

Silly StackersTM

BALANCING GAME

INSTRUCTIONS

2 to 4 Players

OBJECT

Place the last figure on the stack of Disney pals.

CONTENTS

10 Plastic Figures • Spinner

Up, Up and Away They Go!

Mickey and his friends love to lift each other up high in the sky. And now you can help them! Your goal is to place the *last* Disney figure on the stack—without letting any of the other figures fall down!

Think you can do it? Let's see!

HOW TO PLAY

Place all 10 figures in a pile on a hard, *flat* playing surface within easy reach of all players.

The youngest player goes first. Play then continues clockwise.

SPIN AND STACK

On your turn, spin the spinner to see which figure(s) you must stack. If the arrow points to a line, just spin again.

- If you spin a picture of Mickey, Minnie, Donald or Goofy, take from the pile *one* of the figures that matches the character the spinner arrow points to. Now stack that figure. This ends your turn. If none of that character's figures are left in the pile to stack, your turn is over. Simply pass the spinner to the next player.
- If you spin **STACK 1**, take from the pile *any one* figure and stack it. This ends your turn. Pass the spinner to the next player.
- If you spin **STACK 2**, take from the pile *any two* figures and stack them. This ends your turn. Pass the spinner to the next player.

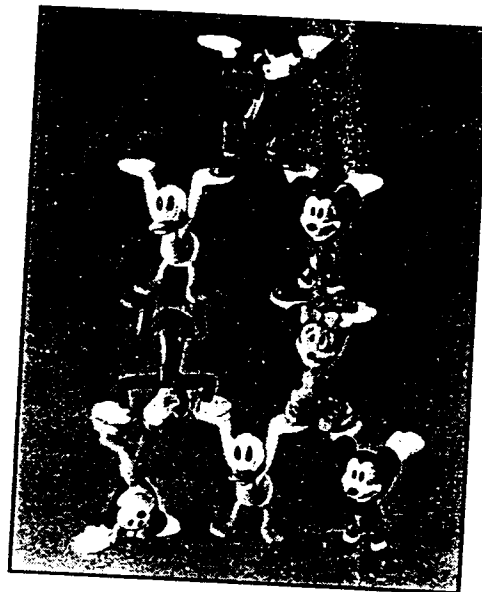
HOW TO STACK

If you are the *very first* player to take a turn, simply place your figure(s) on the table within easy reach of all players. This will begin the bottom row upon which other figures will be stacked.

As the game continues, each player may now *either* stack his or her figure(s) on top of the figure(s) already placed, *or* may add his or her figure(s) to the bottom row. The bottom row can be made up of one to four figures. **There is a limit of four figures.**

SOME SILLY WAYS TO STACK

There are lots of fun ways to stack your Disney pals. Just look at the examples below for some ideas!



OOPS! DID A FIGURE FALL?

If you knock down one or more of the figures from the stack, you are out of the game. Sorry! Better luck the next game! Place all of the fallen figures back in the pile.

HOW TO WIN

In a 3- or 4- player game, the player to place the last figure on the stack, without knocking any of the other figures off, wins the game! Hooray!

In a 2-player game, the first player to knock down one or more of the figures is out of the game. The other player automatically wins. If neither player knocks down a figure, the player to place the last figure on the stack is the winner!

Note: On a spin of Stack 2, if there are *less* than two figures left in the pile, simply stack the figure that remains. If no figures fall, you win!

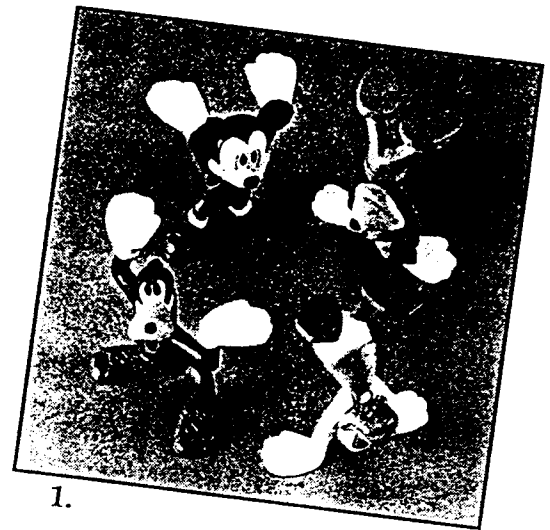
On your turn, always remember the following "Stacking Do's and Don'ts":

STACKING DO'S

- You may place your figures on the bottom row in any pattern you choose, such as a zig-zag line, a straight line, or in a circle. See Photo 1.
- You may stack your Disney pals hand-to-hand, foot-to-foot, or hand-to-foot. See Photo 2.
- You may stack your Disney pals right on top of one another, or stack them stretched across two separate figures. See Photo 3.

STACKING DON'TS

- Remember, no *more* than four figures may make up the bottom stacking row. It's okay, though, to have *less* than four figures! It's all up to you!
- You may not stack a Disney pal on its side.
- Once you stack a figure, you may not move its position later in the game. Sorry!



1.



2.



3.