



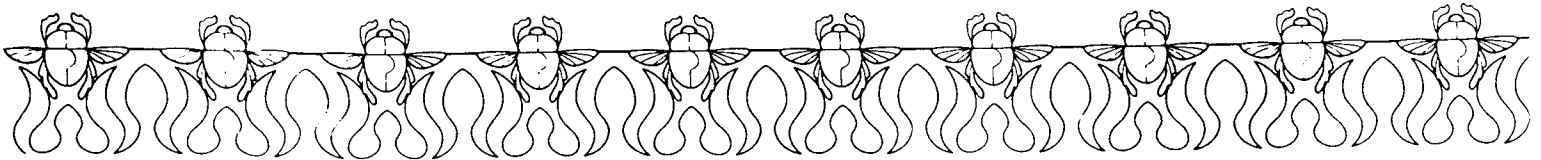
Disney's Aladdin

The Magic Carpet Game™

Instructions

2 to 4 Players

Contents: Gameboard, 5-Piece Magic Carpet Spinner, 5-Piece Genie Spinner, Spinner Base, 4 Pawns with Stands, Label Sheet, 5 Character Cards, 16 Rescue Cards, 12 Wish Tokens, 8 Card Clips





The First Time You Play

Separate the game parts from the 2 cardboard sheets.
Discard waste.

Carefully twist the plastic pieces from the runner.
Discard waste.

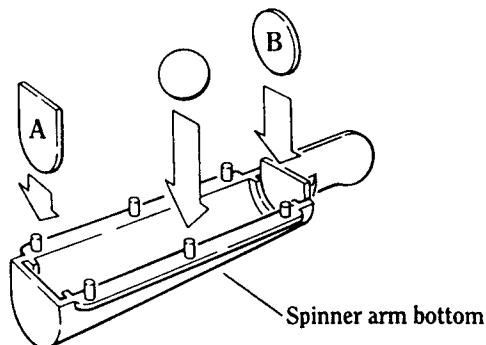
Carefully separate the 8 plastic card clips.

Place each of the 4 pawns into a plastic pawn stand.

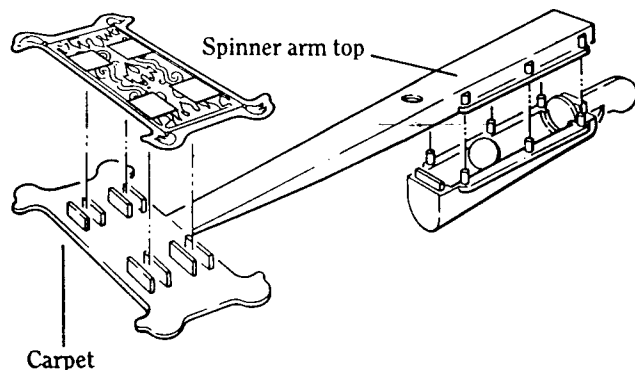
The 2 Spinners: There are 2 spinners in the game: the *Magic Carpet spinner* and the *Genie spinner*. Assemble both and attach them to the gameboard as explained in the next 3 sections.

1. Assemble the Magic Carpet Spinner

Slide cardboard pieces A and B into the slots in the spinner arm bottom. Then drop in the steel ball.

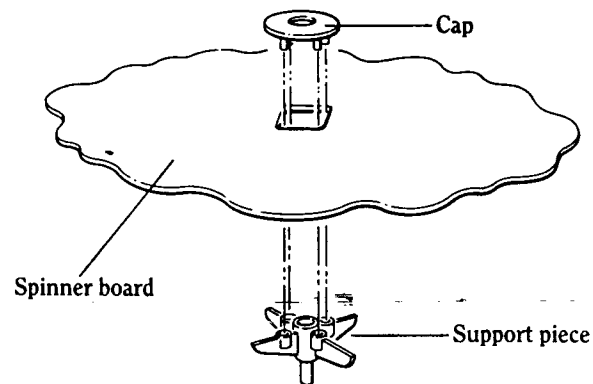


Apply the carpet label, carefully fitting the 4 holes over the carpet notches. Then press the spinner arm top and bottom together by pressing the 6 pegs into the 6 holes.

