VISITING ATTRACTIONS



☆ In order to visit an Attraction, you must land on its number space.
☆ You can visit an Attraction only if you have an Attraction card for it.
EXCEPTION: Another player may use an Event card to send you to an Attraction for which you don't have a card. This is the only time two players could share an Attraction space.
☆ You do not need to land on an Attraction by exact count.
☆ Landing on an Attraction (including the Information Center, Main Street Parade, Lunch Area, and First Aid) counts as 1 space.
☆ After visiting an Attraction, place your matching Attraction card, faceup, in front of you. This ends your turn.



☆ If you have a Fast Pass card, you may play it at this point.
☆ NOTE: If you rolled a 1 or 2 to reach the Attraction, place your Attraction card in front of you, then draw and play an Event card.

AUTOGRAPHS

Collecting an Autograph Card

☆ To get an Autograph card, you must end your move on one of the Autograph Booth spaces occupied by either the Mickey Mouse or Donald Duck pawn. You don't need to land here by exact count.
☆ Take the corresponding character's Autograph card, place it faceup in front of you and move the Mickey or Donald pawn to any other, open Autograph Booth space. If another player has the Autograph card for the character you landed on, you may take the card from them. This ends your turn.
☆ NOTE: If you rolled a 1 or 2, you may draw and play an Event Card, then end your turn.

Using an Autograph Card

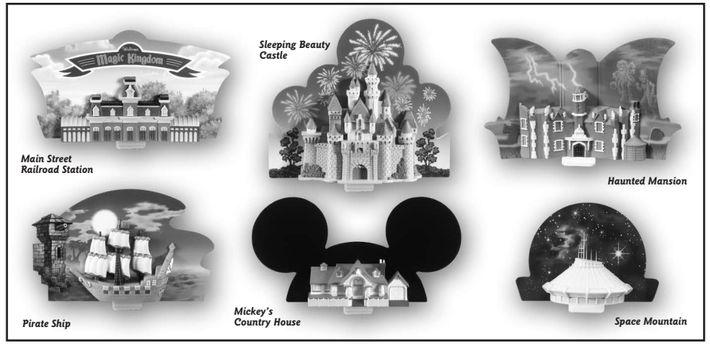
☆ An Autograph card can be used to cancel any Event card being played.
☆ Autograph cards MUST be played before the next player starts his/her turn.
☆ Autograph cards cannot cancel each other.
☆ Once you use an Autograph card, place it back onto its matching gameboard space. Now you'll have to land on Mickey or Donald again to get another one.

SOME NOTES ABOUT EVENT CARDS

☆ If an Event card says to "send any player," you may move yourself or another player; if the card says to "send another player," you must move another player (not yourself).
☆ When playing the "Send another player to any Attraction in the Park" card, the Main Street Parade (32) space counts as an Attraction that a player may be sent to.
☆ When playing an Event card that sends a player to get Mickey or Donald's Autograph, the player playing the card chooses which player moves as well as where to move the Mickey or Donald pawn.
☆ When a card directs you to move to an Attraction, you can move only to the numbered spaces. Railroad Stations, the Information Center, First Aid, the Food Court and the park Entrance do not count as Attractions.

WINNING THE GAME!

If you're the first player to visit all of the Attractions in your hand and return to the park entrance, you win!



We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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PARKER BROTHERS
42374 Disney Magic Kingdom game

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Disney Theme Park Edition

Hasbro®

For 2 to 5 Players / AGES 6+

Disney Magic Kingdom® game



OBJECT

Be the first player to visit all of your attractions and return to the park entrance!

CONTENTS

☆ Magic Kingdom Gameboard
☆ 6 Plastic Attractions with Backgrounds
☆ 1 Plastic Monorail
☆ 5 Family Pawns with Stands
☆ 1 Mickey Mouse Pawn
☆ 1 Donald Duck Pawn
☆ 2 Dice
☆ 30 Attraction Cards
☆ 34 Event Cards
☆ 2 Autograph Cards
☆ Label Sheet

ASSEMBLY

☆ Remove all of the contents from the plastic bags. Discard the bags.
☆ Remove the cardboard pieces from the parts sheet. Discard the cardboard waste.
☆ Following the instructions on the label sheet, apply the labels to the two dice.
☆ Remove and discard any cardboard waste from the gameboard.

