

McDonald's[®] Playland[™]

FUNBURST[™] Game from Parker Brothers

For 2 to 4 players/Ages 4 to 8

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Equipment

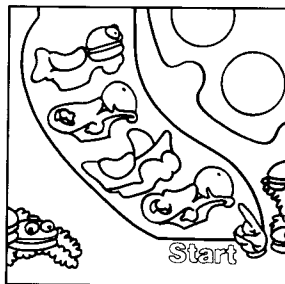
Funburst game board • 4 tokens: red, blue, yellow, and green
• 30 hamburger chips

Object

Be the player who puts the Hamburglar behind bars by dropping chips into the hand of Ronald McDonald.

Set Up

1. Open the McDonald's Funburst game board and place it into the center of the playing area so that all the players can see the front of Ronald McDonald.
2. On the backside of Ronald McDonald, there is a coin slot. Carefully insert a nickel into the center of the slot, directly above the words **INSERT COIN HERE**. For a longer game, slide the nickel to the side marked **A**. For a shorter game, slide the nickel to side **B**. Be sure the coin fits snugly into place.
3. Carefully remove all 30 hamburger chips from the perforated sheets. Place a pile of 15 chips on one side of the game board; 15 chips on the other, so that all the players can reach some.
4. Each player chooses a different color token and places it onto one of the 4 **start** spaces located directly below the Golden Arches.



5. Place the hand of Ronald McDonald in a fully **upright** position so that the Hamburglar cannot be seen.
The oldest player goes first. Play then passes, in turn, to the **left**.

Playing

On your turn, place your finger into **any one of the top 3 holes** of the Ronald McDonald color wheel (located just above the Golden Arches), and **gently push down** in a dialing motion until you reach the bottom of the slot. **Be careful not to shake the wheel as you dial a color, causing the hand to fall.**

1. Look at the color in the small circle between the Golden Arches. This is the color of the space to which you must move your token.
2. Move your token to the **first** space on the track that matches the color you've dialed. Follow the pointing hands on the track and **be sure to touch each space along the way as you look for your color. Note:** some spaces along the way are "hamburger" spaces. Make sure you touch them along the way and pick up the number of hamburger chips shown.
3. If the **first** space that matches your color is taken by another player's token, move to the **next** open space on the track that matches your color.

As you move your token through McDonald's Playland, you'll come across different McDonald's rides. Do the following things whenever you land on one of these rides:

Big Mac Wheel

1. Move your token up onto the Big Mac Wheel and place it into the color circle that matches the color you've dialed.
2. Place your finger **alongside** the wheel in the notch next to your token. Turn the wheel **all** the way around until your token falls through the hole at the bottom of the wheel. **Do not turn the wheel by placing your finger into the holes where tokens are placed.**

Your token will slide down into one of the two hamburger spaces. Depending upon which space it falls into, pick up that number of hamburger chips from either pile and drop them into the hand of Ronald McDonald **from the top only**.

3. Then, move your token **from** the hamburger space **to** the next open space on the track that matches the color you dialed when you began your turn. **Do not dial the color wheel again.** If you do not land on another ride, end your turn. If you do, follow the rules for that ride.

The Slippery Slide If your token lands on the orange space at the top of the slide—or if your token must touch this space on the way to another space—do the following:

1. Place your token into the hole at the top of the slide.
2. Using one finger, **gently** give your token a poke so that it glides down the slide freely.
3. At the bottom of the slide, there are 2 hamburger spaces. Depending upon which space your token falls into, take 1 or 2 hamburger chips and drop them into the hand of Ronald McDonald **from the top only**.
4. Then, move your token **from** the hamburger space **to** the next open space on the track that matches the color you dialed when you began your turn. **Do not dial the color wheel again.**

If you do not land on another ride, end your turn. If you do, follow the rules for that ride.

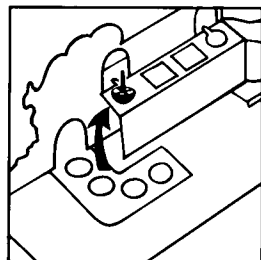
The McDonald's Train When you reach the train with your token, move it up onto the hole that matches the color you've dialed.

If you land on the blue or red space, do the following:

1. **Gently** push your token through the window of the train. Your token will fall down the slide and into the hamburger space.
2. Take 1 hamburger chip from either pile and drop it into the hand of Ronald McDonald **from the top only**.
3. Then, move your token to the next open space on the track that matches the color you dialed when you began your turn. **Do not dial the color wheel again.** If you do not land on another ride, end your turn. If you do, follow the rules for that ride.

If you land on the orange or purple space on the train, do the following:

1. Drop your token through the hole of the space you land on.
2. Your token will slide down into the hamburger space at the end of the slide. Take 2 hamburger chips from either pile and drop them into the hand of Ronald McDonald **from the top only**.
3. Then, move your token to the next open space on the track that matches the color you dialed when you began your turn. **Do not dial the color wheel again.** If you do not land on another ride, end your turn. If you do, follow the rules for that ride.



Purple and Orange Hamburger Spaces after Train In between the train and the Big Mac Wheel, there are 2 hamburger spaces. One is orange, the other purple. Whenever you land on either of these spaces, be sure to pick up the number of hamburgers shown and drop them into the hand of Ronald McDonald. Then end your turn, leaving your token where it is.

When you move from these spaces, move your token up onto the Big Mac Wheel and place it onto the space that matches the color you've dialed. DO NOT return your token to the start spaces.

One Time Around Playland If, on any one turn, you are able to move your token onto **all** of the Playland rides without stopping, **you must return your token to the start space and end your turn.**

Example: Let's say on your last turn, you slid down the Slippery Slide and ended your turn right under the arch of the train. On your next turn, you dialed a color which allowed you to move up onto the train, then down and up onto the Big Mac Wheel, and back up onto the Slippery Slide again. Once you go down the slide again and pick up your hamburger chips, you must place your token back onto one of the **start** spaces and end your turn. This allows others who haven't had a chance to try all of the rides and collect chips, at least once, to do so. Then, on your next turn, you dial a color and play as usual.

End of Game and Winning

The game ends when one player drops a hamburger into the hand of Ronald McDonald, causing it to fall and putting the Hamburglar behind bars. The player who does this is the McDonald's Playland hero!

When the hand of Ronald McDonald falls, the hamburger chips he was holding should all empty out onto the playing area. Check to see that all the chips are out of his hand—then collect them and play again!

False Finish to Game If during the game, someone shakes the game board or the color wheel, and the hand of Ronald McDonald falls, you may reset it. Simply place the hand back in a full **upright** position, replace any hamburger chips which might have emptied out, and continue playing until a hamburger chip causes the hand of Ronald McDonald to fall.



We will be happy to answer your questions or comments about McDONALD'S FUNBURST GAME. Write to the Consumer Response Department in the location nearest you:
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