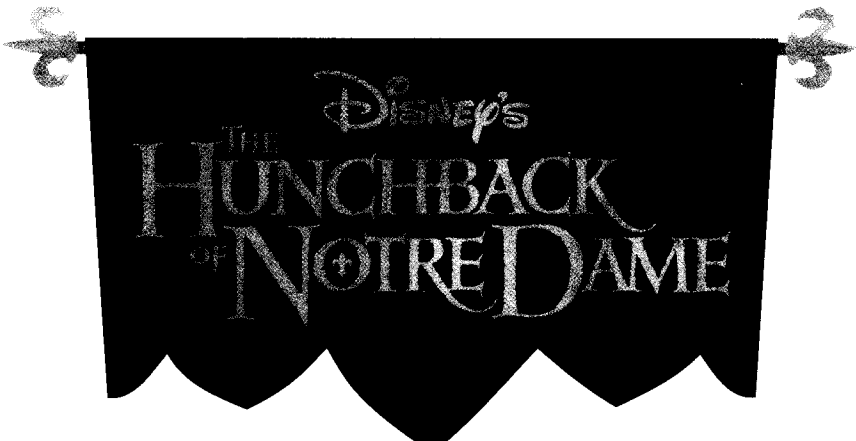


A black banner with a scalloped bottom edge, held by two metal rings. The text "Disney's" is in a script font, "THE" is in small caps, "HUNCHBACK" is in large serif letters, "OF" is in small caps, and "NOTRE DAME" is in large serif letters with a cross over the 'O'.

Disney's THE HUNCHBACK OF NOTRE DAME

TOWN SQUARE GAME



INSTRUCTIONS

2 to 4 Players



OBJECT

Be the first player to reach
the opposite side of the Town Square.



CONTENTS

Gameboard, 4 Pawns with Stands, 48 Movement Cards,
44 Town Square Tiles, 14 Frollo Penalty Tokens

THE FIRST TIME YOU PLAY

1. Carefully remove the tiles, tokens and pawns from the parts sheet. Discard waste.
2. **Assemble the Pawns:** Insert each of the 4 pawns into a pawn stand as shown in Figure 1.



FIGURE 1

SETUP

1. **The Town Square Tiles:** Place *one of each* of the Town Square tiles shown in Figure 2 out of play. (These tiles are extra and are to be used only if the others become lost, damaged or marked.)

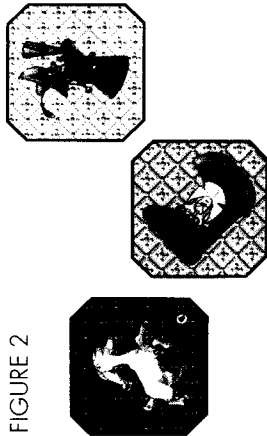


FIGURE 2

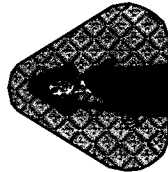
Place the remaining Town Square tiles *facedown* and mix them around. Then randomly select and place each tile facedown on one of the *dark brown* gameboard spaces. See Figure 3.

2. **The Pawns:** Choose one of the four assembled Character pawns as your own. Place your pawn on *any* one of its six matching color gems along the edge of the gameboard. Refer to Figure 3. Place any unused pawns out of play.

3. **The Movement Cards:** Shuffle the Movement cards thoroughly. Deal two cards *facedown* to each player. Place the remaining cards facedown in a draw pile next to the gameboard within easy reach of all players.

4. The Frollo Penalty Tokens:

Place the Frollo Penalty tokens in a pile next to the gameboard.

