

Disney

# it's a small world!

Instructions



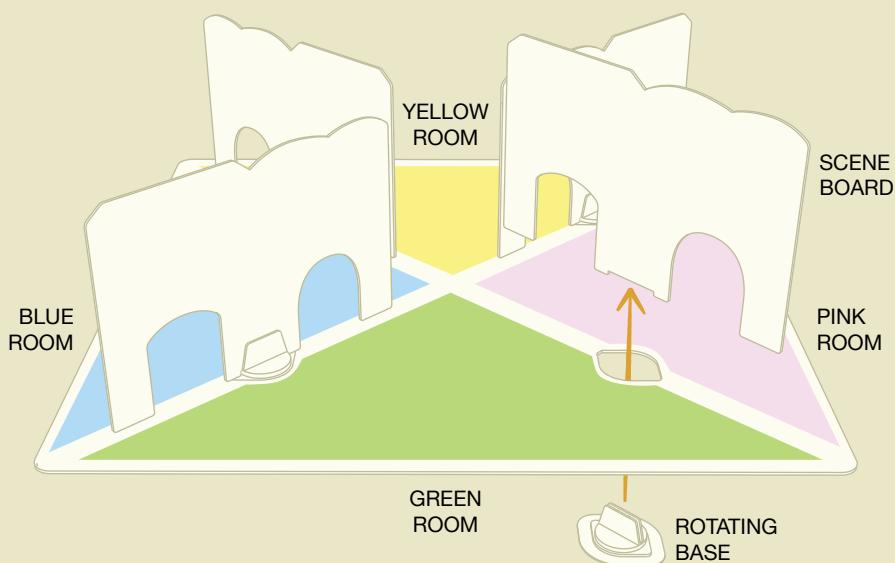
A Game for Ages 4+  
2-6 Players

Learn How to Play!

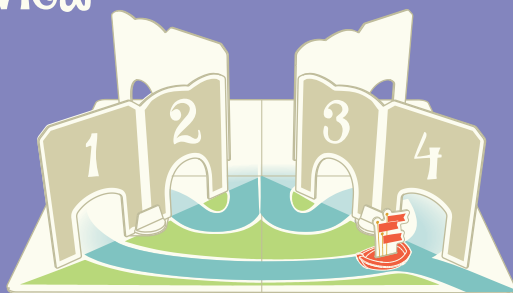
[funkogames.com/PlayItsASmallWorld](http://funkogames.com/PlayItsASmallWorld)

# Set Up

- 1 Unfold the game board and insert the four rotating bases **from underneath** so they fit snugly in their holes.
- 2 Insert the four Scene boards into the rotating bases and position them so they are diagonal, between the colored rooms. It doesn't matter which Scene board goes where.



## Overview



Each room has four Scenes. You will match *Picture cards* to the Scenes in the room your boat is in.



3 Insert the Clock Tower into the slot at the back of the card tray and turn the wheel so the number 1 is showing.

4 Shuffle the cards and place them upright in the draw tray.

5 Insert the flag tiles into the backs of the two score trays.

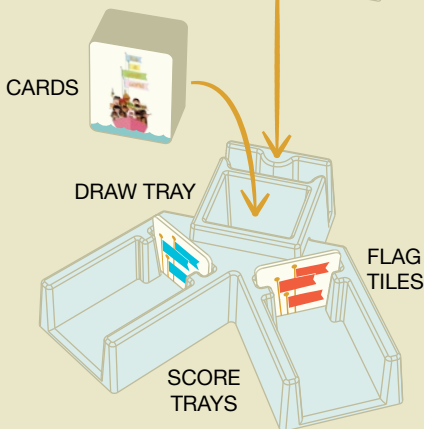
6 Insert the flag sails into the matching boats.



