

My Little Pony[®]

Merry-Go-Round Game

FOR 2 TO 4 PLAYERS



WHAT YOU SHOULD KNOW ABOUT THE INKS

The inks used in this game have been fully tested and are absolutely safe and non-toxic. Although they are difficult to remove from porous surfaces, they will wash off most surfaces if attended to immediately. Adult supervision is recommended.

When the inks run dry in your pony stamps, we recommend food coloring as a safe, non-toxic replacement. Just place 4 or 5 drops onto the ink pad in the stamp cap. Refill as necessary.

OBJECT

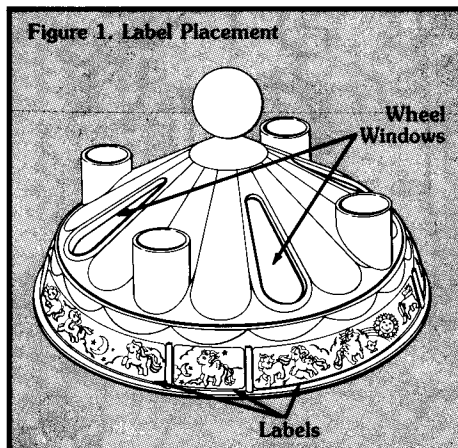
Be first to have 8 pony stamps on your score sheet.

CONTENTS

1 merry-go-round • 1 instruction sheet
1 label sheet • 16 pony cards • 1 score pad
4 ponies with ink stamps and stamp caps

GAME SET-UP

1. Remove the merry-go-round from the box, and place it on a flat surface.
2. Peel each of the 8 labels off the label sheet, and apply them to the base of the merry-go-round as shown in Figure 1.
3. Place one pony (with stamp cap) securely into each of the 4 cups on the merry-go-round. Ponies can be placed in any order.
4. Unfold the card sheet, and carefully separate the 16 pony cards along the perforated lines.
5. Take one scoresheet to use during the game. Each player does the same.



GAME PLAY

1. Each player takes 4 different pony cards: 1 card for each pony. Place any unused cards aside, out of the game.
2. To begin the game, take one of your 4 cards and place it facedown in front of you. Each player does the same. This is the pony each player hopes will win the spin.
3. The youngest player takes the first turn. Play then continues to the left in a clockwise direction.
4. On your turn, spin the merry-go-round by lifting the ball on the top of the merry-go-round, then pressing it down firmly.

When the merry-go-round stops spinning, a color will show through the 4 wheel windows (see Figure 1 for the location of the wheel windows). This color will match one of the ponies on the merry-go-round—and one of your pony cards, too. **NOTE:** If the merry-go-round stops between colors, spin again.

After the spin, flip the pony card you played faceup. Each player does the same. If your card matches the color shown on the wheel, you win the spin!

All players who guessed the right color win the spin.

In a 2-player game, if no player wins the spin, both players put another pony card facedown in front of them. The player whose turn it is spins again, and both players flip their second pony cards faceup. If the color shown in the wheel window matches *either* of the players' two pony cards, one (or both) of the players wins the spin. If there is still no winner, the player spins again until one (or both) of the players wins the spin.

In a 3- or 4-player game, if no player wins the spin, the player whose turn it is spins again until at least one player wins the spin.

5. Every player who wins the spin takes the winning pony out of the cup, removes the stamp cap, and stamps one of the circles on his or her score sheet. After stamping, replace the stamp cap on the pony, and place the pony securely into the cup on the merry-go-round.

After the pony has been replaced, all players pick up the pony cards they played, and put them with their other pony cards. Then the next player takes a turn.

6. In turn, players continue playing pony cards and spinning the merry-go-round. The winner or winners of each spin stamp their score sheets.

HOW TO WIN THE GAME

The first player to stamp all 8 circles on his or her score sheet wins the game. In case of a tie, the tying players spin in turn until there is one clear winner.

MEMORY-MATCH GAME VARIATION

Here's a game variation that's fun to play, and exercises your memory too! In this game, all the cards are placed facedown, and players must try to flip over a card that matches the color on the wheel when the merry-go-round stops.

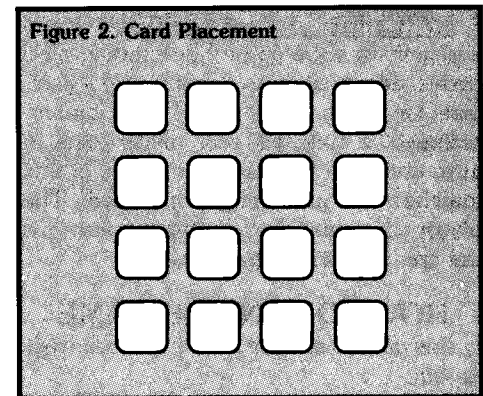
OBJECT

Be first to have 8 pony stamps on your score sheet; or have the most stamps on your score sheet at the end of the game.

GAME PLAY

1. Set up the game as described on page 2.
2. To begin the game, shuffle the cards and place them facedown on the table, 4 down and 4 across (see Figure 2 for card placement). Make sure all players can reach them.

Figure 2. Card Placement



3. The youngest player spins first. Play then continues to the left in a clockwise direction.
4. On your turn, spin the merry-go-round. When the merry-go-round stops, look at the color shown on the wheel, then flip over one of the 16 cards. Make sure all players see the card. You win or lose the spin according to A or B, below:

A. If the card you flip over matches the color shown on the wheel, you win the spin! Leave the card faceup, then stamp your score sheet with the corresponding pony, as described in the previous game.

B. If the card you flip over doesn't match the color shown on the wheel, you lose the spin. Replace the card facedown in the same place. This ends your turn.

5. In turn, each player spins the merry-go-round and tries to make a match by flipping over a card. As players make matches, more and more cards are left faceup, and less cards remain to be matched.

6. RUNNING OUT OF A COLOR: At some point in the game, all 4 of 1 or more pony cards will be matched (turned faceup). For example, all 4 Posey (yellow) cards and/or all 4 Heart Throb (purple) cards might be flipped faceup, leaving no possible matches if the wheel lands on yellow or purple. If, at the end of the spin on your turn, the wheel shows a color card with no possible matches left, spin again until the wheel shows a color that can still be matched with a facedown pony card.

7. **MATCHING THE LAST CARD:** Unless a player wins the game by stamping all 8 circles, eventually only 1 pony card will remain facedown. When only 1 pony card remains to be matched, each player spins, in turn, until the wheel stops on the color that matches the remaining pony card. The player who spun the remaining color wins the spin and ends the game.

HOW TO WIN THE GAME

In this game variation, there are two ways to win:

A. The first player to have 8 pony stamps wins the game. This is the way a 2-player game is won—but it can also happen in a 3- or 4-player game.

B. If no player has 8 pony stamps at the end of the game, the player with the most stamps wins.

IN CASE OF A TIE: If 2 or more players have the same number of stamps at the end of a game, here's how to break the tie:

A. The youngest tying player takes 4 pony cards: 1 card for each pony. He or she shuffles the cards, then deals 1 card, faceup, to each tying player.

B. The same player then spins the merry-go-round until the wheel stops on a color that matches the card belonging to one of the tying players. That player wins the game!

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