

148.5 mm

292 mm

710 mm

### GAME 4 Four to Score!

**OBJECTIVE:** Be the first to find the character or item on your card, in all 4 colours.

#### SET UP:

Place the trays flat on a hard surface, there is no need to assemble the unit in this mode.

Divide the pieces into piles by colour. Place each pile on the tray of the same colour. There should be 32 pieces per tray.

Separate the 19 Four to Score! cards from the card pile, shuffle, and stack facing downwards. All card cards seen is needed for this mode.

The tray support and centre pillar are not needed for this game. Instead, arrange the trays and the golden Mickey trophy so that all components are within reach of every player.

#### TO PLAY:

Deal 1 card to each player, keeping the Four to Score! side facing downwards.

The youngest player counts down from 3...2...1...Go!

On "Go!" all players flip their cards and scramble to find the character or object shown on their card, in all 4 colours.

If the player flips a Star card, they may choose to find any character or object of their choice, in all 4 colours.

The players may choose any tray to begin and end the game. If any pieces fall out, put them back in the tray, they are still in play.

The winner is the first player to find all 4 of the pieces, in all 4 colours, and grab the golden Mickey trophy.



# ALL 4 WON!

**INSTRUCTIONS** **SPOT IT, GRAB IT, WIN IT!**

**CONTENTS**  
1 Tray Support, 4 Centre Pillars, 4 Microchorded Trays, 108 Playing Pieces (24 pieces in 4 colours), 19 Golden Mickey Trophy, 26 Double Sided Cards

**HOW TO PLAY**  
All 4 Won! Disney Edition has 4 games to play each with their own set up and rules. The playing cards have 2 sides, with each side being used for different game modes.



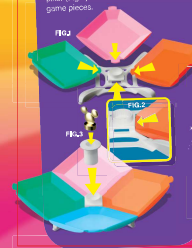
### GAME 1 Find it First!

**OBJECTIVE:** Be the first to find the 4 pieces shown on your card.

#### SET UP:

Ensure the pile of cards is placed on the table with the Find it First! side facing downwards.

Set the 4 trays into the tray support to create a single unit (Fig 1). Ensure the pile is slotted into the hole and the edges of the tray sit in the slots on the base arm (Fig 2). Slot the pillar into the hole in the centre of the unit and place the golden Mickey trophy on top of the pillar (Fig 3). Fill the unit with all the game pieces.



#### TO PLAY:

Deal 1 card to each player ensuring the Find it First! side is facing downwards.

The youngest player counts down from 3...2...1...Go!

On "Go!" all players flip their cards and scramble in the trays to find the 4 characters or objects revealed on their cards.

Find the pieces in the correct colour and place them on top of the respective character or object on your card. If any pieces fall out, put them back in the tray they are still in play.

The winner is the first to complete their card and grab the golden Mickey trophy from the centre pillar.



### GAME 2 Lucky Dip!

**OBJECTIVE:** Be the first to find the 4 pieces shown on your card.

**SET UP:** Same as shown in Game 1.

#### TO PLAY:

Deal one card to each player, ensuring the Lucky Dip! side is facing upwards.

Starting with the youngest player, each player takes turns in drawing a random piece from the trays. The player must keep their eyes closed when doing so. No peeking!

Once the player has selected 4 pieces, they can open their eyes, if any of the 4 pieces removed matches a character or object on any player's card, the player keeps the piece and places it on top of the matching character or object. Any pieces that don't match are to be placed in a separate discard pile. Play continues until someone completes their card!

The winner is the first to complete their card and grab the golden Mickey trophy from the centre pillar.



### GAME 3 Who's This?

**OBJECTIVE:** Be the first to find the character peering on the card, in any colour.

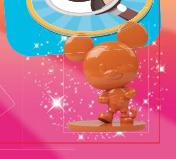
**SET UP:** Same as shown in Game 1. Separate the 13 Who's This? cards, shuffle and place in a pile facing downwards. All other cards aren't needed for this game.

#### TO PLAY:

In a clockwise direction starting with the youngest player, flip one card from the pile.

All players must then race to find the character that they think is peering through the magnifying glass on the card, in any colour.

The winner is the first player to find the correct piece in any colour and grab the golden Mickey trophy from the centre pillar.



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