

WALT DISNEY'S

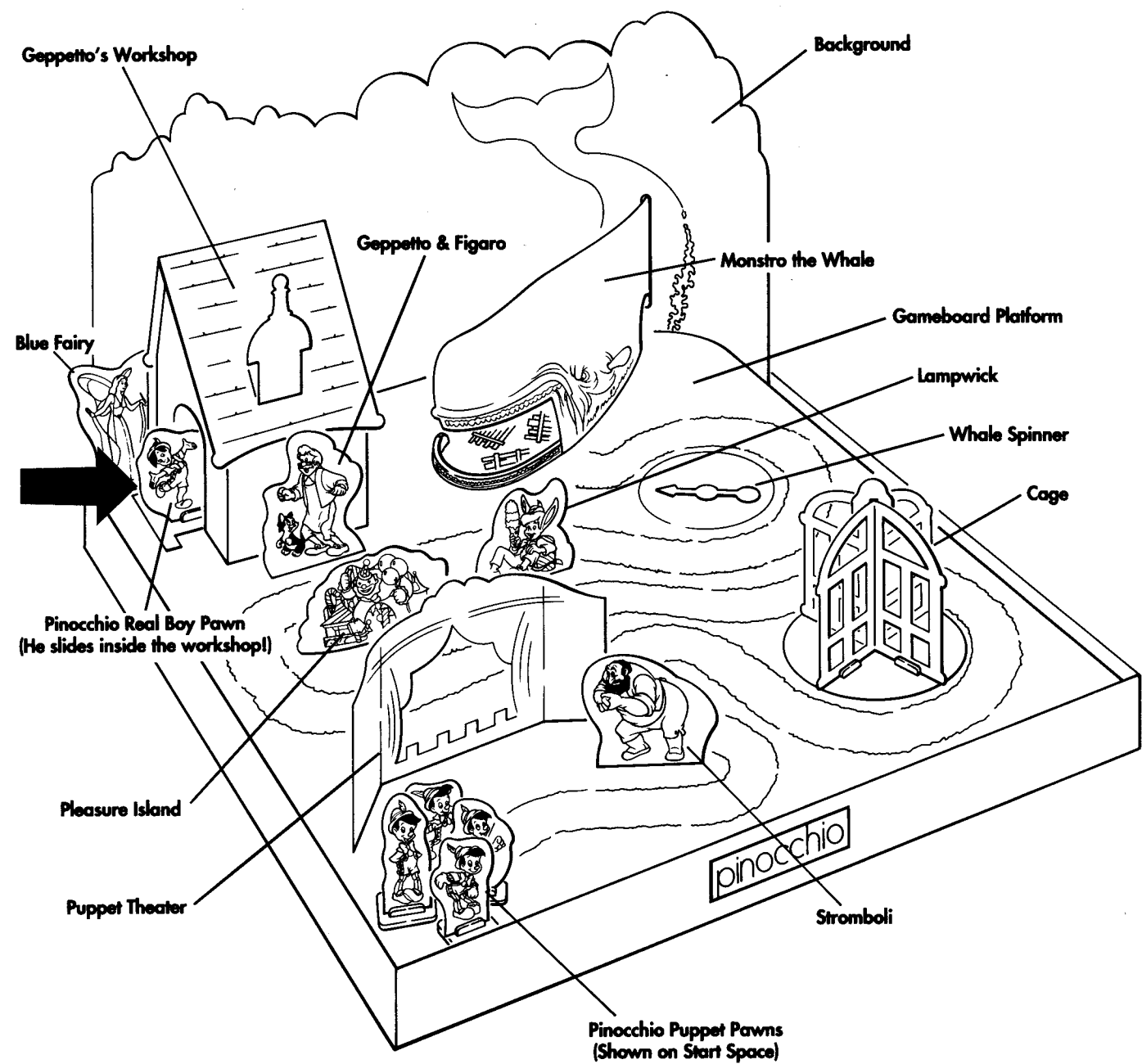
pinocchio

Game

For 2 to 4 Players

Here's what the gameboard looks like fully assembled!

