



INSTRUCTIONS 2 TO 4 PLAYERS

OBJECT

Be the first player
to collect four Goofy scoring figures.

CONTENTS

1 Gameboard (cardboard platform)

1 Parts Sheet with:

2 Background Pieces, 1 Goofy Sock Dialer,
10 Goofy Stand-up Gameboard Pieces,
and 1 Sock Dialer Disk

1 Parts Sheet with:

4 Goofy Scoring Cards and
13 Goofy Scoring Figures

1 Pawn Sheet with 4 Goofy Pawns

4 Pawn Stands

4 Plastic Spinner Arrows

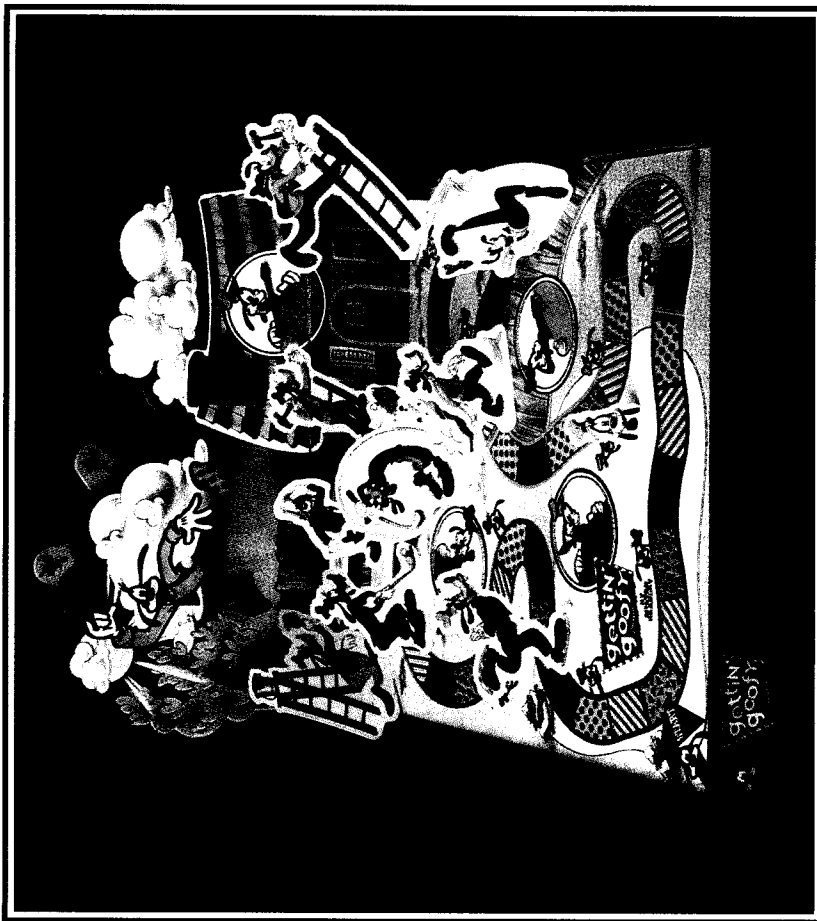
1 Plastic Button





ASSEMBLY

Here's what the gameboard looks like fully assembled! See Figure 1.



1. PREPARE THE GAMEBOARD:

Carefully lift the gameboard (cardboard platform) out of the box bottom and remove the game parts stored below. Punch out the slots in the gameboard before returning it to its original position in the box bottom. Discard waste.

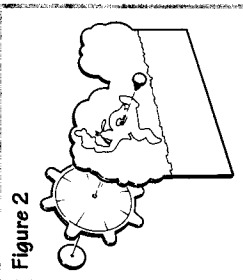


Figure 2

2. ATTACH THE GOOFY SOCK DIALER:

Remove the large background piece, Goofy sock dialer, and sock dialer disk from the parts sheet. Attach the sock dialer to the background piece by pressing the plastic button through the holes as shown in Figure 2.

