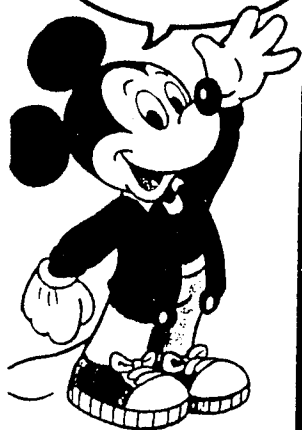


# MICKEY'S Playground

## A Disney Learning Game

HERE'S  
WHAT'S IN  
THE GAME!

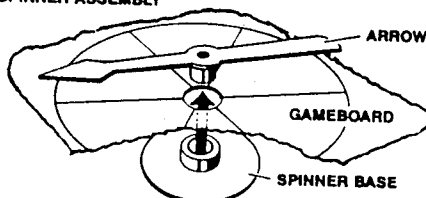
**Contents:** Gameboard, Spinner, 4 Disney Character Playing Pieces (Mickey, Minnie, Donald, Daisy), 100 Cards Featuring 600 Questions.



1. Attach the spinner to the gameboard as shown in Diagram 1.

DIAGRAM 1

SPINNER ASSEMBLY



- A. Separate arrow from spinner base.
- B. Insert base through hole in gameboard as shown.
- C. Snap together arrow and spinner base.
- D. So that arrow will spin freely, press down on gameboard near hole, making sure spinner base pops through hole.

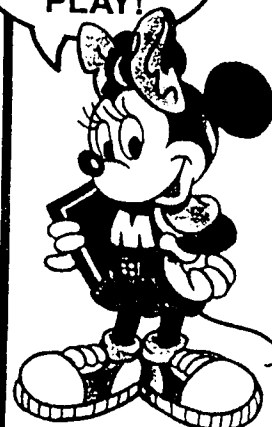
2. Press out the Disney Characters along the dotted lines, fold, and place each one in a plastic base as shown in Diagram 2.

DIAGRAM 2



3. Each player selects a Disney playing piece and places it on START.
4. Divide the cards by color into four categories (Things in My Life, Things I See and Hear, Things I Say and Do, Things I Learn) and place them facedown in piles, off the gameboard.
5. Take turns spinning the spinner. The child who spins the highest number gets to go first. Play will then pass to the child to the left.

GET  
READY TO  
PLAY!



LET'S GO  
TO SCHOOL!

1. Each child, in turn, picks up his/her playing piece and calls out, "Let's go to school!" The child then spins the spinner and, depending on his/her age or skill level, moves by number OR color spun.

2. After a child lands on a space, the Leader (an adult or older child who can read) takes the top card from the category pile that matches the color of the space.

RED	Things I Learn
BLUE	Things In My Life
YELLOW	Things I See and Hear
ORANGE	Things I Say and Do
PURPLE	WILD—child may choose one card from any category.

3. The Leader selects one question on the card to ask the child. Questions 1, 2 and 3 are easier, while questions 4, 5 and 6 are a bit harder. Choose a question appropriate for the child's age or skill level.

- If the child answers correctly, he wins the card.
- If the child does not answer correctly, the card is returned to the bottom of the category pile.



Questions which are marked with a ★ refer to the gameboard picture. Ask the child to look at the board, then answer the question. For example, if the question asks "What is the color of Donald's sweater?" have the child find Donald Duck on the gameboard and then answer the question.

Due to limited space, only a few answers are given for each question, so it's perfectly okay for the child to give an answer that does *not* appear on the card. The Leader decides which answers are correct.

If all cards in a category are given out to players before the end of the game, select a card from a different category.

4. The game continues until all players reach the schoolhouse. A player need not spin the exact number to enter the school. Once a player enters school, he calls out, "I'm in school." The child will continue to answer a question at his turn from *any* category he chooses, until all players have reached the schoolhouse.

I'M  
IN SCHOOL!



The game ends when everyone has entered school and called out, "I'm in school."

1. In a competitive game, the winner is the player with the most cards.
2. In a noncompetitive game, everyone is a winner and the player with the most cards may start the next game.

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