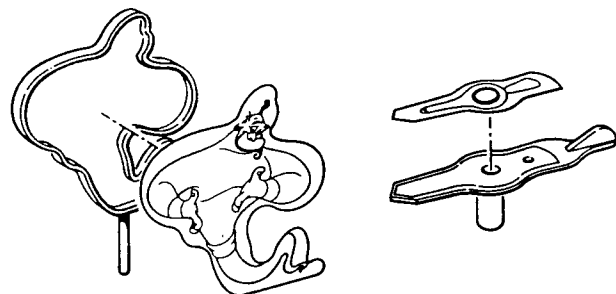


2. Assemble the Genie Spinner

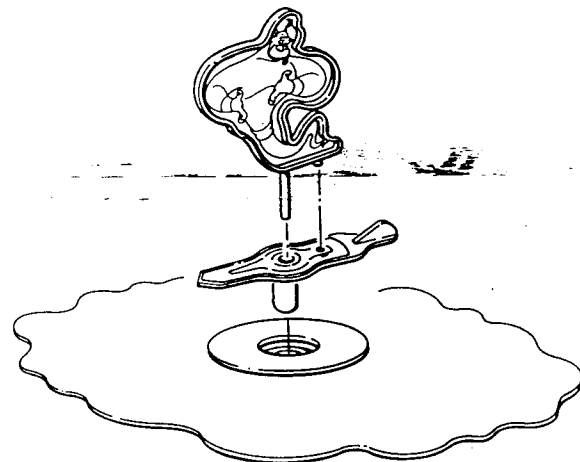
Fit the support piece and the cap together, trapping the spinner board between them.



Carefully apply the 2 Genie labels (one on each side) and the lamp label.



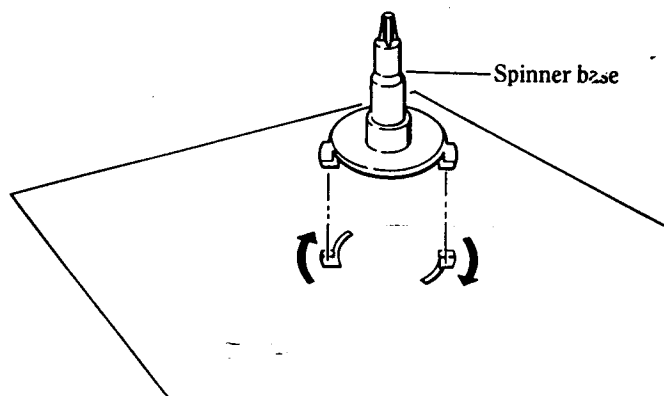
Press the 2 Genie pegs into the 2 lamp holes. Then fit the lamp into the hole in the spinner board.





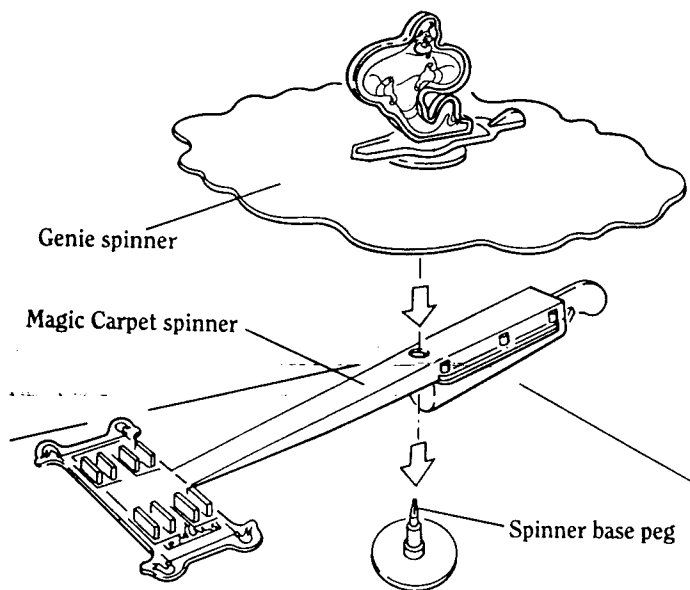
3. Attach Spinners to Gameboard

Fit the spinner base into the gameboard slots. Then turn it clockwise to lock it in place.



Place the Magic Carpet spinner on the spinner base peg as shown below, fitting the peg through the hole. The carpet spinner will fit loosely on the spinner base.

