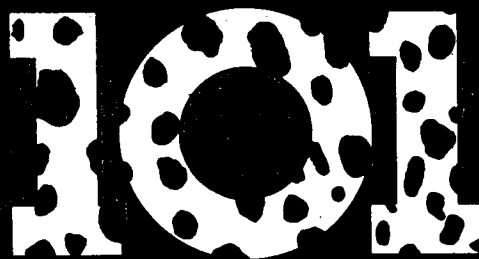
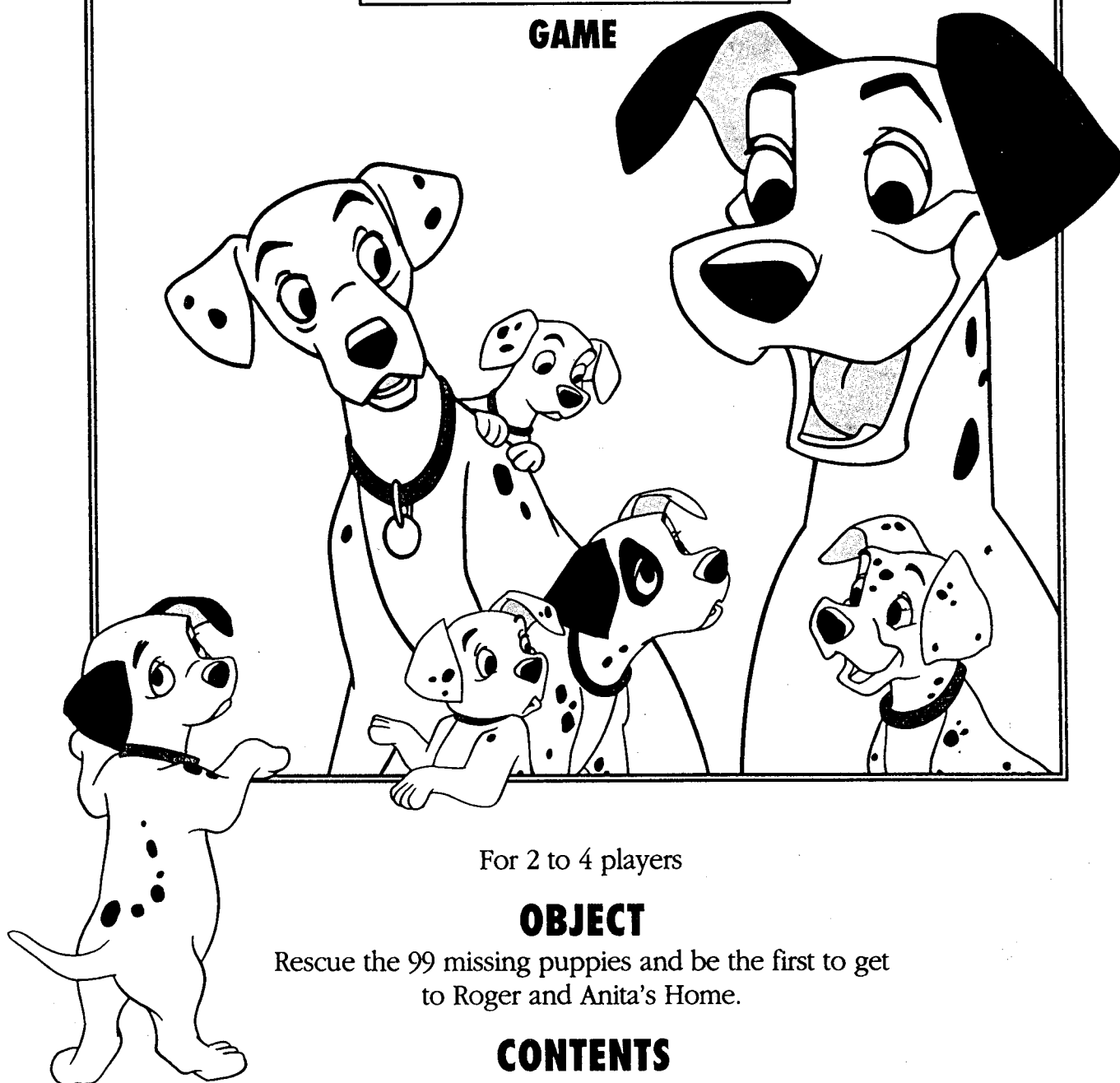


WALT DISNEY'S



DALMATIANS

GAME



For 2 to 4 players

OBJECT

Rescue the 99 missing puppies and be the first to get to Roger and Anita's Home.