Fig 1

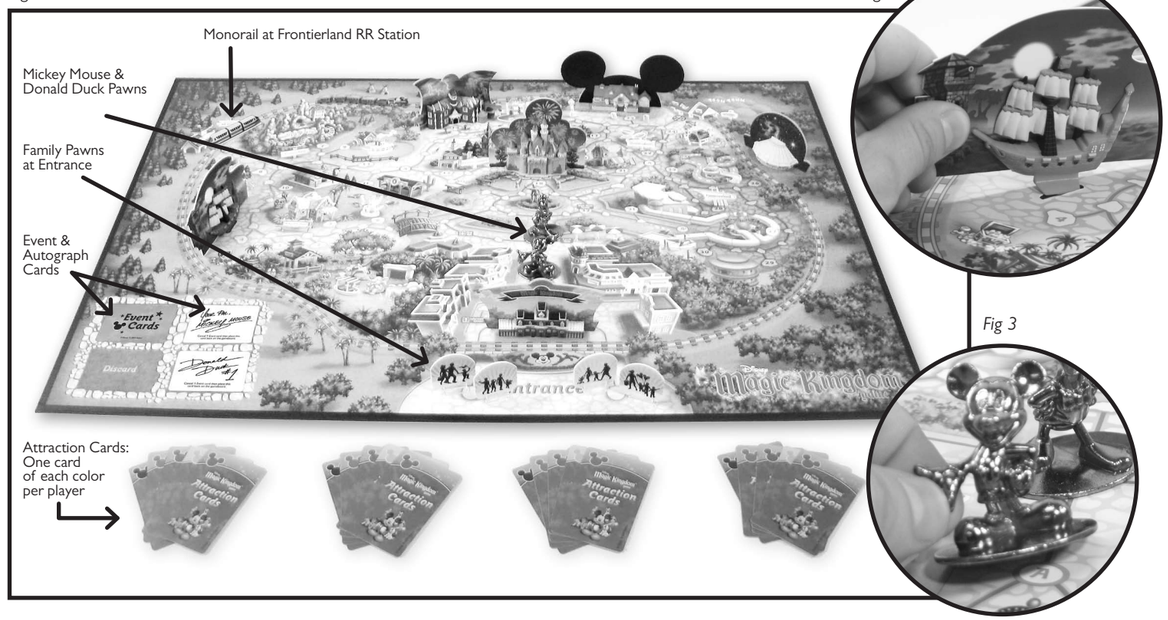


Fig 2

Fig 3

SETUP

Fig. 1 shows the game set up and ready for 4 players.

☆ Open the gameboard and place it in the middle of the play area.

☆ Place the 6 Attractions into their corresponding gameboard slots (*see page 6 for a list of buildings*). Insert the tabs on the bottom of the Attractions under the gameboard to hold them in place (*see Fig. 2*).

☆ Place the Mickey Mouse and Donald Duck pawns on the 2 Main Street Autograph Booth spaces. It does not matter which pawn goes on which space (*see Fig. 3*).

☆ Place the Monorail piece on the Frontierland Railroad Station (*see Fig. 1*).

☆ Remove the 2 Autograph cards (one for Mickey Mouse and one for Donald Duck) from the Event cards and place them, faceup, on their matching gameboard spaces.

☆ Shuffle the Event cards and place them facedown on the matching gameboard space.

☆ Separate the Attraction cards into 5 piles according to the color on the back. Shuffle each pile and place it facedown near the gameboard.

☆ Now, without looking, each player takes 1 card from each pile. Look at the cards you drew, but don't show the other players. These are the Attractions that you must visit before you leave the park today. (NOTE: Each player will be visiting different Attractions.) Place the extra Attraction cards out of play.

☆ Each player chooses a Family Pawn and places it on the Entrance space.

☆ Each player rolls the white die to see who'll go first. The player with the lowest roll begins. Play will then pass to the player on your left.

GAMEPLAY

Look at the Attraction cards in your hand and look at the gameboard. Find the Attractions you need to visit (the ones matching the cards in your hand) then decide where you'll go first.

On Your Turn

ROLL THE DIE

☆ If you want to move along the gamepath, roll the white Movement die. NOTE: If you roll a 6, see The Monorail on page 4.

☆ If you are at a Railroad Station and want to move to another Railroad Station, roll the red Railroad die.

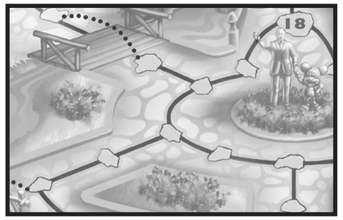


MOVEMENT (white) RR STATION (red)

MOVE YOUR PAWN

The Gamepath

The gamepath is a series of stepping stones connected by lines. Each stone is a separate space.



☆ Players must move from space to space along the lines.

☆ You do not have to move the full amount of the die roll, but you must move at least 1 space per turn.

☆ You may move in either direction on the gamepath, but you cannot move back and forth between the same spaces on one turn.

☆ Every space counts as 1 on the die roll. This includes spaces occupied by other players.

☆ Players may not share gamepath spaces. So, if you end your move on the same space as another player, move your pawn to the next open space.

Event Cards

☆ If you rolled a 1 or 2 (these have a star on them) on the Movement die, move your pawn, then draw an Event card. Immediately follow the instructions on the card unless you draw a Railroad Pass or a Fast Pass. These can be held until later.

☆ After following the instructions on the Event card, discard the card and pass the dice to the player on your left. This ends your turn.

The Railroads



There are 3 Railroad Stations that you can use as shortcuts to move around the park. They are located at the Main Street entrance, Frontierland and Mickey's Toontown.

☆ To use the Railroad, you must first land on a Railroad space using the Movement die. You don't need to land on a Railroad space by exact count. If you rolled a 1 or 2 to get there, you may draw and play an Event Card (see ***Event Cards*** on this page). Your turn is then over. NOTE: More than one player can be on a Railroad space at the same time.

☆ On your next turn, roll the red Railroad die.

☆ If you roll an "RR," move to any other Railroad space then end your turn. On your next turn, you may roll the Movement die to leave the station and continue moving along the gamepath.



☆ If you roll empty tracks, you cannot move and must wait for your next turn to try again.



☆ On any turn, you may change your mind and roll the Movement die instead of the Railroad die to move back out along the gamepath spaces.



☆ If you have the Railroad Pass card, you may move directly from one Railroad space to another without rolling the Railroad die.

☆ If the Monorail is at the Railroad Station you entered, you're in luck! See the special rules for the Monorail below.

SPECIAL MONORAIL RULE

☆ The Monorail moves from one Railroad Station to another each time someone rolls a 6 on the the white Movement die.

☆ If you land on a Railroad Station and the Monorail is at that station you may move your pawn immediately to any Attraction you have in your hand. Place the Attraction card face up in front of you. Then move the Monorail to another Railroad Station (your choice). This ends your turn.