

Ages 4+ • 2-4 Players • 30 Minutes

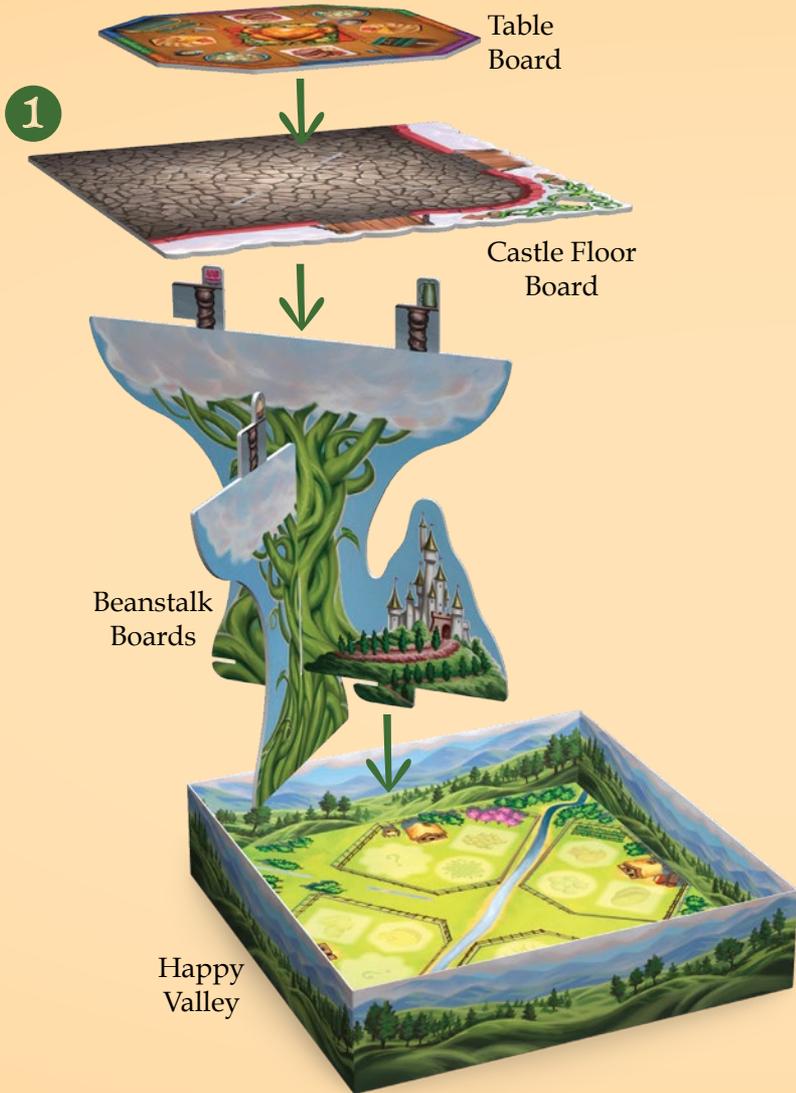
Disney
Mickey
and the
Beanstalk
Game

• Instructions •

Contents: 1 Golden Harp, 4 Character Figures, 4 Character Mats, 1 Giant Mover with Base, 1 Lock Box Mat, 1 Sliding Vine, 2 Beanstalk Boards, 1 Castle Floor Board, 1 Floor Piece, 1 Table Board, 1 Spinner, 44 Tokens, Instructions



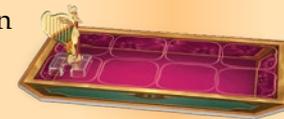
Game Board Set Up



Learn how to play: funkogames.com/PlayMickeyAndTheBeanstalk

Set Up

- 1 Put together the game board as shown on the back of these Instructions.
- 2 Insert the Giant into his base and place him on the castle floor so the Lock Box on the table is in front of him.
- 3 Separate the Food tokens by shape and mix them up with the plate sides showing (white sides face down). Place them in three separate piles.
- 4 Place the Key tokens in a pile. For your first game, set aside the heart-shaped Courage tokens.
- 5 Place the Golden Harp on one of the eight spots on the Lock Box mat.
- 6 Each player chooses a character – Mickey, Minnie, Donald, or Goofy – and places the matching mat in front of them and the figure in Happy Valley.
- 7 Give the youngest player the spinner. They will take the first turn.