CONTENTS

Gameboard, 2 background pieces, 4 pawns, Cruella De Vil's 2-part car, 8 groups of puppies, 3 trees, spinner, 4 plastic pawn stands.

ASSEMBLY

1. Carefully lift the gameboard (cardboard platform) out of the box bottom and remove the game parts stored below. Punch out the slots in the gameboard before returning it to its original position in the box bottom.
2. Gently punch out all of the pieces from the two cardboard sheets. Discard the cardboard waste.
3. **Assemble the 2 background scenes:** Gently bend the front stoop of Roger and Anita's Home as shown in Figure 1. Slide the two legs between the cardboard platform and the box bottom. Now insert Tab A of the front stoop into Slot A on the platform.

Slide the De Vil Mansion scene between the platform and the box bottom in the same manner.

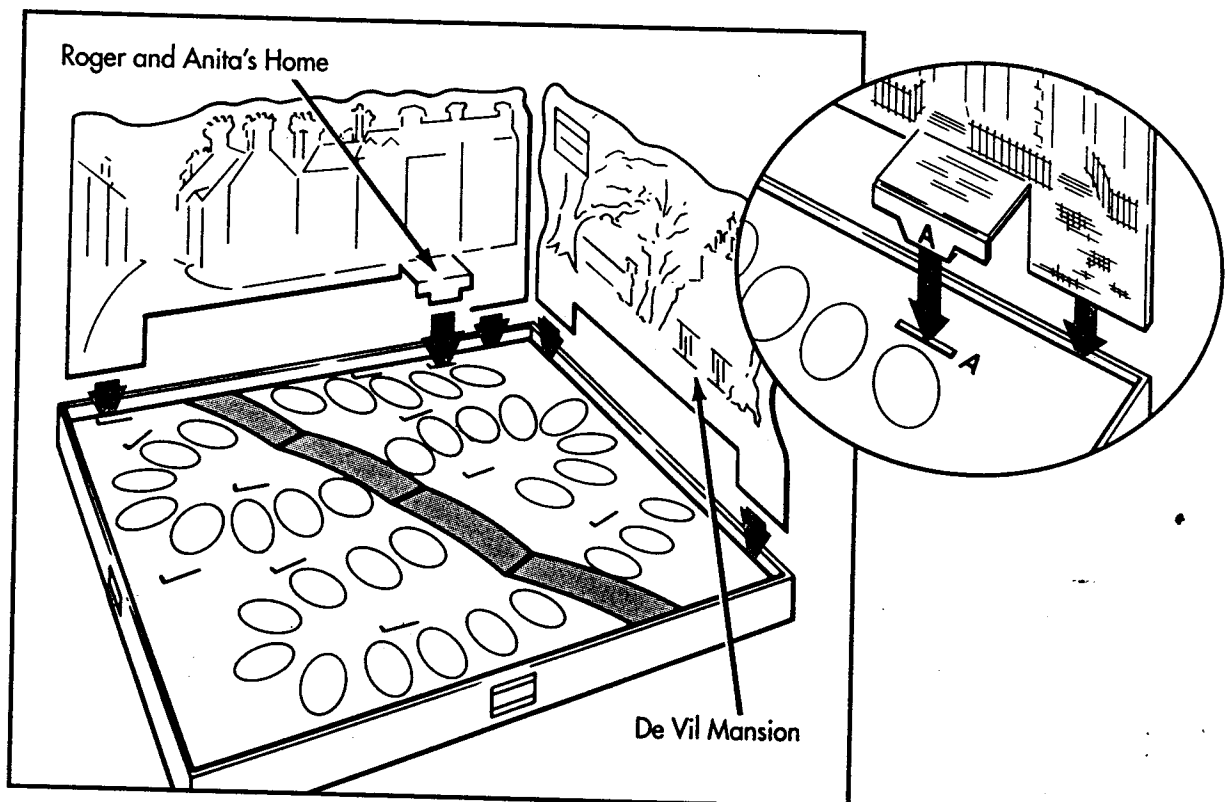
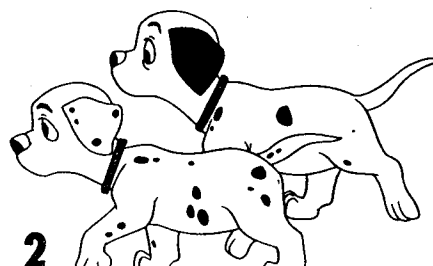


