

Mickey Mouse Spin-A-Round

For 2 to 4 Players

CONTENTS

1 Mickey Card Dealer, Gameboard,
16 Magic Cards, 24 Character Cards,
Label Sheet, 4 Rubber Feet

OBJECT

Win the game by collecting the
most Magic Cards.

SET-UP

1. Carefully punch out the three
holes in the center of the game-
board. Apply 1 rubber foot to each
of the four black circles marked on
the bottom of the gameboard.

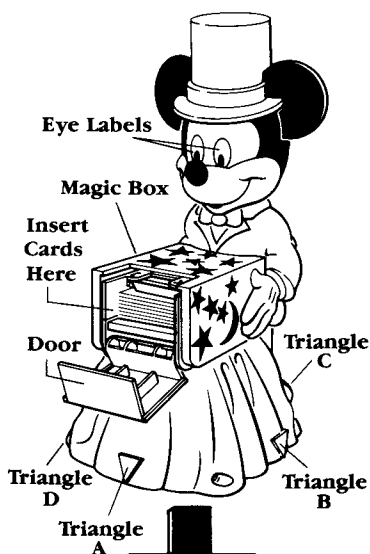
2. HOW TO ASSEMBLE THE MICKEY
MOUSE DEALER: Your Mickey Mouse
dealer consists of two parts—the
Mickey figure and the stand.

The Mickey Figure: Apply the labels
to Mickey as shown. Decorate the
magic box with stars and moons any
way you choose. Apply triangle
labels A through D in order on the
base as shown. Apply eye labels to
Mickey as shown.

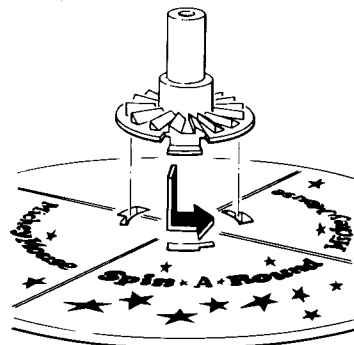
The Stand: Insert the stand into the
center of gameboard holes. Turn the
stand counterclockwise to lock in-
to place, as shown.

Place the Mickey figure on the stand.

THE MICKEY FIGURE



THE STAND



3. **THE CARDS:** There are two different decks of cards in the game. The Magic Cards are plastic and have "Spin-A-Round" printed on the backs. These cards are put in Mickey's magic box. The Character Cards are cardboard and are placed around the gameboard.

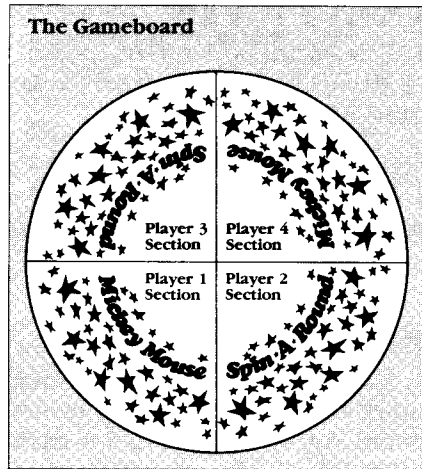
Magic Card Preparation: Remove the Special Magic Card with the blue back from the deck. Shuffle the remaining Magic Cards. Pull down the door of the magic box and load the Magic Cards into the magic box. See The Mickey Figure. Place the special blue-backed card on top and close the door of the Magic Box. When this card pops out, the game is over.

Character Card Preparation: Shuffle the 24 Character Cards. Scatter the cards **FACEDOWN** (so the characters can't be seen) in any order around the gameboard.

4. Pick any three Character Cards and place them **FACEUP** on the table in front of you. This is your hand. All players do the same.

5. **THE GAMEBOARD SECTIONS:** The gameboard is divided into 4 sections. See below. Players will select different gameboard sections to play.