Tip: Play on the floor or a low table so young players can see on top of the Beanstalk.

Winning the Game

Work together to bring Food and the Golden Harp from the Giant's castle down the Beanstalk to Happy Valley.

When all four houses are fed and the characters and the Golden Harp are in Happy Valley, the game ends and all the players win!

But if all eight spots on the Giant's Lock Box mat are ever filled, the Giant wins and the players lose.

On Your Turn

1 Spin the spinner.

- If you spin a plate, the Giant locks up a Food. Flip over a token from the matching pile and place it on an empty spot on the Lock Box mat. **Then spin again!**
- If you spin the Giant, the Giant **always moves** to the closest table edge of that color. If there are any characters in the space in front of him, he may lock up an item (see **The Giant**).
- If you spin **Sneak**, the Giant doesn't move or lock anything in his Lock Box, even if a character is in front of him!



2 Move up to the number of spaces you spun.

You start the game in Happy Valley, which is all one space. Climbing to the leaf at the top of the Beanstalk counts as moving one space. From there, move to either drawbridge and then onto the space on the table next to it (see **First Turn Example**).

You may move through and share spaces with other characters, but **not the turkey**. You may move past the Giant, but you may not stop in front of him, unless you spun **Sneak**. You may move fewer spaces than you spun, or none at all.

To get back to Happy Valley, move off the table to a drawbridge and back to the leaf. Stop on the leaf to slide down to Happy Valley!

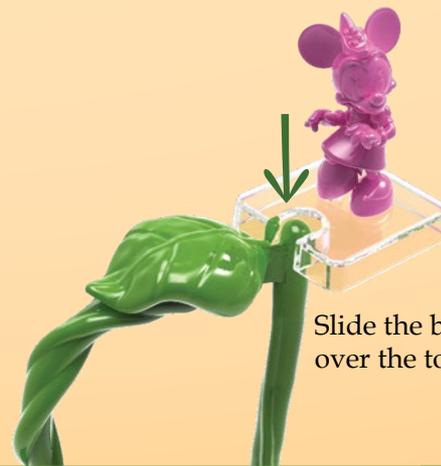
3 Take a Food or Key.

If you stop on a Food space or the Key space, flip over a token from the matching pile and place it on an empty spot on your mat. You may only have **three items** and you may only have **one Key at a time**. If you don't have any empty spots on your mat, you may not take a token.

Now it's the next player's turn.



First Turn Example: You spin Giant-Green. Move the Giant to the closest green table edge. Then you move 3 spaces ((1), (2), (3)) onto the table and take a square Food token.



Slide the base of the figure over the top of the vine.

The Giant

If the Giant moves in front of a space with a character, **even if it's not their turn**, he sees them! If he sees any character that has the Golden Harp, the Giant locks it back up. If not, but he sees a character on a Food space, flip a token from the matching pile (not from a player's mat) and place it on an empty spot on the Lock Box mat. No matter how many characters the Giant sees, he may only lock up one item.



The Lock Box

If you stop on the Giant's Lock Box **when you have a Key**, you may put the Key back on the pile and take one item from the Lock Box mat – either the Golden Harp or a Food. Place it on an empty spot on your mat. You may use a Key to take a Food, even if you no longer need it to feed a house in Happy Valley.



Happy Valley

To feed the houses in Happy Valley, fill the three spots around each house with the Food they need.

Whenever you slide down to Happy Valley, drop off the Food from your mat! Place each Food on a matching spot – any Food can go on a Wild spot! If all the matching and Wild spots are full, mix the token back into the matching pile.

If you have the Golden Harp when you drop off Food, place her next to the castle in Happy Valley!



Help From Your Friends

For your second game, place a Courage token on each of the four houses in Happy Valley when you set up.

During the game, when you fill the three spots around a house, take a Courage token and put it next to your mat – you can have any number of Courage tokens. Whenever the Giant is about to lock up an item, you may set a Courage token out of the game to stop him, **even when it's not your turn!** But you must be up the Beanstalk (not in Happy Valley).