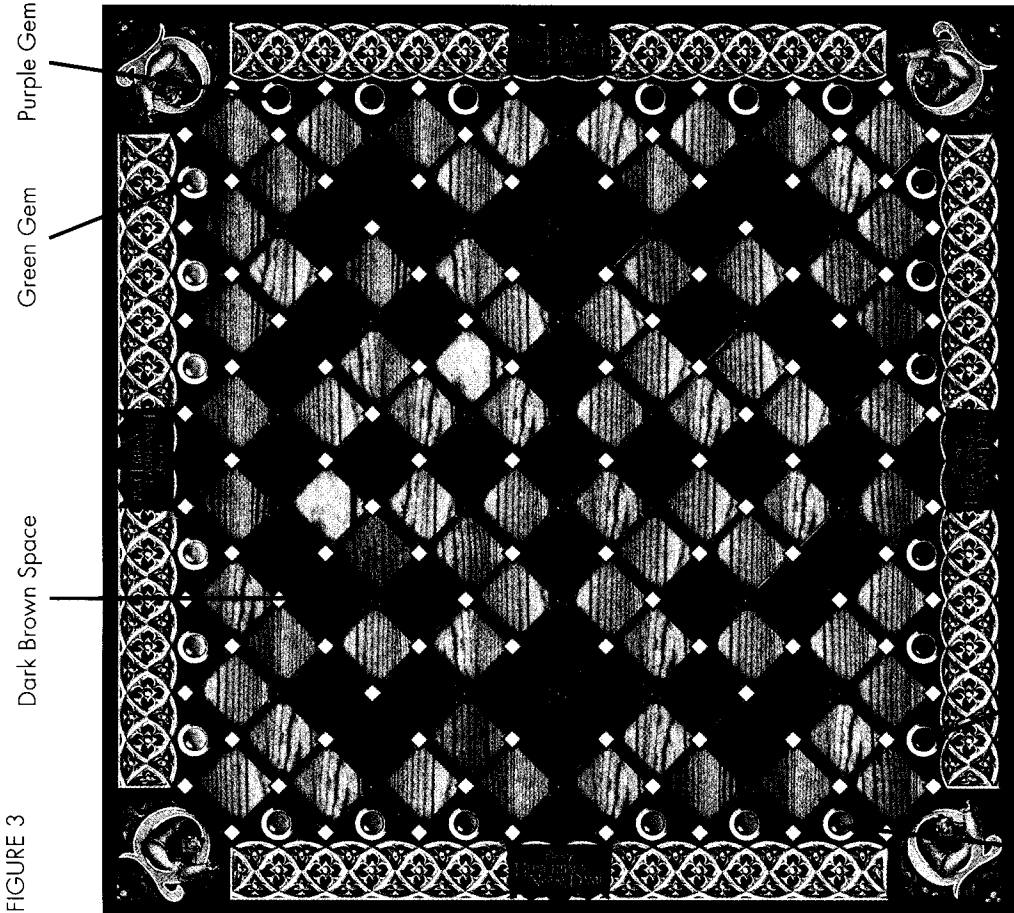


HOW TO PLAY

Play your cards to move your pawn across the gameboard. While moving, try to get to the opposite side from where you started.

Important! Movement is always *diagonal*. The youngest player goes first. Play then continues to the left.

FIGURE 3



Yellow Gem Red Gem

What to Do on Your Turn:

When it's your turn, play and discard *one* of your cards to move your pawn. If a pawn is moved onto a tile during play, turn the tile faceup and follow its directions. See THE TILES on page 5. At the

end of your turn, refill your hand so that you have a total of two cards.

Note: On your turn, you may choose to trade in both of your cards for two new ones. This ends your turn. You must wait *until* your *next turn* before you can play a card.

THE CARDS

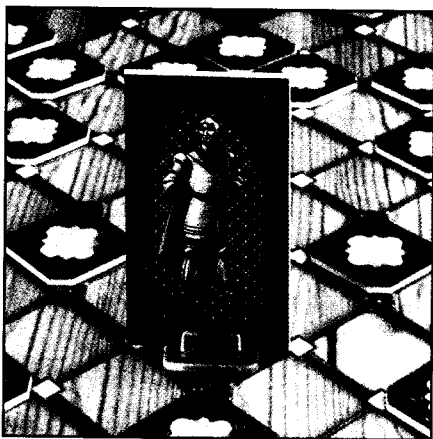
If you run out of cards to draw, shuffle the discard pile and use it to form a new draw pile.