CLOCK TOWER



FLAG SAILS

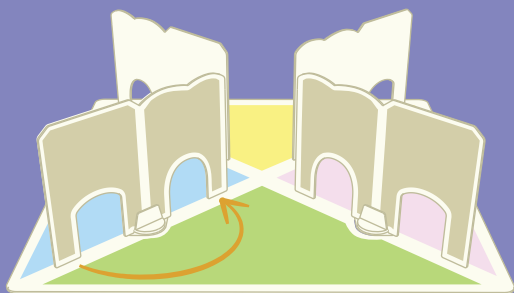


CARDS

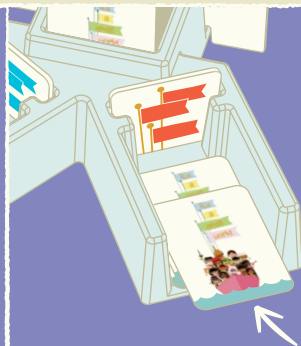
DRAW TRAY

FLAG TILES

SCORE TRAYS



You will flip Scene boards to their opposite sides, but they will always be positioned diagonally between the rooms.



You will collect cards in your team's score tray.

# Card Types

There are three types of cards shuffled together.



## Picture

Match the picture to a Scene in your boat's room.



## Clock Tower

Turn the Clock Tower wheel clockwise to the next number.



ONE



TWO



ALL FOUR

## Flip the Scenes

Flip any one, two, or all four Scene boards to its opposite side based on the number of symbols on the card.

## Get Ready

- 1 Divide into two teams. Each team takes a boat and a card holder. With more than two players you will ride together, just like in the classic attraction!

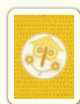
### For a gentle game:

Use only one boat and all players work cooperatively to score 20 cards before the game ends!

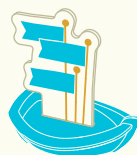
- 2 Place the boats on the two gray start spaces on opposite sides of the game board.

- 3 Draw four cards and place them in your card holder.

**Note:** If you draw a *Clock Tower* card in your first four cards, put it back into the draw tray and draw another card to replace it.



- 4 The team with the smallest player takes the first turn.



START SPACE



START SPACE



CARD HOLDER

## Tip!

Group *Picture* cards together that share the same Scene for easy matching later!



**Object** Have the most cards in your team's score tray at the end of the game to win!

## On Your Team's Turn

- 1 Move:** Move your team's boat **one space**, following the direction of the arrows in the waterway.
- 2 Draw:** Draw the number of cards shown on the new space and place them in your card holder.



If you draw a *Clock Tower* card, **immediately** turn the Clock Tower wheel clockwise to the next number.



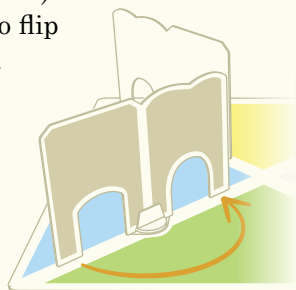
**\* Flip the Scenes:** (any time on your turn)



You may use *Flip the Scenes* cards to flip Scene boards to their opposite sides.

Flip as many Scene boards as there are symbols on the card – you choose which boards.

**Note:** You do not have to use *Flip the Scenes* cards immediately. You can save them for future turns. You may peek into nearby rooms before you use *Flip the Scenes* cards.



**\* Match Cards:** (any time on your turn)  
Look for children and animals in your room that match your *Picture* cards.

**Note:** You can only match your *Picture* cards to the four Scenes in the room where your boat is!



- 3 Score:** Place any *Picture* cards you matched in your team's score tray plus any *Clock Tower* and *Flip the Scenes* cards used this turn.

**Tip!** Need a better view?  
Rotate the game board as you move your boat so you can better see the room.

**Now it's the next team's turn!**

# End of the Game

When you turn the Clock Tower wheel and reveal the stars (number 6), the game ends.



**For a shorter game,** when you reveal the sunset (number 5), the game ends.



**For a Longer game,** when you reveal the sleepy moon (number 7), the game ends.

The current team finishes their turn and then both teams count up their score.

## Scoring

Count up all the cards in your team's score tray. Your score includes *Clock Tower*, *Flip the Scenes*, and *Picture* cards. The team with the most cards wins!

If there is a tie, the team with the most *Clock Tower* cards wins! If there is still a tie, both teams share the win!



**Contents:** Game Board, Clock Tower, Card Tray, 4 Scene Boards, 4 Rotating Bases, 2 Boats, 2 Flag Sails, 2 Flag Tiles, 2 Card Holders, 100 Cards, Instructions

**Funko**  
**GAMES**  
funkogames.com

FUNKO, LLC. 2021  
2802 WETMORE AVE  
EVERETT, WA 98201  
(425) 783-3616

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