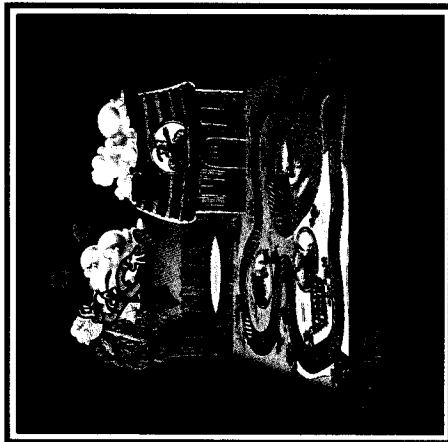


3. INSERT BACKGROUND:

Insert the large background piece between the side of the platform and the side of the box bottom. See Figure 3.

4. INSERT HOUSE AND STAND-UP PIECES:

Remove the house background piece and the 10 Goofy stand-up gameboard pieces from the parts sheet. Insert the house's lettered tabs (A and B) into the matching lettered slots in the gameboard. Then insert the chimney tab (M) into the matching lettered slot in the background piece. See Figure 4.



Now insert each of the 10 Goofy stand-up pieces into the gameboard by matching the lettered tabs to the matching lettered slots. See Figure 1 for placement.

5. ATTACH SPINNER ARROWS:

Gently press the four plastic spinner arrows into place. Refer to Figure 1 for their locations.

6. PREPARE PAWNS:

Punch out the four Goofy pawns from the parts sheet. Discard waste. Insert each pawn into its matching colored pawn stand.

7. REMOVE SCORING CARDS AND FIGURES:

Punch out the four Goofy scoring cards and the 13 Goofy scoring figures from the parts sheet. Discard waste.



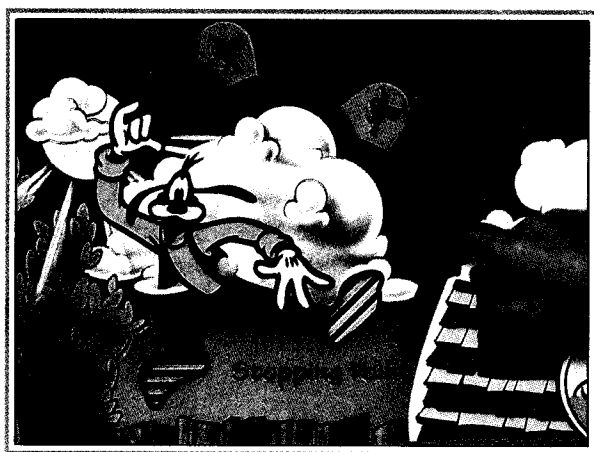
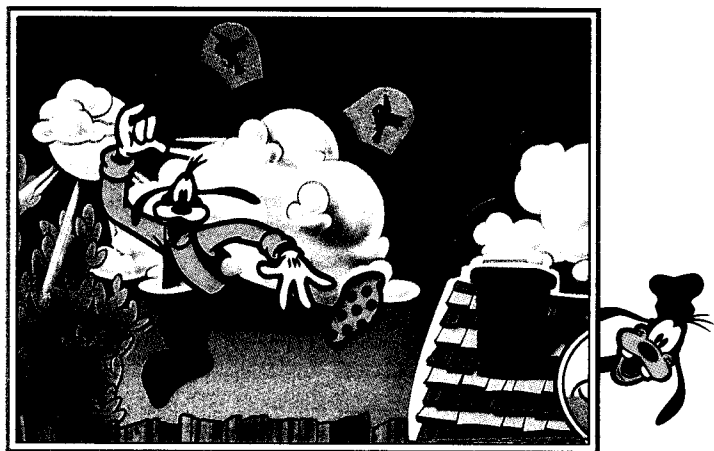
SET UP

1. Choose a Goofy pawn and place it on the START area of the game-board. Take your pawn's matching colored scoring card and place it in front of you. All players do the same. Place any unused pawns and scoring cards out of play.

