 Parker Brothers, Beverly, Mass. 01915. Printed in U.S.A.

OBJECT

To bring Frosty to life by being the first player to reach his Magic Hat. Before you can do this, you'll have to complete the rest of his costume by collecting six Costume Cards, all different.

EQUIPMENT

1 game board • 1 perforated sheet with 4 Children Cards, each with a different background color; and 24 Costume Cards — 4 each of Frosty's mittens, boots, scarf, broomstick, corncob pipe and eyes of coal • On this platform: a spinner • Under this platform: 1 spinner arrow • 4 plastic bases

SETUP

1. Carefully remove all of the cards from the sheet.
2. Place the Costume Cards onto the board in this way:
 - a) For 4 players: Place 2 cards onto each of the matching board spaces. For example: Place 2 scarf cards onto each of the two scarf spaces.
 - b) For 3 players: Beginning at START and moving clockwise, place 2 cards onto the first matching spaces that you come to. This will leave you with 2 of each type of card. Place 1 of each type onto its remaining matching space. Set the 6 remaining cards aside; they will not be used in the game.
 - c) For 2 players: Place 1 card onto each matching space. Set the remaining 12 cards aside; they will not be used in the game.
3. Each player chooses 1 Children Card and — to make a playing piece — places it into a plastic base.
4. Each player places his or her playing piece onto START.
5. Carefully remove the spinner from the platform. Assemble it. Then insert the arrow into the center hole.
6. Each player spins the spinner. The player who spins the highest goes first; play then proceeds, in turn, to the first player's left.

PLAYING

On your turn spin the spinner and move your playing piece the number rolled. Move in a clockwise direction on the outside track. What you do next will depend on where you land. You'll land either on a Costume Space or a Frosty Space.

1. **Costume Spaces.** When you land on a Costume Space, it will either have a card on it, or it won't.
 - a) If there is a card on that space, check to see if you have that card already. If you don't have it already, take it from the board, place it in front of you and end your turn. If you already have that card, don't take it; just end your turn.
 - b) If there is no card on that space, do nothing and end your turn.

2. **Frosty Spaces.** When you land on a Frosty Space, first check to see if there are any Costume Cards left on the board.
 - a) If there are any Costume Cards on the board, slide immediately with Frosty — in the direction of your space's arrow — to the nearest space with a card on it. If you don't have that card already, take it and end your turn. If you already have that card, don't take it; just end your turn.
 - b) If there are no Costume Cards left on the board, you may not slide with Frosty. Instead, stay where you are and end your turn.

The Inside Track

After collecting your sixth Costume Card, you may then try to enter the track that leads to the Magic Hat. You may do so only by spinning and moving in the usual way.

1. Notice that the first Frosty space on the inside track has an arrow pointing backwards. If you land on this space, first check to see if there are any Costume Cards left on the board. If there are, you must immediately slide backwards to the nearest space with a card on it and end your turn. If there are no Costume Cards left on the board, just stay where you are and end your turn.
2. If you land on a blank space, stay there and end your turn. On your next turn, spin and move in the usual way.
3. If you land on the second Frosty Space on the inside track, slide immediately with Frosty to his Magic Hat.

WINNING

The winner is the first player to reach the Magic Hat.

We will be happy to answer questions about this game. Parker Brothers, P.O. Box 1012, Beverly, Mass. 01915. Attention: Consumer Response Department