



ROADSTER RACER PLAY PACK

"TROPHY TRIUMPH" BOARD GAME



Reminders

Only a grown-up should do any cutting.

What You'll Need

- 8 ½" x 11" cardstock (we recommend 110-pound paper for durability)
- Scissors
- Glue stick or tape
- One die

How to Make It

1. Print out the following pages and have a grown-up cut out the pieces: the board game, player tokens (both the character pieces and the stands), and "Good Sport Guide."
2. To assemble the board game, tape the different pieces together on the back.
3. To assemble the player tokens, glue or tape the gray A tabs on the stands to the character pieces.

How to Play the Game

* Up to five guests can play with the provided player tokens.

Mickey and the Roadster Racers are racing for the trophy! Help them make their way as quickly as possible around the race track! Let's roll!

1. Have each player pick a token: Mickey, Minnie, Goofy, Donald, or Daisy.
2. Gameplay starts at the START line. Have each player place their token on top of it.
3. Ask each player to roll the die. Whoever rolls the highest goes first!
4. At your turn: roll the die and move that number of spaces around the race track.
 - a. If you land on the Happy Helpers, immediately move forward two spaces.
 - b. If you land on an "OOPS!" oil spill, immediately move back one space.
 - c. If you land on any of the "Good Sport" characters (Mickey, Minnie, Goofy, Donald, Daisy, Pluto, Pete, Chip & Dale or Cuckoo Loca), see the Good Sport Guide for what to do next. Once you've completed the Good Sport Guide task, your turn is over and the player to your left takes their turn.
 - d. If you land on an unmarked space, your turn is over and the player to your left takes their turn.
5. The first player to arrive at the FINISH line wins the game!

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OOPS!

 MOVE BACK
 1 SPACE

HAPPY HELPERS

 MOVE FORWARD
 2 SPACES

**GOOD SPORT
 GUIDE**

 SEE GOOD SPORT
 GUIDE
 IF YOU LAND ON A FRIEND

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GOOD SPORT GUIDE



MICKEY

FUN - MAKE UP A FUN DANCE OR CELEBRATE WHENEVER YOU LAND ON MICKEY AND MOVE AHEAD ONE SPACE



MINNIE

HELPFUL - PICK A FRIEND TO MOVE AHEAD ONE SPACE



DONALD

LAUGHTER - IF YOU CAN MAKE A FRIEND LAUGH, MOVE AHEAD TWO SPACES



DAISY

KIND - PICK A FRIEND WHO NEEDS HELP IN THE GAME TO MOVE AHEAD TWO SPACES



GOOFY

SILLY - DO A SILLY MOVE OR MAKE A FUNNY FACE BEFORE YOUR TURN, THEN MOVE AHEAD ONE EXTRA SPACE



PLUTO

HAPPY - SHARE A MEMORY THAT MAKES YOU HAPPY WITH YOUR FRIENDS AND MOVE AHEAD ONE SPACE



PETE

SMILE - IF YOU CAN KEEP YOUR SMILE AND DON'T LET IT FADE FOR FIVE SECONDS, MOVE AHEAD TWO SPACES



CHIP & DALE

PLAY - BE A GOOD SPORT AND CONGRATULATE SOMEONE IF THEY GET AHEAD IN THE GAME OR WIN. IF NO ONE HAS WON YET, MOVE AHEAD ONE SPACE



CUCKOO LOCA

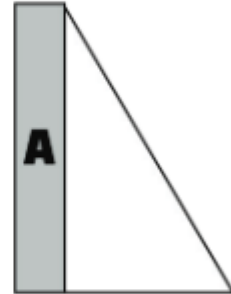
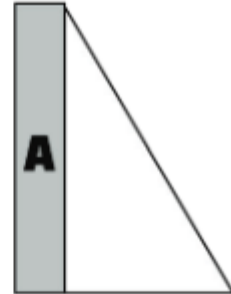
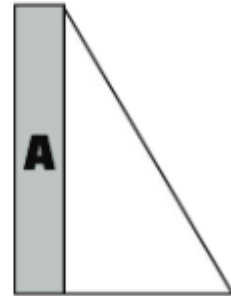
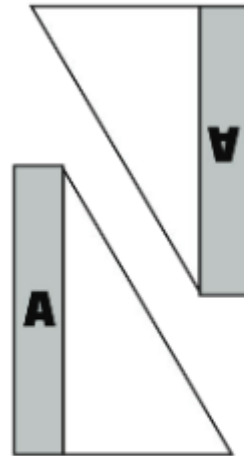
DISCOVER - ASK A FRIEND ABOUT OTHER GAMES THEY ENJOY PLAYING AND OFFER TO PLAY THAT NEXT TIME, THEN MOVE AHEAD ONE SPACE

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