

Disney Light & Learn

For 1 Or More Players

NOTE TO PARENTS

The 10 two-sided cards are color-coded to indicate their difficulty. The yellow card exercises are easier than the beige card exercises. Look for the "E" for easy and "C" for challenging on each card.

Play with the yellow cards first, while your child is learning to handle the probe. Once your child understands how a match is made, move on to the more challenging beige card exercises.

OBJECT

Light up Mickey Mouse by guessing the correct answer.

CONTENTS

- 10 two-sided learning cards
- 1 Mickey Mouse probe
- 1 battery/probe holder
- 1 cardboard platform

GAME SETUP

1. Take out the learning cards, and separate each card along the perforated lines. Carefully punch out any cardboard circles remaining in the card holes.
2. Lift up and remove the cardboard platform from the box. Carefully punch out any cardboard circles remaining in the holes, and set the platform aside.
3. Remove the Mickey Mouse probe from the plastic bag, and set it aside.
4. Fold the battery/probe holder along the score lines as shown in Figure 1. Then insert the battery/probe holder into the spaces provided in the circuit board, as shown in Figure 2. The holder will make it easy to insert the batteries, and easy to store the Mickey Mouse probe when you put it away.

FIGURE 1: Fold battery/probe holder.

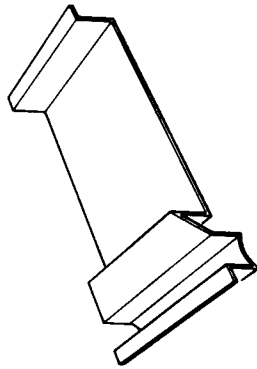
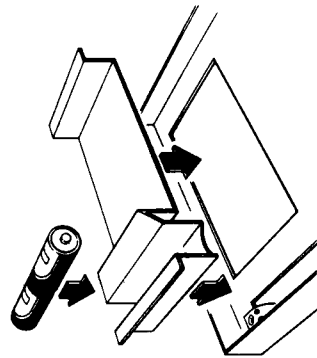


FIGURE 2: Insert battery/probe holder and batteries.

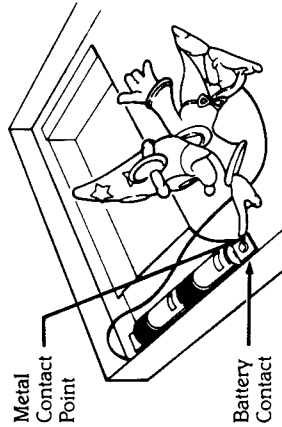


5. Place 2 "C" cell batteries (not included) into the battery holder, as shown in Figure 2. Alkaline batteries are recommended for best performance. Make sure both batteries are facing in the same direction.

6. **TESTING THE PROBE:** Once the batteries are in place, test the probe by touching the metal contact point on Mickey's finger to the battery contact furthest from the probe wire attachment (shown in Figure 3.) When the probe touches the contact, Mickey Mouse's face should light up. In the event that it doesn't, check the batteries to make sure they're properly in place. Then, if necessary, test the bulb in the Mickey Mouse probe. To test the bulb, follow the steps below, which are illustrated in Figure 4.

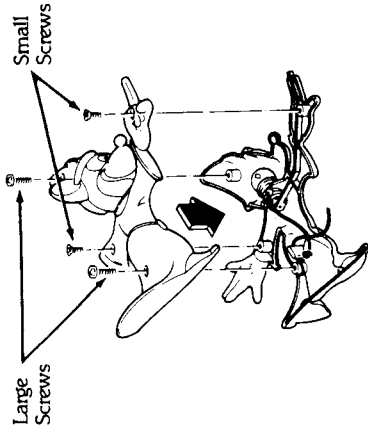
- A. Open the probe by removing the four screws in the back.
- B. Tighten the bulb by turning it clockwise.
- C. Reassemble the probe by fitting the two halves together and replacing the four screws. Do not move or handle the wire. Make sure it remains as shown in Figure 4. To replace a broken or burned out bulb, use only 14A, 2.5 volt flashlight-type screw base bulb.

FIGURE 3: Test probe by touching battery terminal.



7. Replace the cardboard platform by fitting it over the circuit board in the box bottom. Place the platform so that the rectangular hole fits directly over the probe compartment.

FIGURE 4: Probe disassembly.



GAME PLAY

1. Select a card, and place it on the platform so that the holes in the card line up with the holes in the platform underneath.
2. Read "Your Goal" on each card for instructions on how to play.
3. Now look at the illustration in the first box in the top row. This is the question box. Then try to find the illustration that signifies the right answer—it's in one of the four answer boxes to the right of the question box.
4. When you think you've found the right answer, touch Mickey's pointing finger to the hole in the answer box. If Mickey Mouse's face lights up, you're right! If not, try again until you find the correct answer.
5. Once you've completed the first exercise on a card, go on to the exercise below it, and continue until you've completed all of the exercises on the card. Then flip the card over, and begin again on the other side—or remove the card from the platform and begin a new card.