Now fit the Genie spinner onto the spinner base peg, and press it down through the hole in the carpet spinner. Your assembled game should look like the game on the box bottom.



Game Setup

Deal Out the Character Cards

There are 5 large Character cards in the game. Place the Genie card near the gameboard. Shuffle the remaining 4 cards, and deal one card faceup to each player. The character on your card is your character in the game.

Place any extra Character cards out of play.



Take Your Pawns

Take the pawn that matches your Character card and place it in front of you. All players do the same. Place any extra pawns out of play.



Take Your Wish Tokens

Take 3 Wish tokens and place them Wish-side up in front of you. All players do the same. Place any extra Wish tokens out of play.



Deal Out the Rescue Cards

Shuffle the 16 Rescue cards and deal them faceup, one at a time, until each player has 4 cards.

NOTE: In a 2- or 3-player game, you may deal out *more*

than 4 Rescue cards to each player — as long as players have the same number of cards. Place any extra cards out of play.



Attach the Card Clips. Attach one card clip to each of the 8 gameboard scenes, as shown in Figure 1.

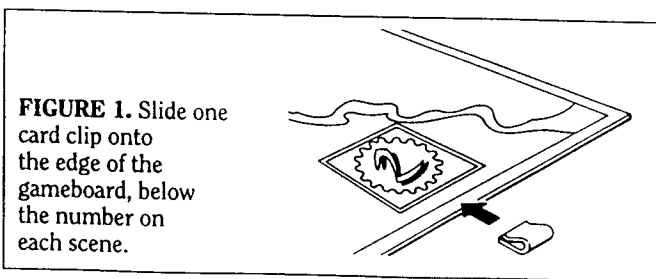


FIGURE 1. Slide one card clip onto the edge of the gameboard, below the number on each scene.



Give It a Whirl!

Before you play your first game, it's a good idea to give the Magic Carpet a few practice spins.

First, fit your pawn snugly on any of the 4 carpet "seats," as shown in Figure 2. Move the spinner handle in front of you. Then flick the handle sideways with your finger, to send the carpet spinning around the gameboard! See Figure 3.

NOTE: The carpet can spin clockwise or counterclockwise.

What's a Fair Spin? When you spin the Magic Carpet during the game, the carpet must lift off the gameboard and spin freely around and around before gliding to a landing. If it doesn't lift and spin (or if any object interferes with its flight), spin again!

Before starting the game, take your pawn off the Magic Carpet.

"Breaking in" the Carpet: Occasionally, the Magic Carpet may not land flat on the gameboard. To correct this, just lift up the Genie spinner and rub its support piece to clean it off. Then replace the Genie spinner and continue playing! After the carpet is "broken in," this should no longer happen.

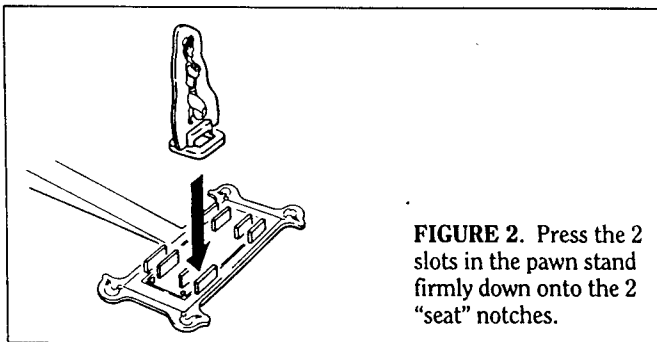


FIGURE 2. Press the 2 slots in the pawn stand firmly down onto the 2 "seat" notches.

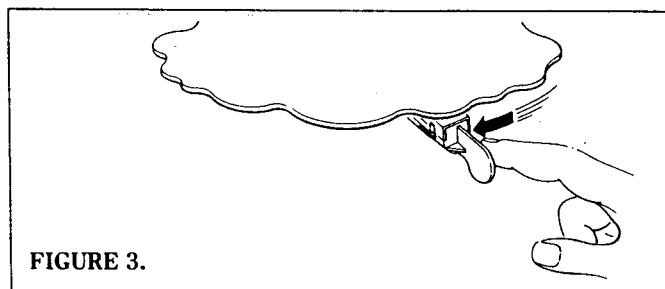


FIGURE 3.

How to Play

The youngest player goes first. Play then continues clockwise.