Figure 1.



Object

Be the first to change Pinocchio from a puppet into a real boy.

Contents

3-D Gameboard, 54 Cards, 9 Pawn Stands, Plastic Button, Plastic Spinner Arrow, 4 Stand-up Figures, 4 Pinocchio Puppet Pawns, 1 Pinocchio Real Boy Pawn, Large Parts Sheet, Small Parts Sheet

Assembly

See Figure 1 for a fully assembled gameboard.

As you remove pieces from the cardboard parts sheets, punch out all slots and holes and discard any waste.

1. Prepare Gameboard Platform: Carefully lift the platform out of the box bottom. Remove the game parts stored below. Punch out all slots and holes and return the gameboard to the box bottom.

2. Attach Background to Gameboard: Gently bend the background along its scored lines to curve it. Then fit its two legs *between* the gameboard and the box bottom as shown in Figure 2. As you do so, insert its tab into Slot A on the gameboard.

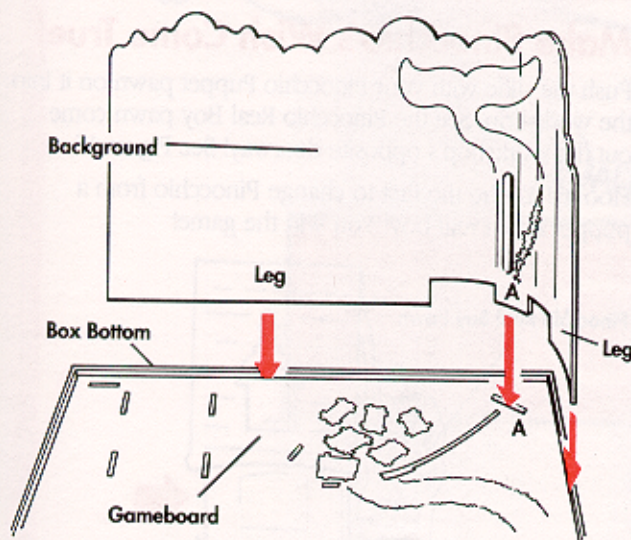


Figure 2.

3. Assemble Geppetto's Workshop: Parts needed – Geppetto's workshop, roof, window, slide and the Pinocchio Real Boy pawn.

Workshop: Fold the workshop along its scored lines and insert its side tab into its side slot as shown in Figure 3A. Holding the workshop together as a box, insert its four bottom tabs into Slots B, C, D and E on the gameboard. See Figure 3B.

Roof: Fold the roof along its scored line and fit its slots over the workshop's tabs as shown in Figure 3B.

Window: Fold the window back along its scored lines and insert its two tabs into the slots in the roof as shown in Figure 3B.

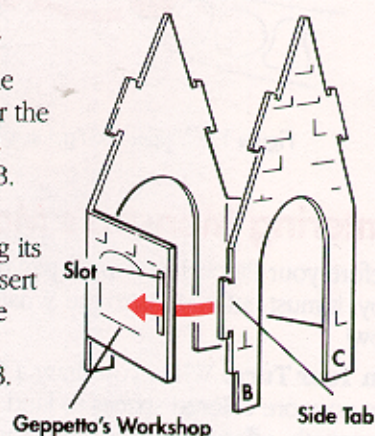


Figure 3A.