MOVE LEFT

Playing this card allows you to move your pawn forward diagonally left **one** space – but only if the space is *unoccupied* (has no pawn upon it). See example, below.



Move Left Card



You can move your pawn to this space with a Move Left card.

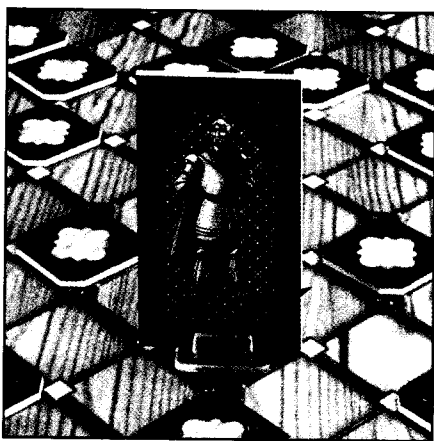
Important! If you have two Move Left cards in your hand, you may play both of them on the same turn and move left *two* spaces! When moving, jump over any other pawns or tiles in your path.

MOVE RIGHT

Playing this card allows you to move your pawn forward diagonally right **one** space – but only if the space is *unoccupied*. See example, below.



Move Right Card



You can move your pawn to this space with a Move Right card.

Important! If you have two Move Right cards in your hand, you may play both of them on the same turn and move right *two* spaces! When moving, jump over any other pawns or tiles in your path.

MOVE PAWN

Playing this card allows you to move any one pawn, including your own, backward or forward diagonally left

or right **one**

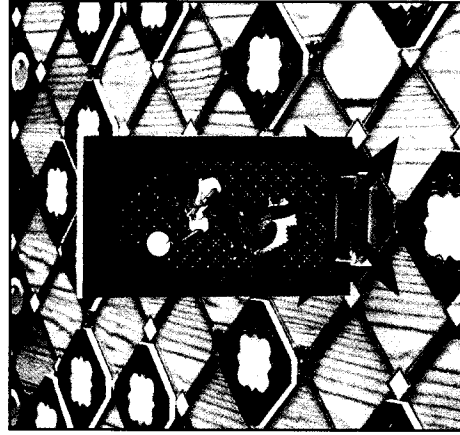
space – but only

to an *unoccupied* space.

See example, below.



Move Pawn Card



You can move this pawn to any of these spaces with a Move Pawn card.

Important! You may **NOT** play two Move Pawn cards on one turn.

MOVE TILE

Playing this card allows you to move any *unoccupied* tile to *any* other empty space on the gameboard.

Tiles must be

held facedown

while being

moved! **Exception:** Puppet tiles

that have already been turned *faceup* must remain *faceup* when moved. See THE TILES, below.

Important! You may **NOT** play two Move Tile cards on one turn.

THE TILES

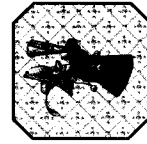
If you land on a tile, turn it *faceup* and follow its direction.



Djali Tile

If you land on one of these tiles, move your pawn forward diagonally either left or right **one** space.

Then turn the tile *facedown* again.



Puppet Tile

If you land on one of these tiles, move your pawn backwards diagonally either left or right one space.

Note: Puppet tiles must remain *faceup* for the remainder of the game.



Frollo Tile

If you land on one of these tiles, **BAD NEWS!** You must take a Frollo Penalty token.

Turn the tile *facedown* again and place your pawn upon it. This ends your turn.

Note: If you collect three Frollo tokens during play, you must move your pawn back to one of your **START** gems. The **GOOD NEWS?** You get to return your three tokens to the pile!

OTHER RULES:

- ◆ No two pawns may occupy the same space at the same time.
- ◆ No occupied tile may be moved.
- ◆ Tiles may not be stacked on top of one another.

HOW TO WIN

The first player to land on *any* one of the six color gems directly **opposite** his or her side of the Town Square wins the game!