

# Disney's Aladdin

# JASMINE

# MAGIC RING GAME

© Disney

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**For 2 to 4 players / Ages 4 and up**



## **WARNING:**

CHOKING HAZARD - Small parts.  
Not for children under 3 years.

## **OBJECT**

Fly the magic carpet along the path to the palace of Agrabah, then use your Magic Ring as you attempt to unite Jasmine and Aladdin in the wedding pavilion for their long-awaited wedding!

**To win, be the first player to collect all four of Jasmine's friends – Abu, Genie, Iago and Rajah – and reach Aladdin.**

## **EQUIPMENT**

JASMINE MAGIC RING Game Board • 3 Cardboard Sheets with 4 Jasmine Movers; Jasmine in Her Wedding Dress; 20 Magic Coins and 5 Agrabah Wedding Pavilion Coins; Palace, Wedding Arch, Fountains, Railings, Stairs and Game Path • Plastic Magic Ring • 4 Plastic Mover Bases

## **ASSEMBLY**

See photo on package and drawing on the back page.

## SETUP

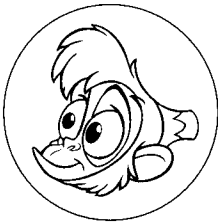
1. Mix up the 20 Magic Coins (with pink backs and magic lamps on them) and place them face down on all the spaces of the game board path leading to the altar, before the stairs.
2. Turn the 5 Agrabah Wedding Coins (with purple backs and doves on them) face down, mix them up, and place them on the raised section. Don't put one on the pink carpet... you must leave that area free for Jasmine!
3. Each player picks one of the movers showing Jasmine on her magic carpet, and places it on START.

## GAME PLAY

The youngest player goes first, and play passes to the left.

### On your turn:

1. Place the Magic Ring on your finger.
2. "Fly" your Jasmine mover to any space that's below the palace steps.
3. Turn over the Magic Coin on that space, and look at it through the Magic Ring. Don't let anyone else see it!



**Abu**



**Genie**



**Iago**



**Rajah**

### What did you find?

- If you see a picture of one of your friends – Abu, Genie, Iago or Rajah – and you haven't collected that friend yet, tell everyone whom you found, take that coin and put it in front of you. *Now go again.*
  - If it's a Jafar coin or a friend you already have, place it back without telling anyone who it is. Your turn is over.
4. Give the Magic Ring to the next player.



**Jafar**

## When a player has collected all 4 friends...

5. As soon as you have collected one each of Abu, Genie, Iago and Rajah, fly your mover immediately to the palace of Agrabah and put Jasmine on the pink carpet before the altar. Now turn over one of the 5 Agrabah Wedding Coins, and use your Magic Ring to see who it is:

- If you find Aladdin, you've won! Now take Jasmine out of her mover base, and replace her with the mover piece showing her in her wedding dress! Place her next to Aladdin in the wedding pavilion.
- But if you don't turn over Aladdin and reveal Jafar instead, put the coin back, face down. You'll have to wait for your next turn to try again to find Aladdin.



**Aladdin**

## WINNING

As soon as you collect one each of all four friends and turn over the Aladdin coin, you have united Jasmine with him so they can be married – and you win the game!

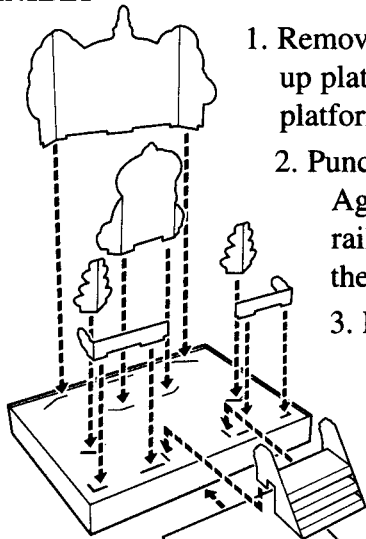
## GAME PLAY VARIATION

Here's something extra you can do on your turn in step 3. (Everything else about the game is the same as in the first game.)

**Step 3 Variation:** Turn over the Magic Coin on that space, and look at it through the Magic Ring. If you see Abu, Iago or Rajah, the rules are the same. Here's the extra special part:

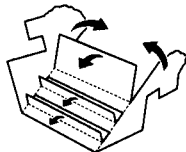
- **If you see the Genie** – and you don't already have him – take him, and go again. But before you go again, use the Genie's special powers to peek at one other coin on the track. Did you see someone you need? If you did, use this knowledge the Genie has given you, and move to that space. **You may do this only once during the game.** Once you've collected one Genie, any time you turn over another Genie, just turn him back face down; your turn ends.

## ASSEMBLY



1. Remove the components from under the built-up platform inside the box, and replace the platform in the box.
2. Punch out the wedding arch, the palace of Agrabah, the two fountains, and the railings, and slide them into the slots in the box platform, as shown.

3. Punch out the stairs to the Agrabah palace, fold the piece as shown, and slide the tabs into the slots on the platform.



4. Punch out the game track, and position it as shown.
5. Punch out the 4 Jasmine movers and place each in a plastic mover base. Put the mover showing Jasmine in her wedding dress aside for now.
6. Punch out the 20 Magic and 5 Agrabah Wedding Pavilion Coins.



We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