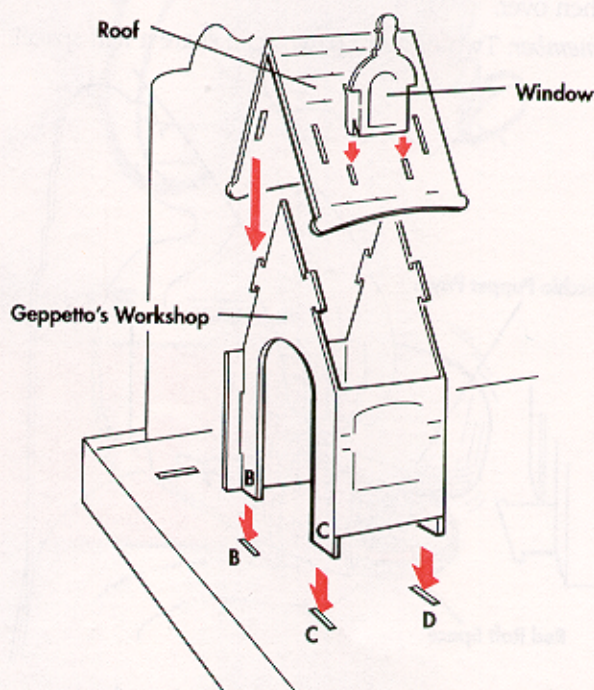


Figure 3B.

Slide: Insert a clear pawn stand up through the slide's slot and fit the Pinocchio Real Boy pawn into it. See Figure 3C. Then angle the slide as shown in Figure 3D to fit it through the workshop's open doorways. Gently push the slide so the Pinocchio Real Boy pawn is hidden inside the workshop.

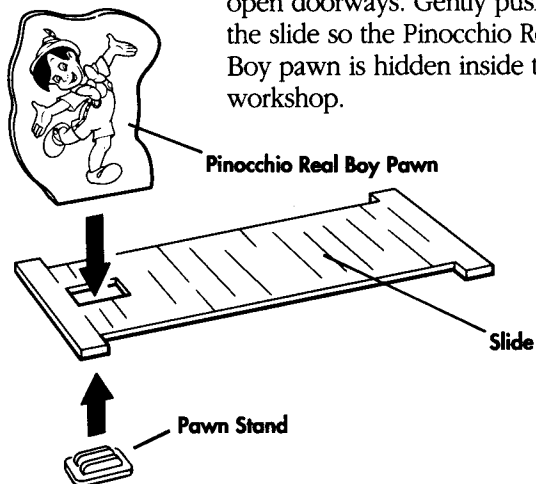


Figure 3C.

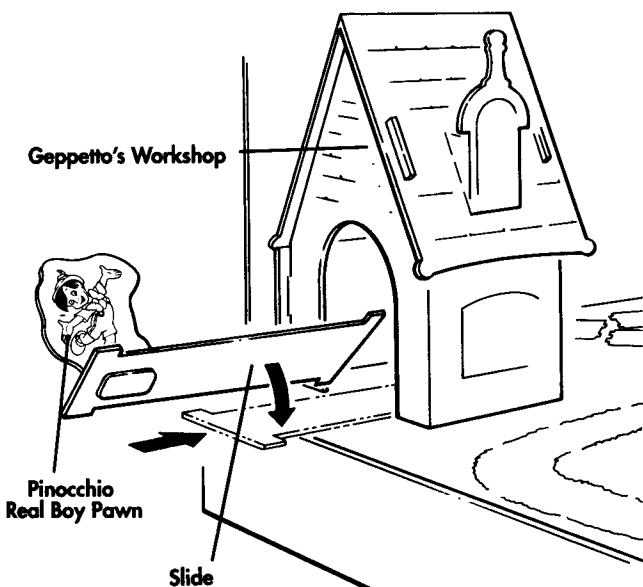


Figure 3D.

4. Insert Stand-up Figures: Place the Blue Fairy into Slot F. Place Geppetto & Figaro into Slot G. See Figure 1.

5. Assemble Monstro the Whale: Parts needed – Monstro and his jaw. Gently bend Monstro's jaw along its scored lines to curve it. Then insert the jaw's tabs into Slots H, I and J in the gameboard. Slide Tab J so it locks in place. See Figure 4A.

Now gently bend Monstro's head along its scored lines to curve it. Insert his front tab into Slot J so it rests in front of the jaw. Then insert his rear tab into the slot in the background. See Figure 4B.

