

AGES 4+

Magical Adventure Race Game Rules

For 2 - 4
Players



The red arrow shows the path that Anna must take on her adventure.

Elsa, Anna, Olaf and Kristoff, have set out on an adventure and must find their way back to Arendelle Castle without getting caught by the Big Bad Snowman.



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CONTENTS

- 1 x Playboard
- 5 x Cut-out Character Figures
- 5 x Coloured Bases (to stand figures on)
- 1 x Die
- 1 x Die Shaker

OBJECT OF THE GAME:

Be the first player to complete the adventure around the board passing the Waterfall, Ice Castle, Forest and Village to reach Arendelle Castle; avoiding the Big Bad Snowman.

SETTING UP THE GAME:

Each player chooses a Frozen character and places it on their individual start position. The Big Bad Snowman is placed next to the play board, and is introduced into play as explained in game rule 4.

Note: During the game the Big Bad Snowman always travels in a clockwise direction on the green central path around Arendelle Castle.

GAME RULES:

1. The youngest player always starts.
2. The player throws the die and moves the correct number of spaces along the path in a clockwise direction.
3. Play continues with the player to the left moving in the same way.
4. The first player to land on a marked 'Snowman' icon must place the Big Bad Snowman onto any one of the unoccupied green central path stones around Arendelle Castle.
5. Any player who lands on a space with the 'Snowman' icon throws the die a second time and moves the Big Bad Snowman in a clockwise direction around the green central path the exact number of spaces shown on the die.

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6. If a player lands on a green stone at the end of their turn, that player must throw the die a second time and only move the Big Bad Snowman the correct number of spaces in a clockwise direction.
7. If a player is on a green stone and the Big Bad Snowman finishes on the same stone, that player must go BACK to the NEAREST START point to continue their adventure. However, if the Big Bad Snowman passes over the player, that player is safe.
8. If a player, in their turn, finishes on the green stone occupied by the Big Bad Snowman, he or she must also go back to the NEAREST START point before continuing.
9. A player cannot overtake the Big Bad Snowman in their turn. I.e. if two spaces exist between your play piece and the Big Bad Snowman and you roll a five, you cannot move. Your turn is complete. However, if that player is already on a green stone, then the player must still roll the die to move the Big Bad Snowman.
10. Players may pass one another, but cannot occupy the same stone. If a player finishes their turn on the same stone as another player; they must move forward one stone.

NB: If the Big Bad Snowman occupies the stone, game rule 8 applies.

FINISHING THE GAME:

1. Players must pass the Waterfall, Ice Castle, Forest and Village as they continue around the green central path to enter Arendelle Castle from any of the four places marked HOME.
2. A player must throw the exact number to finish at Arendelle Castle. The player must continue around the board as many times as necessary to find a HOME entrance.
3. If the Big Bad Snowman lands directly on a player who has completed their adventure around the outer path, that player must go back to their OWN START position. They must travel back to the green central path in a clockwise direction, but need not have to move around the entire outer path again.
4. **The first player home to Arendelle Castle is the winner!**

The logo features the word "Disney" in its signature script font above the word "FROZEN" in a large, white, serif font. The text is set against a dark blue, ornate, scalloped-edged background with intricate floral and scrollwork patterns. The entire logo is centered at the bottom of the page.

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