

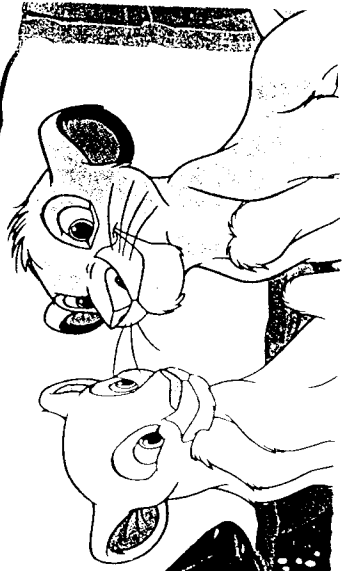
# LION KING

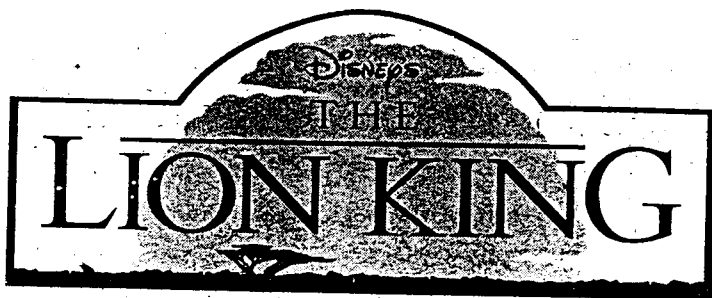
## Matching Game

Create  
Hundreds  
of Different  
Scenes!



Look at your  
opponent's scene.  
Then try to remember  
it and create an  
exact match!





# Matching Game

## INSTRUCTIONS

### For 2 Players

### Contents

- 2 plastic scene-holder trays
- 2 backdrop cards
- 2 sets of 2-sided, yellow-banded scene cards, numbered 1 to 5
- 2 sets of 2-sided, red-banded scene cards, numbered 1 to 5

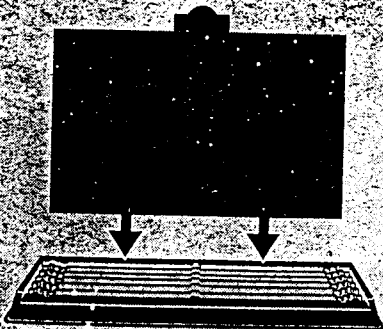
### Object

Create a scene from The Lion King movie and see if your opponent can recreate it from memory.

### Setup

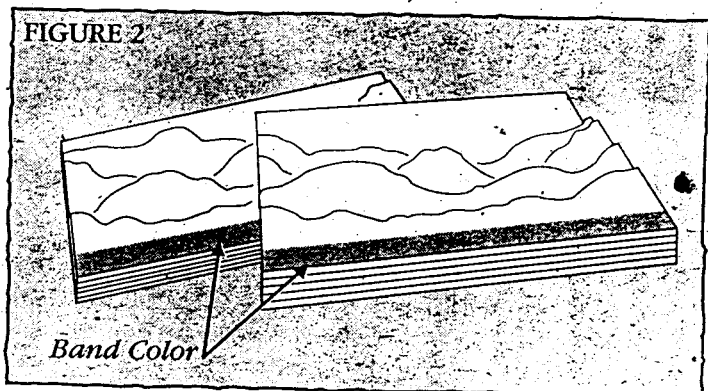
1. Sit facing your opponent. Take a plastic scene-holder tray and place it in front of you. Your opponent does the same.
2. Carefully punch out all of the scene cards. Discard the cardboard waste.
3. Take a backdrop card and place it into the back slot of your tray as shown in Figure 1. Your opponent does the same. Backdrop cards should never be removed during gameplay.

FIGURE 1



4. One player takes all ten red-banded scene cards and the other player takes all ten yellow-banded scene cards. See Figure 2. Players place their cards in front of them.

NOTE: Each card has two different scenes (one on front and one on back), each numbered 1 - 5.



## Playing the Game

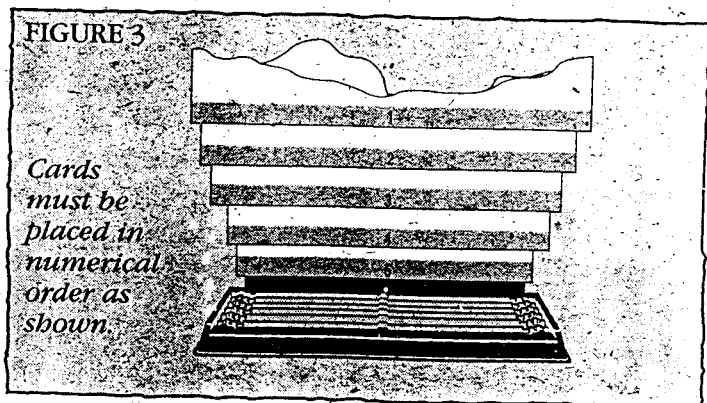
### Getting Started

You and your opponent should look at the four basic scenes from The Lion King shown on the bottom of the game box. Each player has the cards to make these same scenes, plus hundreds of other scenes by mixing the cards. Just use your imagination!

### Create a Scene

Choose a player to go first. If you are the first player, do the following:

1. Secretly select any five of your scene cards numbered 1 - 5. (Each card you select must have a different number.) Make sure your opponent looks away while you are selecting your cards.
2. Secretly place the scene cards you selected into your scene-holder tray *in numerical order* with the number 1 card in the front slot of your tray. See Figure 3. Press the scene cards all the way down into the slots.



3. After you've completed your scene, set aside your unused cards. Be sure that your opponent can't see what cards you *didn't* choose.
4. Quickly turn your tray around so that your opponent can study your scene for five seconds. (To time it, silently count from 1 to 5.) Then quickly turn your tray back toward you, so your opponent can no longer see it.
5. Your opponent must then try to recreate your scene from memory, using his or her own scene cards and tray.
6. After your opponent has completed his or her scene, you then reveal your original scene again for comparison. Each card in your opponent's scene is counted as correct if it matches the card in your scene exactly *and* is in the correct order.

### ***Scoring***

Your opponent scores one point for each card that correctly matches your scene. If all cards correctly match, your opponent receives an extra point, for a total of six points. (Ask a parent to help you add up your points and keep score.)

### ***Gameplay Continues***

Now it's your opponent's turn to create an all-new scene. Gameplay continues as described above. After both players have each completed creating and matching one scene, the game is over.

## **Winning the Game**

The player with the highest score wins the game. In the event of a tie, continue playing games until one player scores more points.

### **Gameplay for Younger Players**

Younger or inexperienced players may study an opponent's scene for *ten* seconds (instead of five). All other gameplay is the same as described above.