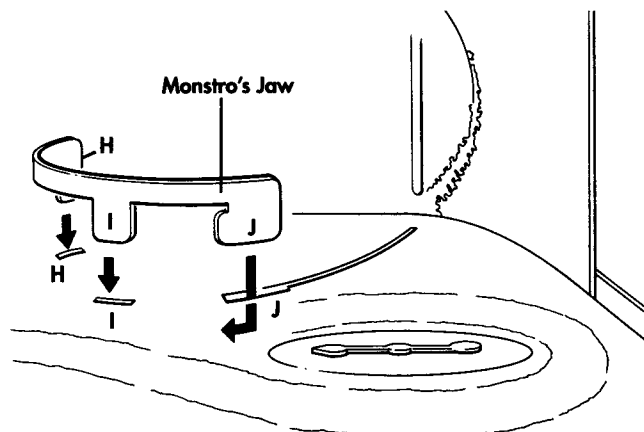


Figure 4A. Lock jaw into place!

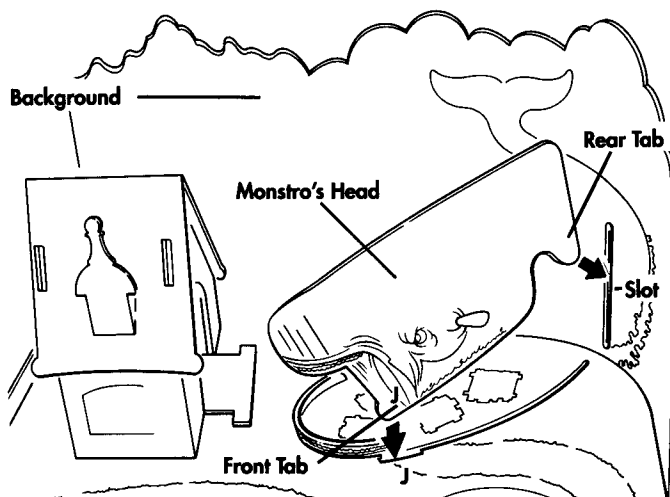


Figure 4B. Insert Monstro's head in front of his jaw!

Now practice opening and closing Monstro's mouth by holding the top of his head and moving it up and down. See Figure 4C. (To start the game, be sure his mouth is closed.)



Figure 4C. Open and close Monstro's mouth!

6. Insert Pleasure Island and the Lampwick Stand-up Figure: Gently bend Pleasure Island back along its scored lines and insert its tabs into Slots K and L. Insert Lampwick into Slot M. See Figure 1.

7. Attach Spinner Arrow to Gameboard: Push the spinner arrow through the center hole of the gameboard's whale spinner. See Figure 1.

8. Insert the Puppet Theater and the Stromboli Stand-up Figure: Fold the theater forward along its scored lines and insert its tabs into Slots N, O and P. Insert Stromboli's tab into Slot Q. See Figure 1.



9. Assemble Stromboli's Cage: Parts needed – cage bottom, two cage pieces, cage top, four clear pawn stands and plastic button. Place the four pawn stands on the gameboard in the positions shown. Then fit the cage bottom over them and secure to gameboard with the plastic button. See Figure 5A.

Fold the two cage pieces along their scored lines as shown and fit them snugly into the pawn stands. Then fit the cage top over the two cage pieces to hold them together. See Figure 5B.

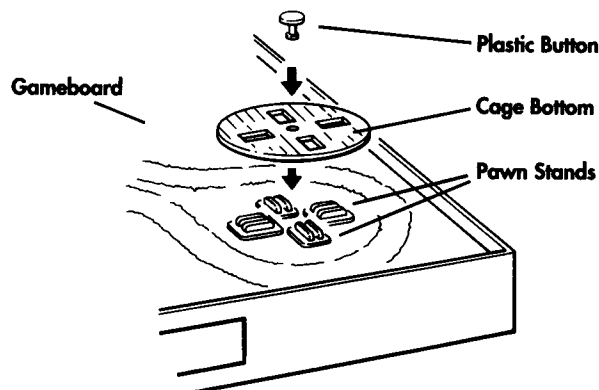


Figure 5A.