- In a 4-player game, each player selects one section.
- In a 3-player game, each player selects one section and one section is out of play.
- In a 2-player game, each player selects 2 side-by-side sections.



GAME PLAY

The game is played in rounds. In each round of play, the Mickey dealer is spun, cards are picked and the Magic Card is matched or put out of play.

**TO PLAY ONE ROUND
DO THE FOLLOWING:**

1. **SPINNING MICKEY:** Youngest player starts the game by pressing down on Mickey's top hat and releasing the hat. Mickey spins around and a card pops out of the box. Depending on where Mickey stops, players will collect either the Magic Card or a Character Card.

2. **COLLECTING CARDS:** When Mickey stops spinning, look at the triangle on Mickey's base that points to your gameboard section. All players do the same.

- If the white triangle is pointing to your section, take the popped-out Magic Card from the box.
 - If the blue, pink or purple triangle is pointing to your gameboard section, pick a Character Card that matches your colored triangle. Add this new card **FACEUP** to your hand.
- NOTE:** If there is no more of that color card, you *cannot* pick up a card.

3. IF YOU TOOK THE MAGIC CARD FROM THE BOX: Try to match the Character Cards in your hand to EVERY character on the Magic Card. Match two cards if there is a two-character Magic Card; three cards if there is a three-character Magic Card.

- *If you have a match*, you win the Magic Card. Keep the Magic Card in a separate pile near your hand. Return your matching Character Cards, FACEDOWN, in any order around the gameboard. Go to Rule 4—TO BEGIN A NEW ROUND.

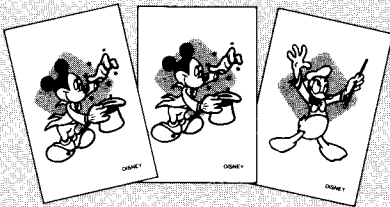
- *If you can't make a match*, pass the Magic Card to the player on your left. That player now tries to match the Magic Card with the Character Cards in his or her hand.

An unmatched Magic Card continues to be passed to the left until it reaches a player who can make the match or until all players have had a chance to try and match it. If no player can match the Magic Card, put it aside, out of play. The round is over.

4. TO BEGIN A NEW ROUND: The player that has the purple triangle pointing to his or her gameboard section presses Mickey's hat and another round begins.

5. Keep playing rounds until the special blue-backed Magic Card pops out of the box. After this special Magic Card is matched or set out of play, the game is over.

THIS IS A MATCH



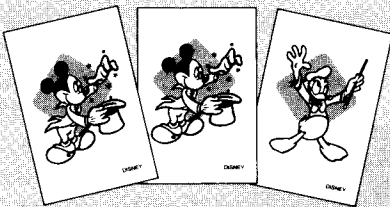
Character Cards



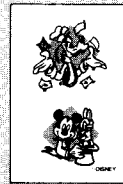
Magic Card

You have 2 Mickey Character Cards. Return your matching Character Cards to the pile and the Magic Card is yours.

THIS IS NOT A MATCH



Character Cards



Magic Card

You do not have a Goofy Character Card. You must pass the Magic Card to the player on your left.

WINNING THE GAME

After the game is over, count the number of Magic Cards you own. The player with the most Magic Cards is the winner.

SPECIAL RULES FOR LESS THAN 4 PLAYERS

A 2-Player Game

- After Mickey stops spinning, you will have two triangles pointing to your two gameboard sections. Because you can only collect one card (either the Magic Card or a Character Card) in each round of play, choose only *one* of the triangles and collect the appropriate card.

A 3-Player Game

- After Mickey stops spinning, if the white triangle points to the gameboard section that no one owns, the Magic Card is removed from the box and placed out of play. The other players pick up Character Cards. A new round begins.
- The purple triangle always designates who presses Mickey's hat to begin a new round. If the purple triangle points to the gameboard section that no one owns, the player that has the pink triangle pointing to his or her gameboard section gets to press Mickey's hat.

