

Rules for Playing WALT DISNEY'S MICKEY MOUSE CLUB GAME

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NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA
MADE IN U.S.A.

For 2, 3 or 4 Players

OBJECT:

The object of the game is to be the first player to assemble completely one of the four Mickey Mouse Club characters.

PREPARATION:

Remove the small characters, the parts for the four large ones and the four stands from the two panels. Place an eyelet, narrow end first, in the hole in each leg, arm and head. Do not put eyelets in the holes of the bodies. Give each player a stand and a small character which represents the large character he will try to assemble during the game. Players assemble stands by fitting the point of one half in either hole of the other half. Select a player to go first.

THE PLAY:

Because the large characters must be assembled in an upright position, players must first obtain the legs, then the body, and lastly, the arms and the head. The first player spins. If the arrow points to a space marked "take any part" or to a space marked "take a leg", he selects a leg for the character he is assembling, places it in his stand by pushing the point on the leg into the hole in the stand and his turn ends. If his spin stops on any space other than those mentioned, he cannot play and his turn ends. When the first player has completed his turn, the second player spins for his and so on around the table.

When a player has the two legs of his character set up in his stand, he then spins for the body. When he gets it, he attaches it to the two legs by placing the eyelets in the legs through two holes at the bottom of the body. He then tries on subsequent turns for the arms and the head which he may win in any order and which he attaches to the upper part of the body.

WINNING THE GAME:

The first player who is able to assemble correctly the five parts of his character wins the game.

Questions on this game will be answered gladly if proper return postage is enclosed.

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