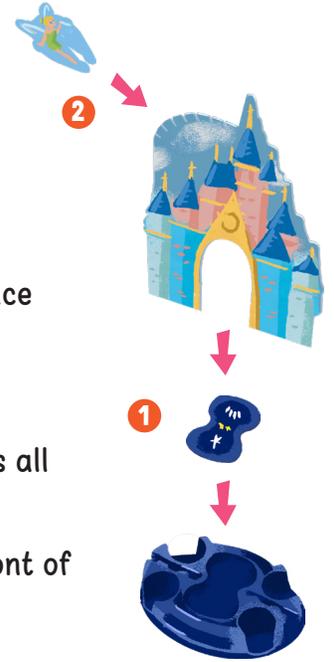


Ages 5+
2-6 Players
20 Minutes

Disney
Happiest Day
Game
Magic Kingdom
Park Edition

Set Up

- 1 Assemble Cinderella Castle by placing the floor tile on the base and inserting the castle into the base.
- 2 Fit the Tinker Bell Marker into the slot on the castle that matches the number of players in your game.
- 3 Place the game board in the center of the play area with the **Day** side up. Then place Cinderella Castle in the center of the board.
- 4 Separate the Balloon tokens by color and place them in stacks in the castle base.
- 5 Each player chooses a character and places their figure at the castle—the castle is all one space.
- 6 Shuffle the Park cards and deal four to each player. Place your cards face up in front of you. Place the remaining cards in a face-down deck near the board.
- 7 Give the spinner to the youngest player. They'll take the first turn!



- 8 Learn to play with a quick video, or continue reading these instructions!



How to Win

Move around *Magic Kingdom* Park and find the attractions, characters, and locations on your cards to score the stars!

Matching Cards to Park Spaces:

Search the board for the spaces with the same pictures as your cards!

Hint: The background color of the spaces and the cards match too!



When night falls, some paths will change to get ready for the fireworks, but you still have time to visit your favorite things. At the end of the game, the player who scored the most stars wins!

On Your Turn, Spin the Spinner:



If you spin **Balloons**, take one Balloon token of each color you spun. Then, you may spend any number of Balloon tokens you have to move. Each Balloon lets you move along one matching path to the next space. You don't have to spend all your Balloons—you may keep them for later turns!



If you spin **Castle or Question**, choose to do one of these:

Move directly to Cinderella Castle! **OR** Answer the question on one of your cards and move directly to the space that matches that card!

At the End of Your Turn:



If you are on a **Park Space**

Score all your cards that match that space, turning them face down and placing them in your own score pile.



If you are on a **Train Station Space**

Draw a new card and place it face up in front of you. Then move Tinker Bell one slot up Cinderella Castle.



If you are on **Cinderella Castle Space**

Draw cards until you have four face up in front of you. (If you already have four, don't draw any.) Then move Tinker Bell one slot up Cinderella Castle.

Note: If Tinker Bell reaches the star (top slot) on Cinderella Castle, night falls in *Magic Kingdom Park*! See **Day to Night** below.

Day to Night

When Tinker Bell reaches the top of Cinderella Castle, night falls in *Magic Kingdom Park*:

- 1 Set Cinderella Castle (including the base) and all character figures aside. Flip over the board to the **Night** side. Then replace Cinderella Castle in the center of the board.
- 2 Place all the character figures at Cinderella Castle. Each player draws until they have four cards face up in front of them.
- 3 Reset Tinker Bell by fitting the marker into the slot on the castle that matches the number of players in your game.
- 4 The player who moved Tinker Bell to the star (which turned *Magic Kingdom Park* from day to night) gets to go again!

Ending the Game

If it's night in *Magic Kingdom Park* and Tinker Bell reaches the star (top slot) on Cinderella Castle, the game is almost over. First, the player who moved Tinker Bell to the star takes the marker, which is worth 1 star. Then each other player takes one last turn, and the game ends.

Now all players count up the stars on the cards in their score pile. The player with the most stars wins!



Add 2 stars if you ended the game on Cinderella Castle!

Add 1 star if you have the Tinker Bell Marker!

Contents: Cinderella Castle with Base and Tile, 6 Character Figures, Game Board, Tinker Bell Marker, 72 Park Cards, 48 Balloon Tokens, Spinner, Instructions