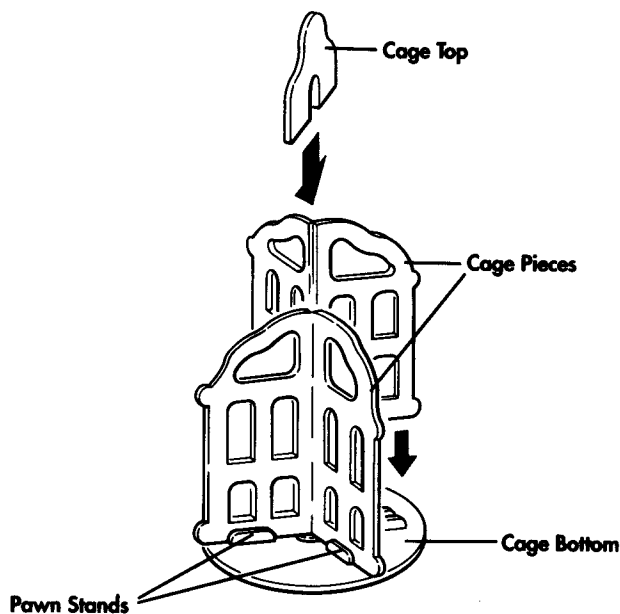


Figure 5B.

10. Assemble Pinocchio Puppet Pawns: Fit each Pinocchio Puppet pawn into a colored pawn stand.

Setup

1. After assembling the 3-D gameboard, each player chooses a Pinocchio Puppet pawn and places it on the Start space. Place any extra pawns out of play.
2. Shuffle the cards and place them facedown in a draw pile within easy reach of all players.
3. Make sure that the Pinocchio Real Boy pawn is hidden inside Geppetto's Workshop and that Monstro's mouth is closed.

How to Play

Youngest player goes first. Play continues in a clockwise direction.

On Your Turn

Draw and Move: Draw one card from the top of the draw pile and place it faceup in front of you. Then move your Pinocchio pawn to the Color or Picture space that matches the card. Some cards will move you AHEAD on the path; others will move you BACK — too bad!

Players cannot share spaces except for the Start space and the Raft spaces. If a space is occupied by another player's pawn, you must move your pawn AHEAD or BACK (depending upon the card's direction) to the next unoccupied space that matches the card.

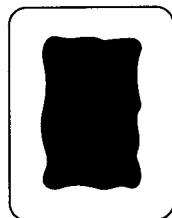
After moving, place your card faceup in a discard pile. Your turn is then over.

If you run out of cards at any time, shuffle the discard pile and turn it facedown to form your new draw pile.

A Look at the Cards

Color Cards

If you draw a Color card, move your pawn AHEAD on the gamepath to the first unoccupied space of that color. See Figure 6.



Red Card



Red Space

Figure 6. You drew red. Move ahead to the next Red space!

Pinocchio Cards

Pinocchio Good Boy Cards: If you draw a card picturing a short-nosed Pinocchio, move your pawn AHEAD on the gamepath to the first unoccupied Pinocchio space. See Figure 7.

If you draw this card and there are no more unoccupied Pinocchio spaces AHEAD of you, discard it and draw again.



Pinocchio Good Boy Card



Pinocchio Good Boy Space

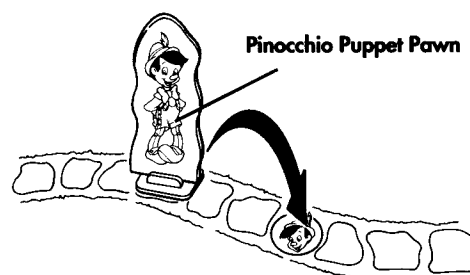


Figure 7. Wow! You drew a Pinocchio Good Boy card! Move AHEAD to the nearest Pinocchio Good Boy space!

Pinocchio Naughty Boy Cards: If you draw a card picturing a long-nosed Pinocchio and a color, move your pawn BACK along the gamepath to the first unoccupied space of that color. See Figure 8.

If you draw this card and there are no more unoccupied spaces of that color BEHIND you, discard it and draw again.



