

Disney's Aladdin

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The Magic Carpet Card Game

For 2 to 4 Players / Ages 6 and Up

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Contents—60 Cards

Character Cards: 8 each of Aladdin, Jasmine, Abu, Rajah, Sultan (there are 2 each in 4 colors)

Special Cards: 2 Jafar Cards, 4 Magic Lamp Cards, 8 Regular Lamp Cards, 6 Magic Carpet Cards

Object

To be the first player to collect one of each of the five characters in the same color (example: one green Aladdin, one green Rajah, one green Sultan, etc.).

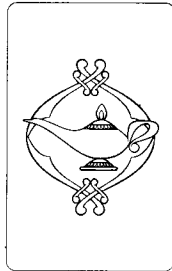


Setup

- Remove the four special Magic Lamp Cards with blue sky and stars on the front and the Genie or “POOF!” on the back. Place them lamp-side-up where everyone can reach them.



These are the special Magic Lamp Cards: Put them on the table.



These are the regular Magic Lamp Cards: Shuffle them into the deck.

- Shuffle the remaining cards and deal five to each player.
- Place the rest of the cards face down to form the Draw Pile.

Gameplay

The player to the left of the dealer goes first. Play passes to the left. Remember, you are trying to get five different Character Cards of the same color in your hand.

On your turn:

- First, pick the top card from the Draw Pile, or, during the game, from the Discard Pile *as long as the top discard is a Character Card*. Add the new card to your hand...
- Then, do *one* of the following:
 - Discard the card you just drew if you don't want it, or
 - Keep the new card and discard another card from your hand to the Discard Pile, or
 - Play a Magic Lamp Card (see below), or
 - Play a Magic Carpet Card (see right)

Special Cards

Here's what happens when you choose to play one of the three types of special cards:

Magic Lamp Card — Play a *regular* Lamp Card from your hand onto the Discard Pile.

Now try your luck with the four special Magic Lamp Cards off to the side:

Rub any one of the four, and make a wish, then turn the card over:

POOF! — If it says “POOF!” you’re out of luck. There’s nothing but smoke in this lamp. Your turn ends; play passes to the next player.



Genie — But if the Genie appears, he may grant your wish:

- Ask the player of your choice for any one of the Character Cards. Do not ask for a specific color, ask only for the name—“I would like a Rajah card...”
- If your opponent has what you asked for, he/she must give you that card. If you don’t want to keep it, give it back. But if you want it, give your opponent one of your cards in exchange.
- Keep going: Rub and turn over one of the remaining three *special* Magic Lamp Cards. If it’s another Genie, do as above, and go again. You could end up with all the Genies. But if you turn over POOF!, your turn ends.



Put all four *special* Magic Lamp Cards back on the table, lamp-side-up, and mix them up, ready for the next time.

Magic Carpet Card — Take this card from your hand and toss or flip it up in the air:

- If it lands carpet-side-down, your turn ends.
- But if it lands carpet-side-up, you may look at any opponent’s entire hand and take any one card from it if you wish. Give that opponent one of the cards from your hand in exchange.
- If you don’t see anything you like in his/her hand, don’t take a card.



After your turn, put the Magic Carpet Card on the Discard Pile.

Jafar Card — Jafar's a real "spoiler"! If another player plays a Lamp Card, you may play a Jafar Card to steal that person's chance for some magic.



Here's how:

- Play Jafar on the Discard Pile, and draw a new card from the Draw Pile to bring your hand back up to five cards.
- Now rub one of the four *special* Magic Lamp Cards. Turn it over—are you lucky? (See other side.)
- When your turn is over, play passes to the player on "Jafar's" left, so other players may lose a turn!

Remember: You may only select a *Character* Card from the Discard Pile, not any of the special cards.

Winning

The first player to collect one of each of the five Character Cards all of the same color wins the game!

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- **Darkwing Duck** "Let's Get Dangerous" Card Game
- **The Little Mermaid** Under-the-Sea Card Game

We will be happy to hear your questions or comments about this game.
Write to: Consumer Relations, Parker Brothers, P.O. Box 1012,
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