

HIDDEN MICKEYS

Instructions



Ages 3+
2-6 Players
20 Minutes

Contents:
6 Mickey Markers,
1 Sand Timer,
1 Finder Token,
40 Cards, Instructions

Set Up

1. All players together place the Mickey Markers in different spots around the play area. The play area could be in your living room, or even better, all over your house or yard! Everyone should know where all the Mickey Markers are before you start. Try to remember which color is where!

In a 4- or 5-player game: Take the six Mickey cards and mix them up. Without looking at them, take as many Mickey cards as there are players to use in the game. Put any extras back in the box.



Mickey Cards



Mickey Markers

2. Shuffle all the cards together and place them face down in a draw pile. Leave room for a discard pile.
3. Place the sand timer next to the draw pile.
4. Give the youngest player the Finder token. They'll take the first turn.



Sand Timer



Draw Pile



Discard Pile



Finder Token

Object Be the player with the most Hidden Mickeys on your cards at the end of the game.



Learn How to Play!

funkogames.com/PlayHiddenMickeys



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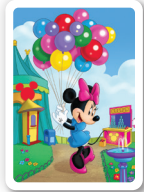
On Your Turn

Flip over the top card of the draw pile.



If it's a Scene card,

place the card face up in the discard pile.



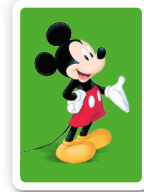
If it's a Surprise card,

take it and add it to your score pile!



If it's a Mickey card,

flip over the sand timer. Now the player with the Finder token runs to find the matching colored Mickey Marker!



Now it's the next player's turn.

It doesn't matter who flipped the card – only the player with the Finder token gets to go look.

The player with the Finder token:

1. Hurry and find the Mickey Marker that matches the Mickey card that was just flipped and bring it back before the sand timer runs out!
2. If you brought back the correct Mickey Marker in time, you score! Take the top Scene card of the discard pile and add it to your score pile.



Note: If there are no cards in the discard pile, draw cards until you get a Scene card to take. If you draw any Surprise cards, you get to take them too! Shuffle any Mickey cards you drew back into the draw pile.

3. Whether you scored or not, set the Mickey card out of the game and **pass the Finder token to the player on your left.** They take the next turn.

Memory Challenge

After playing a few games, show off your memory with this rule: When you score a Scene card, instead of taking the top card of the discard pile, you can take any card from the discard pile. But you must choose your card before the sand timer runs out! Try to remember which cards have the most Hidden Mickeys so you can score the best one!

Ending the Game

Once all the Mickey cards have been flipped, the game is over. Each player looks at the cards in their score pile and counts the Hidden Mickeys on the fronts (don't count the backs). Look carefully! The player with the most Hidden Mickeys wins! If there's a tie, play again!

