



## INSTRUCTIONS

For 2 to 4 Players/AGES 3+

This delightful game is simple and easy to play, even for children who can't read. Beloved Disney Characters help kids understand the rewards of being good as they climb up the ladders and the consequences of mishaps as they slide down the chutes.

## CONTENTS

- Gameboard
- Spinner with plastic arrow
- 4 Pawns with plastic stands

## OBJECT

Be the first player to reach the Castle, square #100.

## THE FIRST TIME YOU PLAY

1. Punch out the 4 characters from the cardboard sheet. Put Mickey Mouse, Minnie Mouse, Donald Duck and Daisy Duck into their own plastic stands.
2. Punch out the spinner board from the paper sheet. Discard the waste. Remove the spinner arrow and base from the plastic runner. Assemble the spinner as shown in Figure 1.

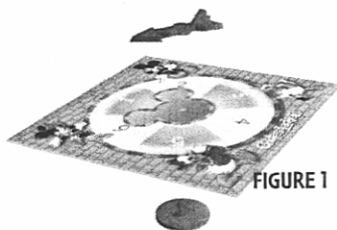


FIGURE 1



Not suitable for children under 3 years because of

# Chutes and Ladders®

The Disney Theme Park Edition



## SETUP

Position the gameboard so all the players can easily move their characters from square to square. Everyone chooses a character to play. Any extra characters are out of play. Chosen characters start off the board near square #1. Now get ready for the fun!

## ALL ABOUT THE SQUARES:

Take a peek at the gameboard. The squares are numbered from 1 to 100. Players' characters will move back and forth across the board, following the numbers upward – starting at square #1 and moving right toward square #10, then up to square #11 and left toward square #20, etc.

Of course, you can also move up by climbing ladders and sometimes go down, too, by sliding down chutes. More about that later.

## HOW TO PLAY

Everyone spins the spinner. The player with the highest number goes first. Play proceeds to the left.

## WHAT TO DO ON YOUR TURN:

On your turn, spin the spinner and move your character square by square, the number shown on the spinner. For example, on your first turn, if you spin a 5, move to square #5 on the board. Once you move your character, your turn is over. NOTE: Two or more characters may be on the same space at the same time.

## GOING UP A LADDER OR DOWN A CHUTE

**LADDERS:** Any time a character ends its move on a picture square at the bottom of a ladder, that character gets to climb up to the picture square at the top of the ladder. For example, if you end your move on square

#9, you can immediately move up to square

#31. Notice the connection between the

pictures at the top and bottom of this

ladder. Hard-working Cinderella

is magically transformed into a

beautiful princess!

Climb Up with a  
Little Disney Magic!

Mishaps Slide  
You Back!

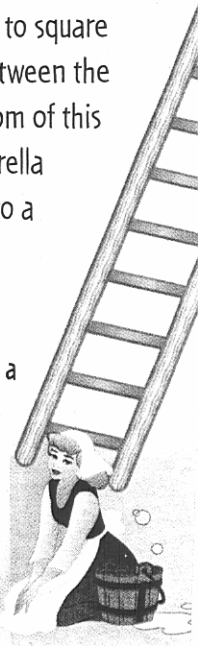
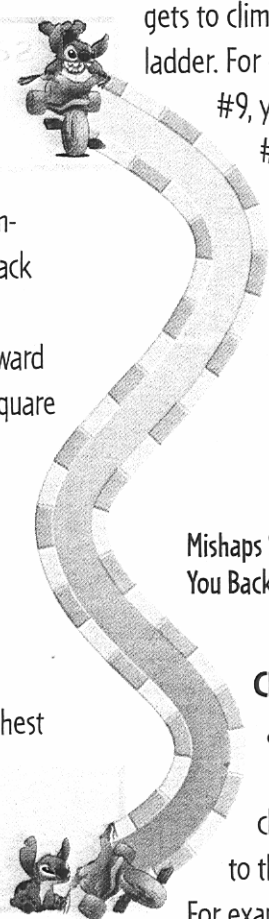
**CHUTES:** Any time a char-

acter ends its move on a

picture square at the top of a

chute, that character must slide down the chute to the picture square at the bottom of the chute.

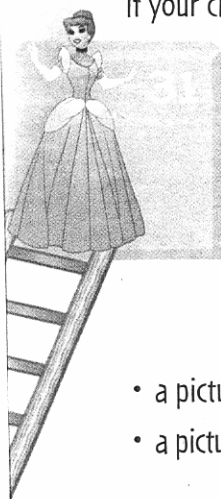
For example, if you end your move on square #62, you must immediately move down to square #19. Again, the pictures are related. Stitch went a little too fast on his trike. Oops! Next time, maybe he'll be more careful.



mall parts – choking hazard.



If your character ends its turn on any of the following spaces, your turn is over:



- a square with no picture
- a square with no picture and just an arrow
- a square that a ladder or chute just passes through
- a picture square at the top of a ladder
- a picture square at the bottom of a chute

## WINNING THE GAME

The first player to reach the Castle square (#100) wins the game. You can get there 2 ways:

- 1.** Land there by exact count. If your spin would take you past square #100, don't move. Try again on your next turn.
- 2.** Let Tinker Bell take you there by ending your move on ladder square #80.