Object

Be first to get rid of all of your Rescue cards, and collect the Genie card.

On Your Turn

On each of your turns, try to get rid of one of your Rescue cards. You can do this in either of 2 ways:

- By giving a card to another player; OR
- By playing a card on the gameboard.

Start each of your turns by spinning the Genie spinner. Then follow the spinner directions to find out if (and how) you can get rid of a Rescue card!

Spin the Genie Spinner

Spin the Genie spinner as shown in Figure 4. Then do the following, depending on where the Genie's lamp points.

Give a Card. If the lamp points to this space, give any one of your Rescue cards to the player of your choice. This ends your turn. You've gotten rid of a card!

Genie. If the lamp points to this space, take the Genie card and place it in front of you. (You need this card to win the game.) This ends your turn.

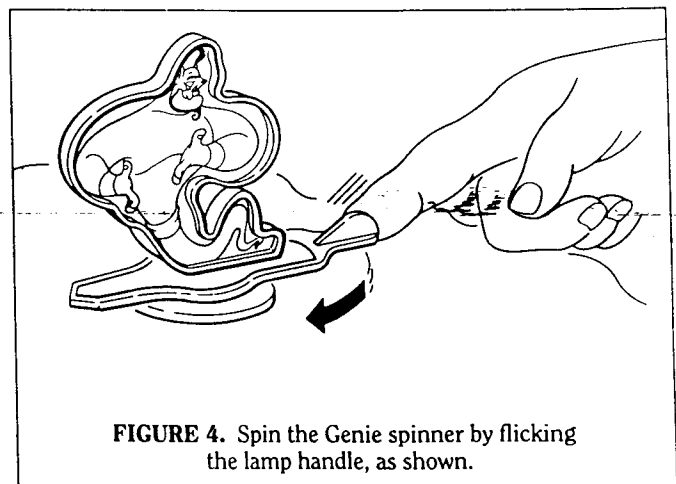


FIGURE 4. Spin the Genie spinner by flicking the lamp handle, as shown.



A Wish. If the lamp points to a Wish space, turn one of your Wish tokens Wish-side down. Then do either one of the following:

- Choose any *one* of your Rescue cards, and play it on the matching numbered gameboard scene as shown in Figure 5. You've gotten rid of a card!

OR

- Take the Genie card and place it in front of you.

This ends your turn.

Wish Limit: Once all 3 of your Wish tokens are Wish-side down, do nothing when you spin Wish—your turn is over.

A Carpet. If the Genie's lamp points to a Carpet space, do either one of the following:

- If your pawn is *not* on the Magic Carpet, fit it on any open carpet "seat." See Figure 2 on page 4. This ends your turn.
- If your pawn *is* on the Magic Carpet, you must spin the Magic Carpet to try to get rid of a card! Follow the rules below.

Spinning the Magic Carpet

To spin the Magic Carpet, just flick the handle as shown in Figure 3 on page 4.

The gameboard is divided into 8 different numbered scenes, showing one or more of the characters in trouble. When the Magic Carpet lands, you (and the other riders) may be able to play a Rescue card for the scene it lands on!



Playing a Rescue Card on the Gameboard

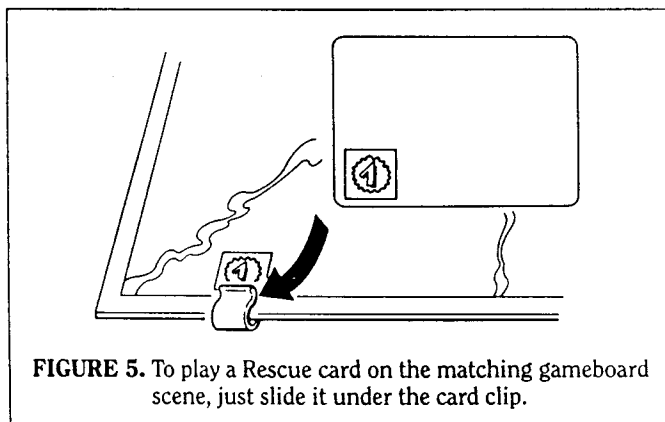
When the Magic Carpet lands, look at the number of the gameboard scene it's on. Then do either one of the following:

- If you *do* have a matching-numbered Rescue card, clip it to the gameboard scene as shown in Figure 5. You've gotten rid of a card!

