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PRESENTS

# PINOCCHIO GAME

For 2 to 4 Players

## INTRODUCTION:

The PINOCCHIO game is based on the Walt Disney motion picture and is designed for young children, and quite simple to play. Movement is controlled by a spinner and cards.

## OBJECT:

The object is to be the first player to turn over a complete colored set of three cards which show PINOCCHIO as a real live boy.

## PREPARATION:

Shuffle the deck of PINOCCHIO cards and place them black and white side up on the PINOCCHIO card space on the board. The yellow instruction cards are also shuffled and placed face down on the space marked "draw."

Each player selects a playing piece and places it on the space marked "Once Upon A Time." Players spin the arrow and the player who spins the highest number goes first.

## THE PLAY:

The first player spins the arrow and then moves his piece in the direction indicated by the arrow on the board, the appropriate number of spaces. The player does as he is instructed on the final space, or if there are no instructions his piece remains in place.

When a player is instructed to "Draw A Card," he draws one yellow instruction card and does what it says to do. When a player is directed to draw a PINOCCHIO card, he takes the top card from the PINOCCHIO card pile and places it with the black and white side up, on his side of the board. The player must collect three PINOCCHIO cards, each one showing a different part of the PINOCCHIO PUPPET, which, when put together, makes a complete figure. A player must not hold more than three cards even if they are duplicates. When drawing the fourth card, he must decide which one to discard. When the player has the complete figure in black and white, he continues to spin and move on the track until he has drawn three cards instructing him to turn over the

black and white sections to show the full figure of PINOCCHIO, in color as a real boy. After a player has collected the three black and white cards necessary to complete his figure, he is not obligated to return one of the cards even if instructed to do so. A player may not turn a PINOCCHIO card even if he draws an instruction card telling him to do so, until he has one black and white card for each of the three parts of the PINOCCHIO body. Certain instruction cards give a choice permitting the player to do only one of two things. Other cards give two instructions, and in such cases, the player may do both things. If, however, a player should draw an instruction card which says "Draw A PINOCCHIO card and take an extra turn," and should that player have the three PINOCCHIO cards which he needs, he need not draw another PINOCCHIO card, however, he may take an extra turn.

## SPECIAL SPACES:

If a player's piece lands on one of the three red spaces on the track, he must move his piece to the red spot in

the nearest picture of PINOCCHIO in trouble. A player may also be directed by an instruction card to place his piece on a red spot in a picture area. The player loses his next turn, but on the following turn he spins the arrow and moves his piece forward the appropriate number of spaces starting with the nearest red spot on the track which he counts as his first space. If he should spin a 1, his piece remains where it is, he loses another turn, but may spin again on his next turn.

## WINNING THE GAME:

The first player to turn over his third black and white card, and who therefore, displays his PINOCCHIO in full color as a real boy, is the winner.

## EQUIPMENT:

The equipment consists of a colorful story telling playing board, four playing pieces, a set of yellow instruction cards, a set of PINOCCHIO cards, which are black and white on one side and full color on the other, and a spinner.

We will be glad to answer questions concerning this game.  
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