FIGURE 1

4. Insert the trees into the platform by matching their lettered tabs (B, C and D) to the lettered slots.



5. Assemble Cruella's car: Fold the car top along its creased lines as shown in Figure 2A. Insert Tab F of the car bottom into the *Front* slot of the car and Tab R into the *Rear* slot of the car (see Figure 2B). Then insert the other 4 tabs into the slots in the wheels.

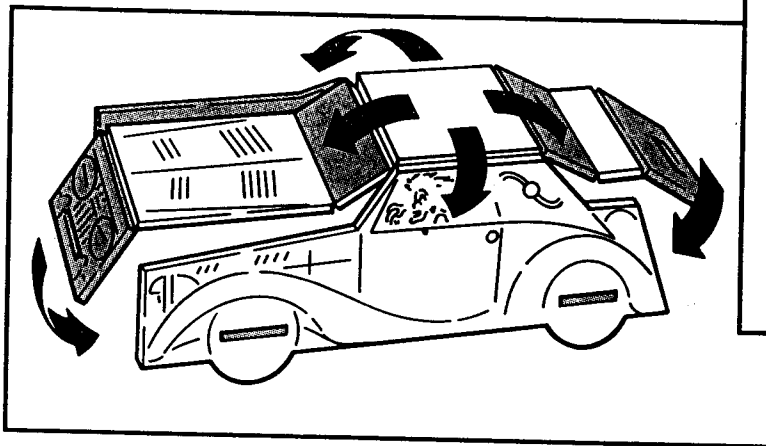


FIGURE 2A: Fold the car top as shown here.

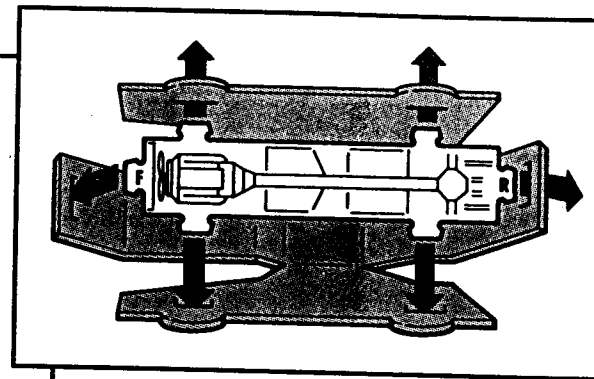


FIGURE 2B: Insert tabs into slots.

6. Fold each of the 8 puppy groups as shown in Figure 3. Set aside the puppies for now. You will use them during the game.

7. Insert each pawn into one of the plastic pawn stands.

See the picture on the box top for a look at the assembled gameboard.

