

Disney
MICKEY
AND FRIENDS
5-in-1 Games
game

CONTENTS

72 Picture Tiles, 3 Tile Racks

There are 5 different games you can play:

**Make-a-Match • Last Tile Left
Go Fish • Tile Tangle • Tile by Numbers**

You use the same tiles for each game, and if you want (especially for younger players), you can place your tiles in a Tile Rack instead of holding them in your hand.

Let's go!



MAKE-A-MATCH

2-4 Players

OBJECT

Find as many matches as you can. Once all the tiles are matched up, the player with the most tiles **WINS!**

SETUP

1. Choose how many tiles to play with. You may use all 72 tiles or, with younger players, you may want to use fewer pairs. For every tile you use, also include a matching tile so you can pair them together during the game.
2. Put the tiles you are using face-down and mix them up.
3. Set the face-down tiles in rows.

LET'S PLAY

The youngest player goes first.

On Your Turn:

- Turn over any two tiles of your choice so all players can see them.
- If they are a match, take them and put them in your scoring pile. Then go again!
- If they do NOT match, turn them back over face-down exactly where they were. Try to remember which pictures were on these tiles for later in the game – even if it's not your turn!
- If you do not make a match your turn is over and it's the next player's turn.

SPECIAL BONUS MATCH

If you match the Special Bonus tiles with either a **HEART** or **STAR** on them, they count as **TWO** tiles each when counting up your tiles at the end of the game.

WINNING

Once all of the tiles have been matched, the players count to see who has the most tiles (be sure to count each Special Bonus tile as 2).

The player with the most tiles wins!

LAST TILE LEFT (OLD MAID)

3-4 Players

OBJECT

To get rid of all the tiles in your hand AND not be left with the LAST tile.

SETUP

1. Remove one of the tiles from a pair of matching tiles and set it aside. The tile left will be the "Last Tile" (Old Maid).
2. Shuffle the remaining tiles and deal them out one at a time to all players (it's okay if not all players have the same number of tiles).
3. Players look through their tiles and remove all matching sets of tiles, placing them face down in front of them. The remaining tiles in their "hand" should have no matches.
4. REMEMBER: The numbers on the tiles are NOT used in this game, only the images on the tiles.

LET'S PLAY

The youngest player goes first.

On Your Turn:

- Pick a tile, unseen, from the hand of the player to your left.
- If the tile matches a character on a tile in your hand, place them both face down with the other tile matches in front of you.
- If it does NOT match a character on a tile in your hand, you must add it to your hand.
- If you draw the Last Tile (Old Maid), you must add that tile to your hand.

Play proceeds clockwise:

- The next player does the same, selecting a tile from the player on their left.
- The game continues until all sets have been matched.
- If one player gets rid of all their tiles but the other players still have tiles in their "hand," keep playing until only one player is left holding the Last Tile (Old Maid).

WINNING

The player who gets rid of all their tiles first is the winner.

If you get stuck with the Last Tile (Old Maid),
better luck next time!

GO FISH

2-4 Players

OBJECT

Be the first to get rid of all the tiles in your hand.

SETUP

1. Shuffle all the tiles and deal out 5 tiles to each player.
2. Place the rest of the tiles face down in a pile to create a Draw Pile.
3. REMEMBER: The characters on the tiles are NOT used in this game, only the color and numbers on the tiles.

LET'S PLAY

The youngest player goes first.

On Your Turn:

- Pick a tile in your "hand" that you want to match color and number.
- Ask the player to your left if they have this tile: "Do you have a yellow 2?"
- If they DO NOT have a matching tile, they will tell you to "Go Fish" and you must draw a tile from the Draw Pile and add it to your hand.
- If they DO have a matching tile, they must give it to you.
- Place the two matching tiles in front of you to form your Match Pile.
- NOTE: If you get lucky and draw a tile that matches the tile you are asking for (in this example you would draw a yellow 2), you may place both tiles in your Match Pile.

Play proceeds clockwise:

The next player does the same, asking to match with the player on their left and so on.

WINNING

The player who gets rid of all their tiles first is the winner.

TILE TANGLE (WAR)

2 Players

OBJECT

Be the first player to collect all your opponent's tiles.

SETUP

1. Shuffle the tiles and deal them all out evenly to each player.
2. Each player stacks their tiles face down in front of them to create a Draw Pile.
3. REMEMBER: The color and characters on the tiles are NOT used in this game, only the numbers on the tiles.

LET'S PLAY

- At the same time, each player turns over the top tile in their Draw Pile and places it face-up in the playing area.
- The player with the higher number on their tile wins that "tangle" and keeps both tiles.
- If the number on both tiles are equal:
 - Each player draws 3 more tiles and lays them face down next to the tile they have already played.
 - Then, at the same time, each player turns over the top tile on their Draw Pile to see which tile has the higher number.
 - The player with the higher number wins all the tiles.
 - If the tiles are equal again, repeat the process until one player reveals a tile with a higher number.
- If you run out of tiles in your Draw Pile, take all the tiles you have won, shuffle them, and create a new Draw Pile.

WINNING

The player who collects all the tiles first is the winner.

TILE BY NUMBERS

2-4 Players

OBJECT

Be the first to get rid of all the tiles in your hand.

SETUP

1. Shuffle all the tiles and deal out 4 tiles to each player.
2. Place the rest of the tiles face-down in a pile to create a Draw Pile.
3. Turn over the top tile in the Draw Pile and place it FACE-UP next to the Draw Pile to create a Discard Pile.
4. REMEMBER: The color and characters on the tiles are NOT used in this game, only the numbers on the tiles.

LET'S PLAY

The youngest player goes first.

On Your Turn:

- Try and match a tile in your hand that is either the same number or any higher number as the top tile on the Discard Pile.
- If you cannot play, you must draw a tile from the Draw Pile.
- NOTE: If the tile you take from the Draw Pile is playable, you may play it immediately.

Any tile that has a **STAR** or **HEART** icon on it is a Wild Tile, and you may play it anytime.

If a Wild Tile is played, this resets the Discard Pile and the next player may play any tile they choose.

Once the Discard Pile has reached the number 10, it resets and the next player may play any tile they choose.

WINNING

The player who gets rid of all their tiles first is the winner.

