

GAME CONTENTS

Game Board



• 64 Character Cards (numbered 1-16, 4 of each number)

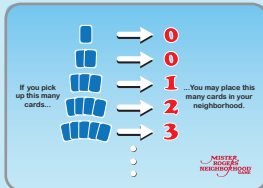


• 11 Action Cards (cards with symbols)

5 Red Lights, 3 King Friday XIII, 2 Daniel Striped Tiger, 1 Trolley



• 1 Pickup card reminder



SETTING UP

- Place the game board in the middle of the table.
- Let's prepare the cards for play. Separate the Character cards (numbered 1-16) from the remaining cards. There are 4 cards for each numbered character.
- Now, use the chart below to determine which cards you will use in your game based on the number of players. Unused cards will go back into the box.

Players	Character Cards	Action Cards
2	Sets 1 to 12	2 Red Lights, 1 King Friday XIII, 1 Daniel Striped Tiger, 1 Trolley
3	Sets 1 to 12	3 Red Lights, 2 King Friday XIII, 1 Daniel Striped Tiger, 1 Trolley
4	Sets 1 to 14	4 Red Lights, 2 King Friday XIII, 2 Daniel Striped Tiger, 1 Trolley
5	Sets 1 to 16	5 Red Lights, 3 King Friday XIII, 2 Daniel Striped Tiger, 1 Trolley

4. Let's set up the Character cards first (cards with numbers):

- Shuffle the Character cards you're using in the game and deal 5 to each player (in a 2-player game each player gets 6 cards).
- Place the rest of the Character cards face-down on the game board as the draw pile.

5. The remaining cards are Action cards (cards with symbols). Let's set them up:

- Every player receives 1 Red Light card.
- The Trolley card is placed face-up on the game board, next to the draw pile.
- Shuffle the remaining Action cards and deal 1 to each player.
- These cards will have special actions during play (see Action cards)

6. Players now have their hand of cards and will keep them secret from one another during the game.

You're ready to play!



HOW TO PLAY

Players take turns attempting to collect matching Character cards. These cards will be used to build their own neighborhood of characters in front of them. The dealer goes first.

On your turn, you will draw cards from ANY OTHER PLAYER'S HAND one at a time. Other players fan out their cards so you can't see them and hold them up for you to pick from. When you draw a card, it must be placed face-up in a line next to the game board for all to see (as shown here)



Draw as many cards as you like, and from as many different players as you wish. You'll find some special cards along the way. Be cautious however - each player has a Red Light card that will stop your turn.

Keep drawing cards until your turn is over.

Your turn will end in 1 of 2 ways:

- IF YOU DRAW A RED LIGHT, you must stop your turn immediately. Return the Red Light card back to its player. Then take all the drawn cards by the game board and put them in your hand. Your turn is over, and you do not get to place any cards into your neighborhood in front of you. (Other players now have an idea of some of the cards in your hand!)

OR

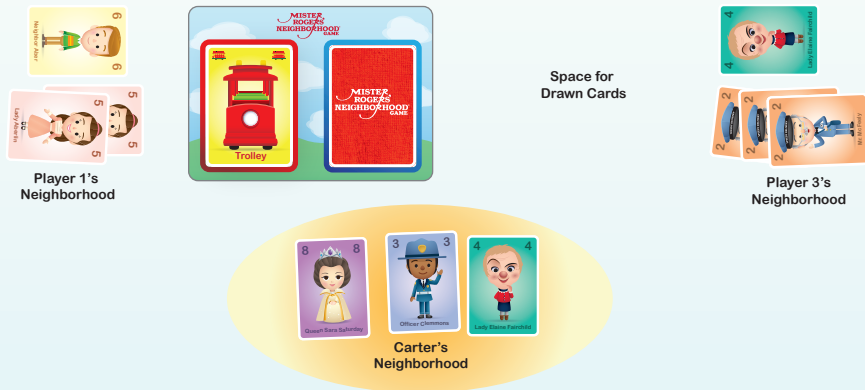
- IF YOU CHOOSE TO STOP DRAWING BEFORE YOU DRAW A RED LIGHT, you get to place cards in your neighborhood in front of you.



Here's how to place cards in your neighborhood:

- First, pick up all the drawn cards by the game board and place them in your hand.
- Now choose cards from your hand and place them in your neighborhood. The total number of cards you can place in your neighborhood is equal to the number of cards just drawn MINUS TWO.

Example: Carter drew 5 cards on his turn. He decides to stop drawing and puts those 5 cards into his hand. He then chooses ANY 3 Character cards from his hand and places them in his neighborhood.