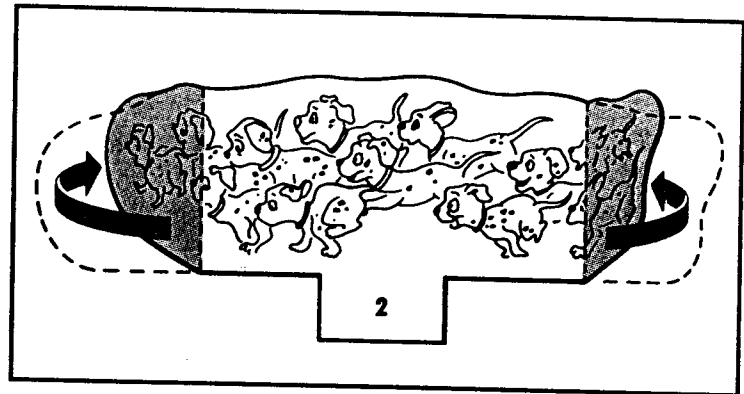


FIGURE 3: Fold back along scored lines.

SETUP

1. Choose a pawn and place it on the START space on the gameboard. All players do the same. Place any unused pawns out of the game.

2. Place Cruella's car on the section of the road closest to the rear of the gameboard (see Figure 4).



FIGURE 4: Place Cruella's car here.

GAMEPLAY

Youngest player goes first.
Play continues to the left.

On your turn, spin the spinner.

If you spin Cruella, you *must* move Cruella's car forward or back one section on the road as shown in Figure 5. Your turn is now over.

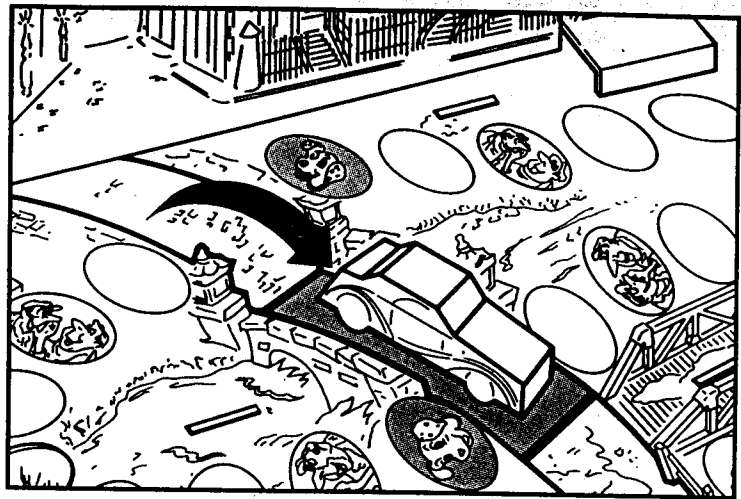


FIGURE 5: You spun Cruella. Move her car 1 section on the road.

If you spin a number, move your pawn along the gamepath the number of spaces shown on the spinner. Figure 6 shows how to move your pawn on the gamepath. Follow the directions (if any) for the space you land on (see GAMEPATH SPACES).

