

The McDonald's Game™

TO PREPARE THE GAME:

1. Place the playing board in the center of the players.
2. Assemble the McDonald's chute as illustrated in FIG. 1 and place this on the center of the playing board.
3. Carefully separate the cardboard McDonaldland figures from the sheet and place one on each plastic stand.
4. Each player takes a rack, a scoring peg and a marble. He also takes the McDonaldland Character with the stand matching the color of his marble.
5. Carefully separate all the small playing cards from the sheets. There are 15 each of 8 Food Items (Big Mac, Cheeseburger, Hamburger, French Fries, Chocolate Shake, Filet-O-Fish, Hot Apple Pie and Cookies). The large Menu cards are placed face down on the center section of the board.
6. Give each player 3 each of the 8 Food Item cards (For example: 3 Big Mac, 3 French Fries, 3 Hamburgers, etc.) Each player should place his Food Item cards in his rack: 3 each of one Food Item card in each slot. (See FIG. 2) Shuffle the remaining cards and place them face down on the board next to the chute.
7. Each player places his McDonaldland Character on the "Let's go to McDonald's" corner square by the matching character. (The player with the Hamburglar should place his playing piece in the corner square by the Hamburglar, etc.)

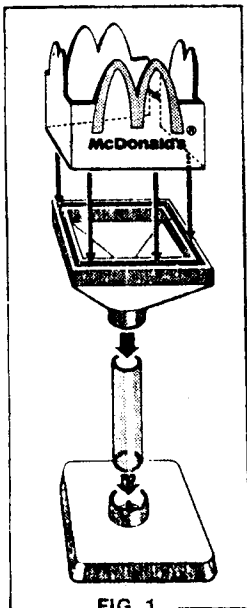


FIG. 1

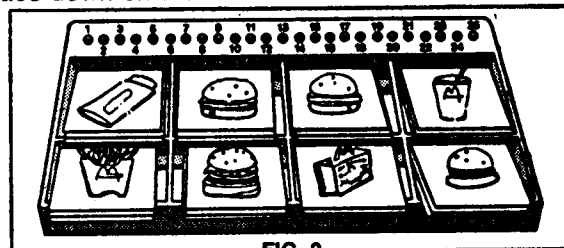


FIG. 2

OBJECT: Be the first player to score 25 points.

TO PLAY:

1. Roll the dice to determine who plays first. High roll goes first, and play will continue clockwise.
2. A player in his turn rolls the dice and moves his playing piece clockwise around the board the number of spaces showing on the dice. When he ends his move, he does what is indicated by the space he is on:
 - a) **YOU DESERVE A BREAK TODAY, INSTANT BONUS or McDonald's GIFT CERTIFICATE** — Take the indicated number of Food Item cards from the top of the card pile in the center section of the board.
 - b) **MAY I HELP YOU, PLEASE?** — You may take any 2 Food Item cards from your rack and trade them with another player for 2 cards of your choice from his/her rack.
 - c) **TAKE 1 CARD FROM EACH PLAYER** — Take one card of your choice from each player's rack.
 - d) **LET'S GO TO McDonald's** — Take the top card from the Menu card pile and read the Menu (See #3).
3. **Reading the Menu**
 - a) Before reading the Menu, make sure the other players have their marbles handy and are ready to serve you (prepared to draw Food cards from their racks matching your Menu order).
 - b) Read the Menu clearly. Only order those items that are called for in RED PRINTING.
 - c) Read the menu completely, including any changes printed in red at the bottom.
 - d) When you have read the entire order with changes (if any), you must say "Please." This is an indication to the other players that the order is complete.
4. When a menu is read, the other players will try, as quickly as possible, to fill the order by taking the correct Food Item cards from their racks. If an order calls for 1 hamburger, each player will take 1 "Hamburger" card from his rack; 2 hamburgers, he'll take 2 "Hamburger" cards from his rack, etc.
 - a) As soon as a player believes he has drawn the correct cards to fill an order, he drops his marble into the McDonald's chute. He may not drop his marble until "Please" is said by the player reading the Menu order. He may not draw additional cards or exchange cards after dropping his marble into the chute.
5. When the marbles are in the chute, the player whose marble is at the bottom reads the Food cards he has pulled to fill the order. If the order was **not** filled correctly, the player with the marble second from the bottom reads his cards, etc. If none of the players filled the order correctly, the marbles are returned to the players and the Menu order is read again until one player fills the order correctly.

NOTE: If there are not enough Food cards available in the players' racks to complete the order, the turn ends without any points being scored.
6. The **first** player to correctly fill the order will:
 - a) Score 1 point for each Food Item card on the Menu order. Scores are kept by each player on his rack. He moves the scoring peg to the numbered hole corresponding to his score.
 - b) Give the Food Item cards he pulled to fill the order to the player who read the Menu. (The other players return their cards to their racks).
7. Used Menu cards are returned to the bottom of the Menu pile, and marbles are returned to each player after a player has scored by correctly filling the order.
8. A player getting cards during his turn (by landing on a space entitling him to cards or by reading a menu) may refill his rack up to 3 of one kind per slot. Any extra cards are turned **FACE DOWN** in front of him (See #9) so they won't be used when drawing cards to fill a Menu order.
9. Extra cards **must** be returned to the bottom of the card pile by each player in his turn **BEFORE** he rolls the dice to prevent a player from stockpiling Food cards. He will score 1 point for each extra card he returns to the pile **providing the player has 3 of the same cards remaining in his rack**. In his turn, if a player forgets to return his extra cards for points before he rolls the dice, he must return those cards to the bottom of the card pile **without scoring points**. Extra cards received after the roll of the dice are turned in for score at the beginning of the player's next turn.
10. More than one McDonaldland Character may occupy the same space.
11. Players continue to score points (advancing pegs) until one player reaches 25 points or more. **He/she is the winner.**