

# Mickey Mouse

## COMING HOME GAME

### Rules for Playing

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#### OBJECT

Each player strives to get his four men from his house to MICKEY MOUSE'S HOME in the center of the board. The route followed in going home is around the yellow road as directed by arrow on START HERE circle, to the orange colored road just preceding his "Start Here" circle.

#### IMPLEMENTS

Four discs of a color for each player and the dice cup with two dice.

#### FIRST TURN

The players throw dice, the one securing the highest throw having first turn. The player to the right of the winner has second and so on around the board.

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#### RULES

1. No player can put a man in play on his starting point until he has thrown a five. If two fives are thrown two men may be entered or one man and a move of five spaces.
2. The men are moved around the board according to the amount of spaces indicated by the throw. One man may be moved the complete amount thrown, or two men may be moved, one taking the amount shown on one dice and the other the amount shown by the other dice.
3. When it is impossible for a player to move his men the complete amount thrown, his turn is lost.
4. No space can be occupied by the men of more than one player except on SAFE. Men on SAFE are not liable to capture.
5. If a man can be moved to a space occupied by an opponent, the opponent's man is captured (put out of play). He enters the game again as indicated by Rule 1.
6. Two men of one player may occupy the same space. They form a blockade and may not be captured or passed by any other player's men. A player may not block his own men. If no other man is available to move, one or both of his blockading men must be moved. A blockade may be moved intact when doubles are thrown.
7. Landing on spaces having ADVANCE or GO BACK pictures, sends the man back or forward the amount of spaces indicated. If another player's man is on the space advanced to, his man is captured. If another player's man is on the space sent back to, the player's man is captured.
8. Mickey Mouse's Home must be entered by an exact throw. The one who first succeeds in bringing all his men into Mickey Mouse's Home wins the game.

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Manufactured by

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MANUFACTURERS OF MICKEY MOUSE TOYS AND GAMES