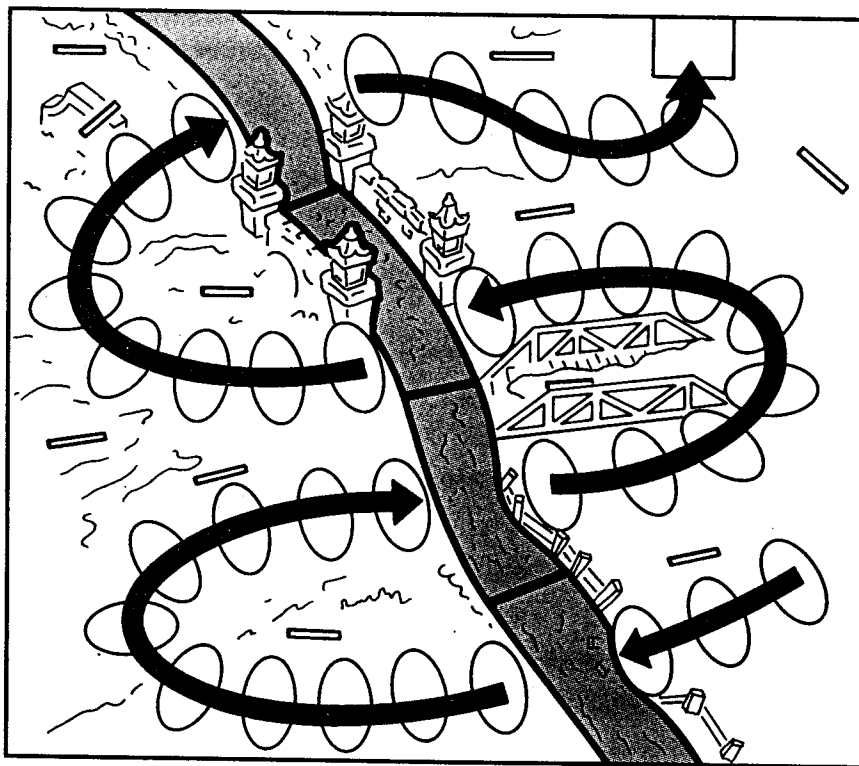


FIGURE 6: Follow these arrows as you move your pawn on the gameboard.

How to move your pawn:

- Do not count sections of the road as gamepath spaces.
- More than one pawn may share the same space.
- If Cruella's car is on a section of the road in front of you on the path, you may not pass by it. See *Getting Blocked* on Page 5.

Getting Blocked: If Cruella's car is blocking your path, you may not pass by it. Move as far as you can on your spin without passing the car (see Figure 7). Stay on this space until your next turn. Then spin and move your pawn only if Cruella's car is not blocking your path.

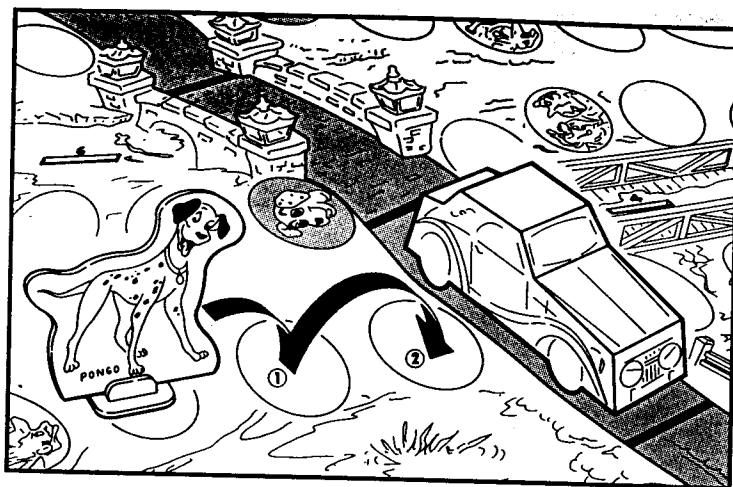
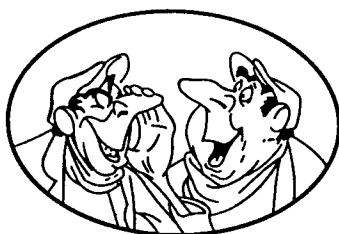


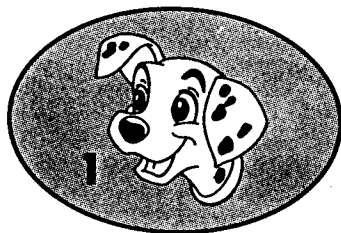
FIGURE 7: You spun a 3, but you can only move 2 because Cruella's car is blocking your path.

GAMEPATH SPACES

Plain light blue spaces are regular gamepath spaces. Do nothing when you land on these spaces. Your turn is over.

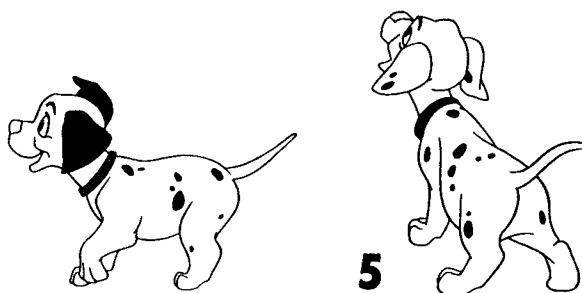


Baduns Spaces: If you land by exact count on a space with the picture of Jasper and Horace, the Badun brothers, you must move Cruella's car forward or backward one section on the road. Your turn is then over.



