



Ages 6 to Adult
2 or More Players

Contents

Game board

1 box of cards containing 2 decks:

400 Adult Trivia Cards (2000 questions)

100 Kids' Trivia Cards (500 questions)

4 Mickey Mouse movers (gold, silver, black, white "posts")

20 Colored Mickey Mouse tokens (4 each: red, blue, yellow, green, purple)

1 Die

4 Category reference cards

Instructions

Please remove all components from package and compare them to the components list. If any items are missing, please call 1-800-524-TOYS.

Game Setup

Decide if you will play as individuals or teams.

Decide if you will play with the Adult cards and/or the Kids' cards.

Unfold the 2 ear "reels" on the game board.

Remove the lid from the card box, turn it upside down and insert the card box bottom into the card box lid.

Each player chooses a Mickey Mouse mover "post" and places it on the "Start" space. Each player also takes one of the category cards for reference. (The four category cards can be found at the front of the Adult card deck.)

(Continued)

(Continued from front)

Object

Be the first player to collect 5 different colored Mickey Mouse tokens by answering 1 question correctly from each category. Then make your way to "The End" space to answer one final question.

How to Play

Roll the die to see who goes first. In case of a tie, the tying players roll again.

Moving Around the "Start" Reel

Roll the die and move your Mickey Mouse mover the number of spaces indicated clockwise around the "Start" reel. If you land on a space occupied by another player, move to the next open space. If you roll a "6," see "Moving Around the Main Game Board," at right.

It's Question Time!

When you stop on a space in the "Start" wheel, you get to answer an Adult question from the category of your choice. Select a category (Animation, Film, Song, Personalities or Mousellaneous), then have the player to your left draw a question card and ask the appropriate question.

If you are playing with the Kids' cards, first choose a color. Then have the player to your left draw a card and show you the character picture on the front, while asking you the question on the back that corresponds to the chosen color. (If the player asking the question can't read, another player will have to ask the question.)

Return the asked question card to the back of the deck.

Missed the Question?

Stop – your turn is over.

Got it Right?

Roll again and move to another space for a question from the category of your choice.

Moving Around the Main Game Board

If your roll takes you past the last space on the “Start” reel (the space before the “Start” space), move down to the first Yellow space on the main game board and move in a counterclockwise direction. Here, the spaces have five different colored borders, each corresponding to a different category:

-  **Yellow = Animation**
-  **Purple = Film**
-  **Green = Song**
-  **Blue = Personalities**
-  **Red = Mousellaneous**

While on the main game board you must answer the question that corresponds to the color of the space you're on. For example, if you land on a purple space you must answer a Film question. The player to your left asks the question.

Missed the Question?

You do not get a token; your turn ends.

Got it Right?

Congratulations! Put a Mickey Mouse token that matches the category color onto your mover post. Then roll again – your turn continues until you miss a question.

If you land on a space but already have a token that matches, you still have to answer a question from that category. If you get it right, roll again, but do not take a second token of the same color (you only need one token of each color).

Players continue circling counterclockwise around the main game board until they correctly answer a question from all 5 categories. Once you have collected 5 different colored tokens, continue your turn by rolling the die, answering questions and moving towards the “End” reel.

Moving Around the “End” Reel

When your roll takes you past the Yellow space next to the “End” reel, follow the arrow and move your Mickey Mouse mover onto the “End” reel starting with the space to the left of “The End” space. (Remember, you cannot enter the “End” reel until you have all 5 of your tokens.) On the “End” reel, move in a clockwise direction. When you stop on a space, the player to your left chooses the question category for you to answer, announces it to the other players, then draws a card and asks that question. Continue play as before.

When you reach “The End” space, stop. (You don't have to land on this space by exact roll of the die.)

(Continued on back)

Winning the Game

When you land on "The End" space, you have to answer a question from a category chosen by the asking player.

If you give an INCORRECT answer, your turn ends. On your next turn, you DO NOT have to roll and move again. The asking player will announce a category of their choice, draw a new card, and ask the question.

First player to answer their final question CORRECTLY, wins!

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Send only the product to the address above. Send all correspondence to Consumer Affairs, Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245-5012, U.S.A. Or you may phone us toll-free at 1-800-524-TOYS, Monday through Thursday: 8:00 a.m.-5:00 p.m. PST (11:00 a.m.-8:00 p.m. EST); Friday: 8:00 a.m.-12:30 p.m. PST (11:00 a.m.-3:30 p.m. EST).

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YOU CAN TELL IT'S MATTEL! CALL us toll-free with any comments or questions about our products or service. Monday-Thursday, 8:00 a.m.-5:00 p.m. PST; 11:00 a.m.-8:00 p.m. EST; Friday, 8:00 a.m.-12:30 p.m. PST, 11:00 a.m.-3:30 p.m. EST. Outside U.S.A., see telephone directory for Mattel listing.

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