2. Place the 13 Goofy scoring figures within easy reach of all players.

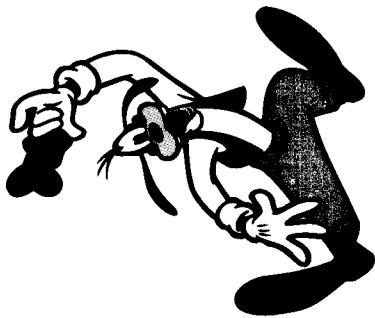
3. PRACTICE DIALING:

First set the Goofy sock dialer so that only two birds are visible. See Figure 5. Then, practice "dialing" with your index (pointer) finger. See Figure 6. The sock dialer changes the color and pattern of Goofy's socks!



Dial either bird all the way to the stopping point with your finger.





HOW TO PLAY

The youngest player goes first. Play then continues to the left.

ON YOUR TURN:

Dial *either* one of the two birds shown on the Goofy sock dialer to change the color and pattern of Goofy's socks. The pair of socks that appears determines what you do next.

MISMATCHED PAIR OF SOCKS

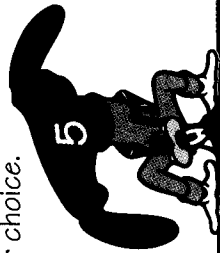
If the two socks do NOT match, that's pretty Goofy! A-HYUCK! Move your pawn ahead clockwise along the gamepath to the first unoccupied space that matches the color and pattern of Goofy's #1 sock. See Figure 7.

If you land on a space with a smiling Goofy next to it, you get to spin. See SMILING GOOFY SPACES on page 6. If you don't land on one of these spaces, move again to the next unoccupied space that matches the color and pattern of Goofy's #2 sock. See Figure 7. If it's a Smiling Goofy space, you get to spin! If not, your turn is over.

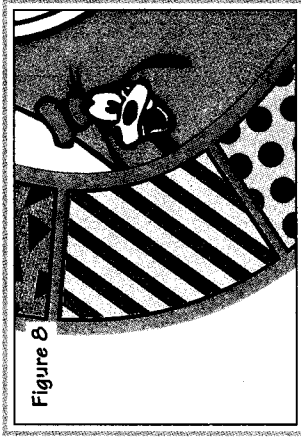
Remember: Whenever one of Goofy's socks (either #1 or #2) moves your pawn to a Smiling Goofy space, you get to spin a spinner!

MATCHING PAIR OF SOCKS

If both of the socks on the Goofy sock dialer match, that's positively NOT Goofy at all. You must give away one of your Goofy scoring figures, if you have one, to the player of your choice. This ends your turn.



You dialed orange with pink checks in the #1 sock. Move your pawn ahead to that matching space.



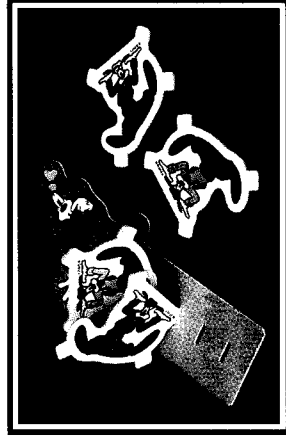
Smiling Goofy Space



You spun a Goofy! Collect a Goofy scoring figure.

COLLECTING A GOOFY SCORING FIGURE

Select a Goofy scoring figure from the pile and place any one of its four tabs in one of the slots in your Goofy scoring card. You can get really Goofy by placing your scoring figures all in different positions! See Figure 10.



HOW TO WIN

Players move around and around the gamepath trying to collect Goofy scoring figures. Circling the gameboard several times may be necessary. The first player to collect four figures wins the whole gawrsh-durned game! A-HYUCK!