Puppy Spaces: If you are the *first* player to *pass by or land on* a Puppy Space, you get to rescue some of the puppies! Here's how:

Look at the Puppy Space you have just landed on or passed. The number on that space matches the number on a nearby slot on the gameboard. Now find the group of puppies with the same number on its tab. Insert the group of puppies into that slot.



Example: You're the first player to pass the #1 Puppy Space. Find the group of puppies with the #1 tab and place it in the #1 slot (see Figure 8).

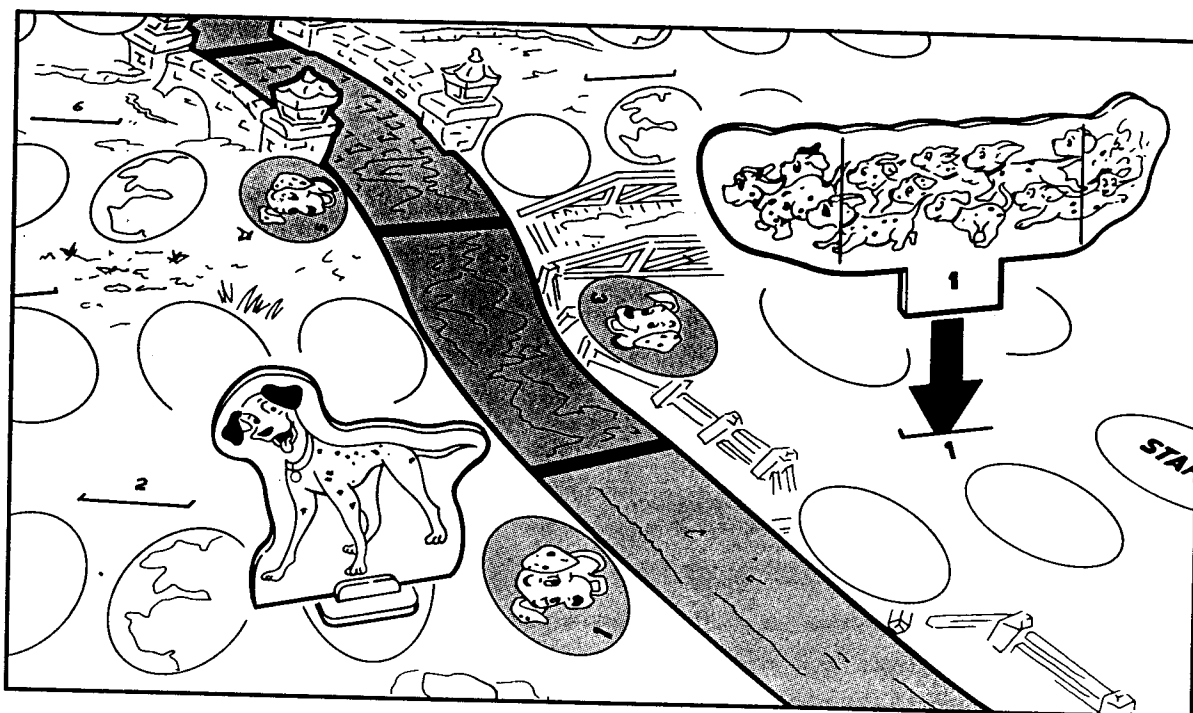


FIGURE 8: Place the #1 puppy group into this slot.

WINNING THE GAME

If you're the first player to reach Roger and Anita's Home *by exact count*, place the remaining group of puppies in the last slot. You win the game! (See Figure 9.) If the number you spin is higher than the number of spaces left on the path, you may not move from the space you are on. Wait until your next turn to spin again.



FIGURE 9: You spun a 2 to reach Home by exact count. You won!