

# Disney MICKEY'S CHRISTMAS CAROL

Game



## Instructions

Ages 4+ • 2-4 Players • 20 Minutes

## Contents



6 Puzzle  
Frames



43 Tiles



Bag



Clock  
Board



Scrooge  
Mover  
(Insert  
into Base)

## Set Up

- 1 Separate the tiles according to their backs. There are six tiles for each puzzle frame and seven special tiles.
- 2 Choose two puzzles to return to the game box, including their frames and tiles—they won't be used this game. For your first game, return puzzles 5 and 6. (See **More Challenging Game** on the back.)
- 3 Place all the other tiles in the bag and mix them up. Place the bag nearby.
- 4 Place the Clock board in the center of the play area and place the Scrooge mover on the 9 (Asleep) space.
- 5 Arrange the four puzzle frames around the Clock board from lowest to highest number (in the Mickey at the top of the frame). All the puzzles are shared by the players.

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



[funkogames.com/  
PlayMickeysChristmasCarol](http://funkogames.com/PlayMickeysChristmasCarol)



**The youngest  
player takes  
the first turn!**

## Objective

Work together to tell the story of Mickey's Christmas Carol by completing all four puzzles **in order** before Scrooge wakes up!

## On Your Turn

- 1 One at a time, draw **up to** five tiles from the bag and place them in front of you. You're trying to draw pieces from lower-numbered puzzles, but you can stop drawing early to avoid the special tiles that move Scrooge!
- 2 Choose **two tiles** to play to their matching puzzles and mix the rest back into the bag. If you complete a puzzle, move Scrooge, as explained in **Completing Puzzles** on the back.

Now it's the next player's turn!

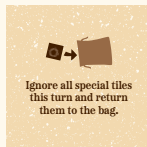
## Special Tiles



If you draw this tile, stop drawing but play ALL other tiles you drew this turn. Then move Scrooge one space clockwise and return this tile to the game box.



If you draw this tile, stop drawing but play ALL other tiles you drew this turn. Then move Scrooge one space clockwise and mix this tile into the bag.



If you draw this tile, continue drawing until you have five puzzle tiles—ignore any special tiles. Choose two to play, then mix ALL other tiles you drew this turn into the bag, including this one.

**Note: If you didn't play any puzzle tiles on your turn, take another turn!**

## Completing Puzzles

When you complete a puzzle in the correct order (lowest to highest), move Scrooge one space counter-clockwise.

When you complete a puzzle in the wrong order (there's a puzzle with a lower number that hasn't been completed yet), move Scrooge clockwise the number of spaces shown at the top of the puzzle you just completed.

## End of Game

If Scrooge reaches the 8 (Awake) space, Scrooge wakes up and all the players lose!

If the players complete all four puzzles before Scrooge wakes up, all the players win!

## More Challenging Game

Once you know how to play, you can increase the difficulty of the game by playing with higher-numbered puzzles. If you complete a puzzle in the wrong order, Scrooge will move more quickly toward waking up!



**Funko**  
GAMES  
funkogames.com

©Disney  
www.Disney.com  
TM & © 2022 FUNKO, LLC. FUNKO GAMES™  
is a registered trademark of Funko Games.  
All rights reserved.

WOe01