

42643

2 or More Players
Ages 6 to Adult




Contents

- Game board
- 5 Decks of cards, each containing 100 cards
- 332 Adult Trivia Cards (1660 questions)
- 168 Kids' Trivia Cards (840 questions)
- 20 Colored Mickey Mouse Tokens
(4 Each: Red, Blue, Yellow, Green, and Purple)
- 4 Mickey Mouse Movers
- 1 Die

Please remove all components from package and compare them to the component list. If any items are missing, please call 1-800-524-TOYS.

Game Setup

- Unfold the game board.
- Remove the cards from the tray.
- Separate the kids' cards from the adult.
- Decide if you will play as individuals or teams.
- Each player or team chooses a colored Mickey Mouse Mover and places it



on the Alice in Wonderland “start” space. Your Mover also acts as a token holder and will keep track of your score.

- Decide if you will play with the Adult cards, the Kids’ cards or a combination of both.

Object



Be the first player to collect a Mickey Mouse token in each of the five colors by answering 1 question correctly from each category. Then make your way into the Disney film vault to answer one final question.


How to Play



GETTING STARTED

Youngest player goes first. Players of the same age roll to see who goes first.

Moving Around the Game Board




Roll the die and move your Mickey Mouse Mover the number of spaces indicated clockwise around the board. If you land on a space occupied by another player, move to the next open space.

Game Time!




The spaces are bordered in one of five different colors, each corresponding to one of the following categories:

 **Yellow = Animation**

 **Purple = Film**

 **Green = Song**

 **Blue = Personalities**

 **Red = Mousellaneous**

You must answer the question that corresponds to the color of the space you’re on. For example, if you land on a purple space you must answer a Film question. The player to your left asks the question.

If you are playing with the Kids’ cards, have the player to your left pick a card for you. Have them show you the character picture on the front, while asking you the question on the back that corresponds to the chosen color category. (If the player to your left can’t read, have the next player who can

read ask the question.)

Got it Right?

Congratulations! Put a Mickey Mouse token that matches the category color onto your Mickey Mouse Mover, then roll again—your turn continues until you miss a question.

Missed the Question?

You do not get a token, your turn ends.

Once the question has been answered return the card to the bottom of the deck.

As you accumulate tokens, be sure to stack them on your Mickey Mouse Mover in the order you earned them. If you land on a space, but already have a token that matches, you still have to answer a question from that category. If you get it right, roll again, but do not take a second token of the same color (you only need one token of each color).

Players continue circling clockwise around the game board until they have one token from each of the five categories.

Specially Marked Spaces:

CHALLENGE SPACE:

If you land on a challenge space, you may challenge any other player in the game for one of their tokens (one that you don't already have but need). The challenged player (the player whose token is being challenged) picks the top question card and reads you a question corresponding to the color of the challenged token. If you answer the question correctly you win the token. If you give an incorrect answer the challenged player gets to keep his/her token and your turn is over.

NOTE: If you land on a challenge space, and there are no tokens to challenge, roll again.

PERIL SPACE:

If you land on a Peril Space you must place the top token from your Mickey Mouse Mover (the last token you earned) into the Disney film vault. The player to your left draws a card and asks you the question corresponding to the color of the token in peril. If you answer correctly, remove your token from the vault, place it back on top of your token stack, and roll again. If you give an incorrect answer, leave your token in the vault. Your turn is over.

NOTE: If you land on a peril space and you don't have any tokens to place in the Disney film vault, roll again.

RESCUE SPACE:

If you land on a Rescue Space, you may choose to redeem any of the tokens in the Disney film vault (yours or another player's) by answering the question from that category on the next card. The player to your left draws the top card and asks you the question corresponding to the color of the token you want to rescue. If you give the correct answer, take the token from the vault and add it to the top of your token stack on your Mover. If you give an incorrect answer, your turn is over.

NOTE: If there are no tokens in the Disney film vault or you do not need any of the tokens in the vault, roll again.

Winning The Game...

MOVING INTO THE DISNEY FILM VAULT

Once you've collected all five tokens, take the closest film loop into the center Disney film vault— answering questions on each of the spaces you land upon on the way. You do not need to land in the vault by exact count.

Once you are in the vault, the player to your left chooses a question category for you to answer, announces it to the other players, then draws a card and asks the question from that category.

If you answer correctly, you win the game. If you answer incorrectly your turn ends. Remain in the vault and try again on your next turn. The first person to give the correct answer to the final question in the Disney film vault is the winner!

2 YEAR LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free of defects in material or workmanship for two years (unless specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid, to Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052 for replacement or refund at our option. This warranty does not cover damage resulting from unauthorized modification, accident, misuse or abuse. In no event shall we be responsible for incidental, consequential, or contingent damages (except in those states that do not allow this exclusion or limitation). **Valid only in U.S.A.** This warranty gives you specific legal rights and you may also have other rights which vary from state to state. Some states do not allow the exclusion of incidental or consequential damages, so the above exclusions or limitations may not apply to you.

Send only the product to the address above. Send all correspondence to Consumer Relations, Mattel, Inc., 333 Continental Blvd., El Segundo, California 90245-5012 U.S.A. Or you may phone us toll-free at 1-800-524-8697, Monday – Friday, 8:00 a.m. – 6:00 p.m. Eastern Time. Outside U.S.A., see telephone directory for Mattel listing. 0001-1129-G4

CONSUMER INFORMATION



YOU CAN TELL IT'S MATTEL!™ CALL us toll-free or write with any comments or questions about our products or service. Monday-Friday, 8:00 a.m.-6:00 p.m. Eastern Time. Outside U.S.A., see telephone directory for Mattel listing.
Consumer Relations, Mattel Inc.
333 Continental Blvd., El Segundo, CA 90245 USA.

1 (800) 524-TOYS



CONFORMS TO THE SAFETY
REQUIREMENTS OF ASTM F963.

We are dedicated to quality products.

42643



Mattel, Inc. 2001 El Segundo, CA 90245 U.S.A.
© Disney
42643-0921 G1