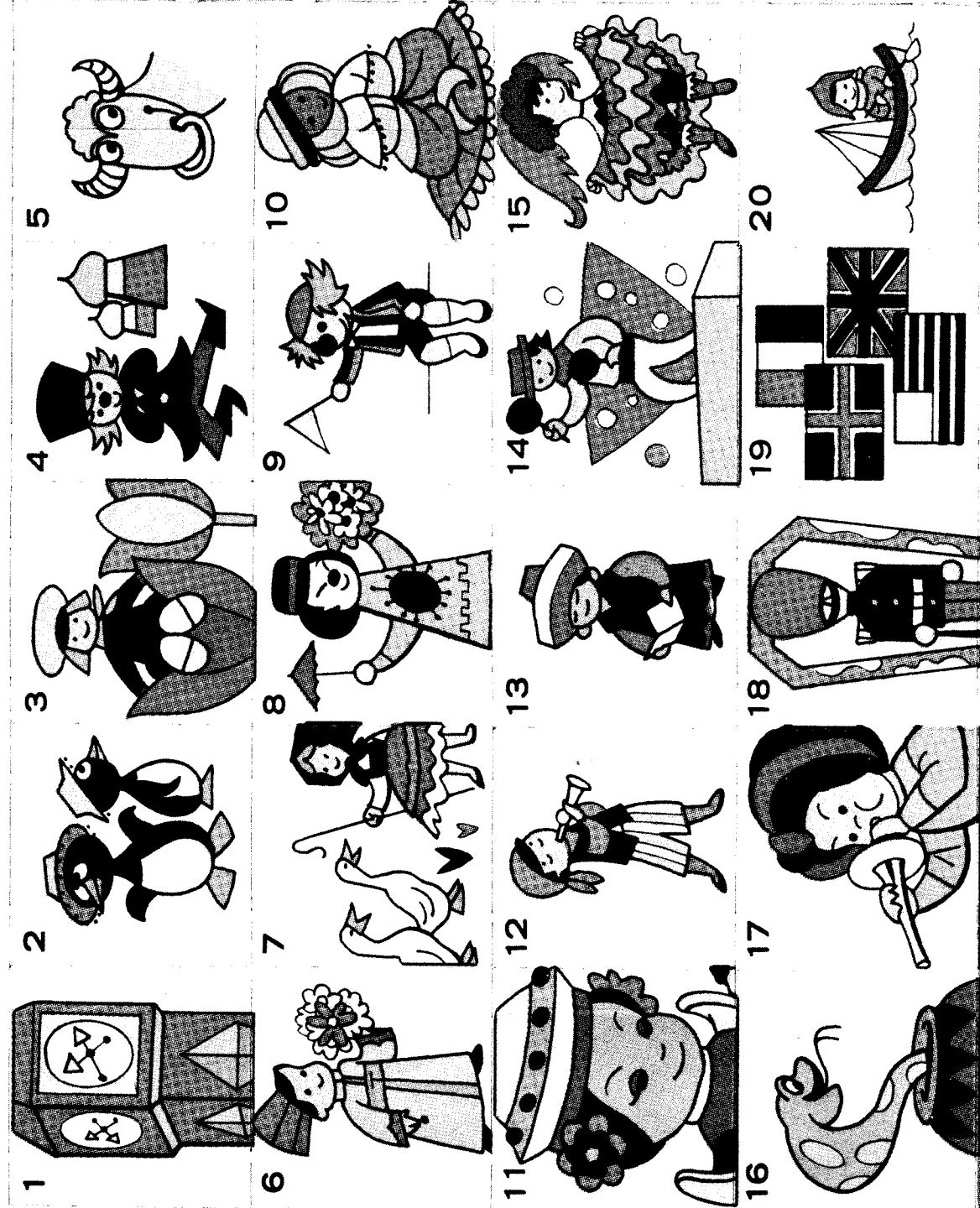


Disneyland "IT'S A SMALL WORLD" GAME

FOR 2, 3, OR 4 PLAYERS

Rules for Playing

OBJECT: The object of the game is to be the first player to reach the clock after having five cards on their proper spaces on the board.

PREPARATION: Each player selects a playing piece. Remove and separate the picture and clock cards which are printed on the platform in the box. Deal five picture cards and one clock card to each player. If there are extra cards they are put aside and not used.

PLAY: Select a player to play first. He throws the die and moves his piece along the path the number of spaces indicated. Other players follow in turn. A player may turn off on any of the many paths on the board as long as he counts every space that his piece crosses. He must use the full count that he has thrown except when he reaches the "HOLD" space. After his first turn he may move either forward away from the starting space or backwards towards it. He may not, however, reverse direction during the course of a move.

BUMPING: Whenever a player ends his move by landing his piece on a space already occupied by another piece, he may move the original piece six spaces in any direction. If a piece, so moved, lands on a space occupied by still another piece, the latter piece may also be moved six spaces.

PLACING PICTURE CARDS: A player tries to move his piece, by exact count, onto a numbered space that matches the number on one of the cards which he holds. Whenever he does so he places his card on the board so that it covers the picture which shows the same scene as the card played, and his turn then ends. He tries on following turns to move his pieces to another space which matches one of his remaining cards and so on until he places all of his cards on the board.

There are four spaces on the board marked "place any card". Whenever a player lands his piece on one of these spaces by exact count, he may put any one of the pictures which he holds in its proper place on the board. He does not move his piece to that location but on his next turn moves from the space he occupies.

HOLDING SPACE: Once a player has all of his five cards properly placed, he moves by the throw of the die on his regular turns to the space marked "HOLD". He does not need to reach this space by exact count, but must stop there until his next turn.

THE CLOCK: On his turn after reaching the "HOLD" space, a player places his clock card on top of the clock space on the board. He announces the time shown on the face of his clock card and then throws the die. If the number which he throws does not match either of the numbers pointed to by the hands on his clock card, his turn ends and his piece remains on the "HOLD" space. He tries again on his next turn.

If he does throw one of the proper numbers he moves his piece onto his clock card. The first player to do this wins the game.

We will be glad to answer inquiries concerning these rules
Parker Brothers, Inc., P.O. Box 900, Salem, Mass.