Pinocchio Naughty Boy Card



Figure 8. Oh, no! You drew a red Pinocchio Naughty Boy card! Go BACK to the nearest Red space!

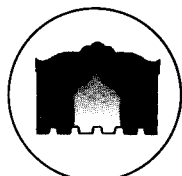
Location Cards

Drawing any one of the three Location cards described below could send you AHEAD or BACK on the gamepath. If you don't want to move backwards, play a *Jiminy Cricket* card. (See the *Jiminy Cricket Cards* section.)

Puppet Theater Card: If you draw the card picturing Stromboli's Puppet Theater, move your pawn to the Puppet Theater space. See Figure 9.



Puppet Theater Card



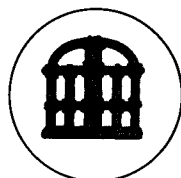
Puppet Theater Space

Figure 9.

Stromboli's Cage Card: If you draw the card picturing Stromboli's Cage, move your pawn onto the Cage space. See Figure 10A.



Stromboli's Cage Card



Cage Space

Figure 10A.

Then place your pawn inside the cage section closest to your pawn. See Figure 10B. Holding the cage top, turn

the cage to the Open Lock space and put your pawn on that space. See Figure 10C. You're then free to move on your next turn.

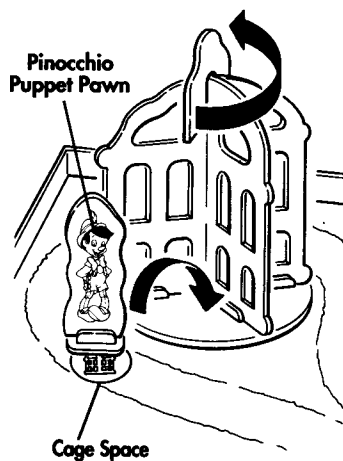


Figure 10B. Oh, no, it's into the cage you go!

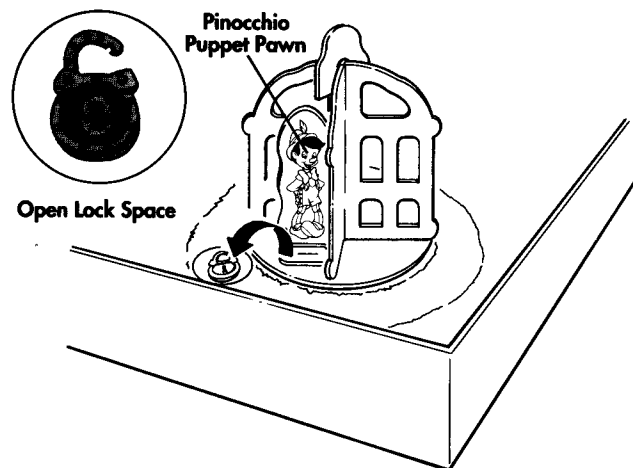
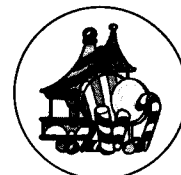


Figure 10C. But give it a turn and you're set free!

Pleasure Island Card: If you draw the card picturing Pleasure Island, move your pawn to the Pleasure Island space as shown in Figure 11.



Pleasure Island Card



Pleasure Island Space

Figure 11.

Jiminy Cricket Cards

If you draw a *Jiminy Cricket* card, save it faceup in front of you and draw another card to play.



NOTE: You may own more than one *Jiminy Cricket* card. *Jiminy Cricket* is Pinocchio's "Official Conscience"!

Any time you draw a Location card (Puppet Theater, Stromboli's Cage or Pleasure Island) and you do NOT want to go there, you may play a *Jiminy Cricket* card if you have one.

Keep your pawn sitting right where it is. Then place your newly-drawn Location card and your *Jiminy Cricket* card on the discard pile. This ends your turn.

Shortcut Spaces

If you land on a Shortcut space, slide your pawn **AHEAD** to the space the arrow points to! See Figure 12. This ends your turn.