- Cards are placed in your neighborhood face-up, sorted by character, and visible to all players.
- Only Character cards (with numbers on them) can be placed in neighborhoods, not Action cards.
- Even though the goal of the game is to collect sets of cards, you don't have to wait for pairs or 3 of the same kind of cards to place them in your neighborhood. You can place individual Character cards right away and build sets of cards over several turns. You may start as many sets as you wish.
- After placing cards in your neighborhood, your turn is over.

PREPARING FOR THE NEXT TURN

All players must have a minimum of 5 cards in their hand before starting the next turn (minimum of 6 cards for a 2-player game). If you have less than the minimum, draw cards from the draw pile to refill your hand.

If you have more than the minimum number of cards, you're all set for the next turn.

When the draw pile is depleted, players continue the game without drawing any cards from the pile.

Now, the next player to the left begins their turn.



# WINNING THE GAME!

The first player to collect the required number of sets of characters in their neighborhood is the winner!

A set is 3-of-a-kind of the same character. Even though there are 4 cards of each character, you only need 3 to complete a set. The number of sets you need to collect depends on the number of players.

### Number of Players

2
3
4 or 5

### Sets needed to win

5
4
3



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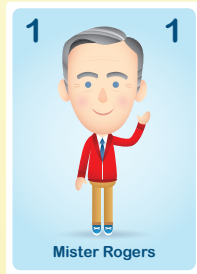
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# SPECIAL CARDS

During the game, you'll draw some special cards with special play.



## Mister Rogers

He is a Character card and works like the other Character cards with one exception.

If you draw a Mister Rogers card from a player's hand, you must share something special with that player, before placing it next to the game board.

For example, give them a compliment, share words of encouragement if they're behind in the game, or just give them a hug. It's up to you to decide how you share how they are special.

# ACTION CARDS

The following cards have special actions when drawn. These cards must be placed face-up by the game board like other cards before their action can be performed. These Action Cards may **NOT** be placed in neighborhoods.



## Daniel Striped Tiger

Daniel Striped Tiger is shy and hesitant to draw the wrong card and make a mistake. If you have drawn a Daniel Striped Tiger card from a player, then you get to help Daniel Striped Tiger draw the right card.

Now you pick any player and get to look at their hand of cards! Then choose one Character card (NOT an Action card) from their hand and place it face-up along with the other drawn cards next to the game board. The player you drew from hides their hand again, and should reshuffle their cards to change their order.

Then you continue your turn as normal.

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## King Friday XIII

King Friday XIII is the proud ruler of the Neighborhood of Make-Believe and often makes bold announcements, with a royal trumpet fanfare.

When you draw King Friday XIII from a player, you may address any player of your choice and ask them for a specific Character card. For example, "Tyler, do you have Officer Clemmons in your hand?"

• **If you are correct**, that player then responds, "Correct as usual, King Friday!" and that player must place the card in the line next to the game board. You then continue your turn as normal.

• **If you are incorrect** and the chosen player does NOT have that character in their hand, then your turn ends immediately! In this case, you pick up all the drawn cards by the game board and place them in your hand. You still get to place cards into your neighborhood following the same game rules. For example, if you picked up 4 cards, you may place 2 in your neighborhood.

As an alternative, you may decide not to ask any player for a Character card in order to not risk ending your turn immediately.



## Trolley

The Trolley transports characters from one neighborhood to another. The Trolley card will enter the game when one or both of the following conditions are met for the first time:

- A player places a Character card in their neighborhood and that character already exists in another player's neighborhood.
- A player starts their third set of Character cards in their neighborhood.

The player who triggers this takes the Trolley card and places it in their hand.

If you have drawn a Trolley card from a player's hand, you place it with the other drawn cards next to the game board. Then you may choose one card from any player's neighborhood and place that card with the other drawn cards by the game board. Then you continue your turn as normal.

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MISTER  
ROGERS'  
NEIGHBORHOOD  
GAME

## OVERVIEW

Be the first to build your own neighborhood of Mister Rogers' characters by collecting matching cards in 3-of-a-kind sets.

On your turn, draw cards blindly from other players' hands to build your neighborhood. Don't forget to thank your neighbors!

You may draw as many times as you want but be cautious. Every player has a Red Light card that will stop your turn before you get to add any characters to your neighborhood.

Taking some risk will help you get to your goal faster. Maybe you'll be lucky enough to come across Daniel Striped Tiger, King Friday XIII, or Trolley to help you along the way!



2-5 Players



Ages 10 & UP