Now take your pawn off the Magic Carpet and place it on that gameboard scene. Place your pawn close to the edge of the gameboard, so that the Magic Carpet won't hit it on its next flight. Your turn is now over. You can't get on the Magic Carpet again until you spin a carpet on the Genie spinner.

NOTE: There are 2 matching cards for each gameboard section—but even if you have both of them, you can only play one card per turn. If one card has already been played, just clip your card over it.

- If you *don't* have a matching-numbered Rescue card, leave your pawn on the Magic Carpet. You can't get rid of a card. Your turn is over.

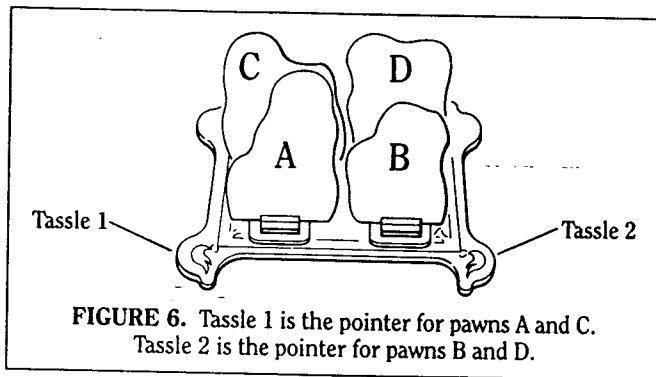


Each player who has a pawn on the Magic Carpet has a chance to play a Rescue card! The rules are just the same as for the player who spun the Magic Carpet.

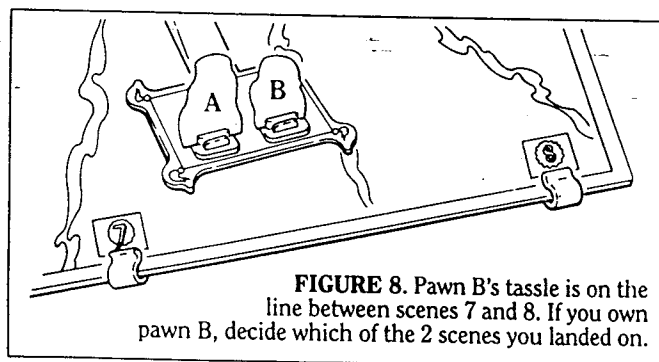
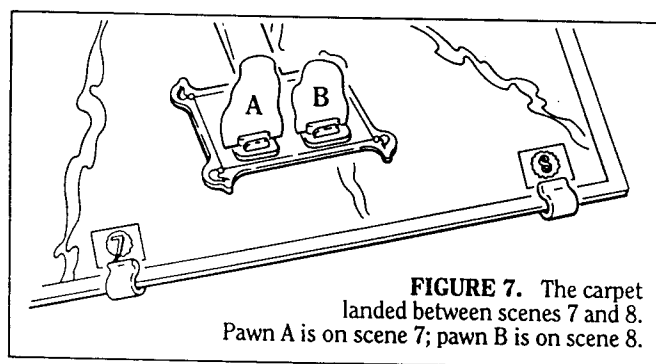




Landing Between Scenes. When the carpet lands between 2 gameboard scenes, use the front tassels as "pointers." The scene that the front tassel points to on *your* side of the carpet is the scene your pawn landed on (see Figure 6). Play a Rescue card that matches that scene, if you can.



If the tassel points to a dividing line between scenes, you may play a Rescue card on *either* of the 2 scenes the carpet landed on—your choice! See Figures 7 and 8 for examples of between-scene landings.



How to Win

Keep playing until one player has played all of his or her Rescue cards, *and* is holding the Genie card.

That player is the winner!

Storing Your Game

All through playing? Storing your game is as easy as 1-2-3! Just do the following:

1. Lift the assembled Genie spinner off the spinner base.
2. Separate the Genie and lamp from the spinner board.
3. Lift the carpet spinner out of the spinner base. Turn the spinner base counterclockwise and lift it out of the gameboard.

To Play Again: Just reattach the Genie and lamp to the spinner board. Then attach the Magic Carpet spinner and the Genie spinner to the gameboard, as shown on page 3 under the section **Attach Spinners to Gameboard**.

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