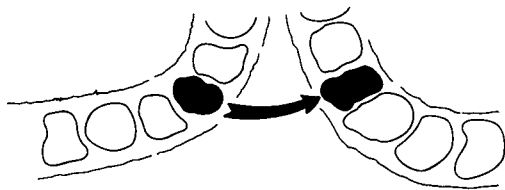


Figure 12. Yippee! You get to take a shortcut!

Entering Monstro's Mouth

Before your Pinocchio Puppet pawn can become a real boy, it must enter Monstro the Whale's mouth. Here's how!

On Your Turn: When you draw a Color card and there are no more colored spaces to land on at the end of the gamepath, open Monstro's mouth and move your pawn onto a matching colored Raft space. See Figure 13. After your pawn is inside, close Monstro's mouth. Your turn is then over.

Remember: Two or more pawns can share a Raft space!

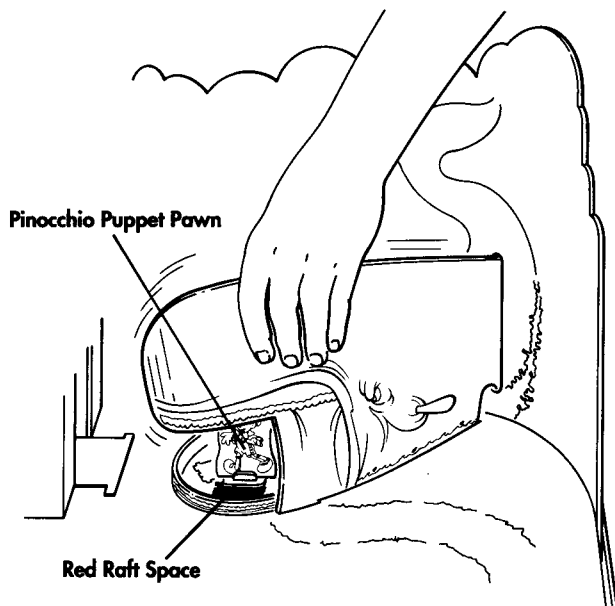


Figure 13. You drew red. Open Monstro's mouth and put your pawn on the red Raft space.

Inside Monstro

If you begin your turn inside Monstro, do **NOT** draw a card. Instead, spin the whale spinner to try to get out!



If you spin a closed-mouth Monstro, stay where you are. Your turn is over. Spin again on your next turn.



If you spin an open-mouth Monstro, you've escaped! Open Monstro's mouth and place your pawn onto the workshop's slide as shown in Figure 14. Now you've won the game! See below!

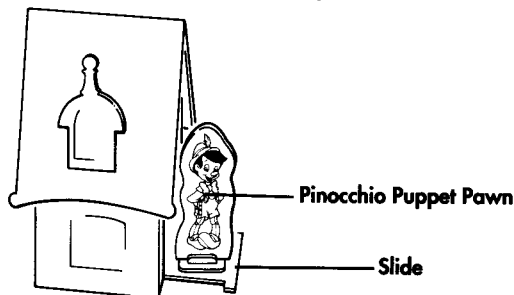


Figure 14. Place pawn on slide.

Winning the Game

Make Pinocchio's Wish Come True!

Push the slide with your Pinocchio Puppet pawn on it into the workshop. See the Pinocchio Real Boy pawn come out the workshop's opposite doorway! See Figure 15.

Hooray! You're the first to change Pinocchio from a puppet into a real boy! You win the game!

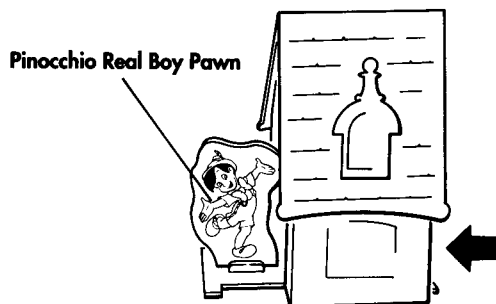


Figure 15. Hooray! Pinocchio has become a real boy!