

## RULES FOR PLAYING

WALT DISNEY'S

# SLEEPING BEAUTY GAME

FOR 2, 3, OR 4 PLAYERS

### INTRODUCTION

Once upon a time there lived a King and Queen who were overjoyed by the birth of a daughter. The day of the little Princess' Christening, the three good fairies brought her magic gifts. Flora gave her the gift of beauty, Fauna gave her the gift of song, and Merryweather, the third good fairy, stepped forward to give her gift. Maleficent, the evil fairy, appeared and put a curse on the child. "Before the sun sets on her sixteenth birthday the Princess will prick her finger on a spinning wheel and die," cried Maleficent. "Oh, no," the cry rose from every heart. Then Merryweather said, "Perhaps I can soften her evil curse. This is my gift: Should the Princess prick her finger on a spinning wheel, she will not die. She will fall into a deep sleep until she is awakened by the kiss of her true love." It is upon the awakening of the Princess that this game is based.

### OBJECT

The object of the game is to be the first player to reach the space marked "THE END" with 3 different picture cards.

### EQUIPMENT

The equipment consists of an illustrated game board, 1 spinner, 4 magic wands, 4 colored playing pieces and a set of Star Cards.

### PREPARATION

Each player selects a playing piece. Each player spins the indicator on the spinner, and the one who spins the highest number goes first. If the indicator stops on a line, spin again.

### THE PLAY

The first player spins the indicator, and starting from the space marked "THE BEGINNING" moves his playing piece forward the number of star spaces indicated. If the number of his spin lands him on a pink star, his turn ends. If his spin lands him on a yellow star, he takes the top Star Card and immediately follows the instructions on it and then places it face up on the space marked "DISCARD." If the card he draws is a picture card he HOLDS it, keeping it face DOWN so other players do not see it. The other players then follow in turn in a clockwise direction. If a player, moving forward, lands on the same space with an opponent's piece he continues to move forward to the first unoccupied space. If a player is moving backward from one of the two penalty spaces, he continues to move backward to the first unoccupied space.

### MAGIC WANDS

Whenever a player spins a 6 he may move six spaces, or he may take a WAND. If he takes a wand his turn ends. He may play this wand on any other turn he chooses. On the turn he chooses to play his wand he returns it to the side of the board and then draws 2 cards from the top of the pile and follows the instructions on them. He then spins the indi-

### PICTURE CARDS

A player must obtain 3 DIFFERENT picture cards as he moves along the Star Track BEFORE he may enter onto the Happiness Track (which is a Stone Path) leading to the END. These 3 cards are: PHILLIP IN THE DUNGEON, PHILLIP'S ESCAPE and TRUE LOVE'S KISS. If a player fails to obtain these three picture cards after completing the STAR track, he MUST continue around the "DEEP SLEEP" Circle (as indicated by the arrows) until he has obtained these 3 picture cards. Then he continues along the Star Track and ENTERS onto the HAPPINESS TRACK as in regular play.

A player may hold only 3 picture cards in his hand at one time. If he draws a fourth he must DISCARD one of them to the discard pile.

### MALEFICENT STARS

There are 4 Purple Stars located around Maleficent, the evil fairy. If a player's spin or card move lands him on one of these purple stars, he must return one of his Picture Cards to the discard pile FACE UP. If he does not have a Picture Card there is no penalty and his piece remains on the Purple Star until his next turn.

### WINNING THE GAME

A player must reach the Book Space marked "THE END" by EXACT spin. If he should spin a larger number than needed to reach this space he may not move. The first player to reach the Book Space marked "THE END" with 3 different Picture Cards in his possession wins the game.

We will be glad to answer inquiries concerning these rules.  
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