

GOOFY

GO-ALONG™ GAMES

Four Different "1-2-3" Games

For 1 or 2 players / Ages 3 – 6

Rules © 1990 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915. Printed in U.S.A.

NOTE TO PARENTS: We hope you and your child enjoy these GO-ALONG™ Games. Once learned, your child can play them alone or with friends to practice important learning skills. You can even make up your own games! Please look for our other skill-building GO-ALONG Games featuring your child's favorite Disney pals.

Equipment: Tool Bag • Deck of 28 cards: 2 each of the Tool Cards (hammer, nails, saw, wood, paintbrush and paint bucket numbered 1 through 6) and 2 each of 8 Clubhouse Cards (numbered 7 through 14)

Game #1

One for You, One for Me: Find one of each of the things Goofy needs to build the Clubhouse.

Setup: (Use all 28 cards.) Mix up and spread out all 28 cards face up. Choose a player to be the starter.

Gameplay: When the "starter" says, "One, Two, Three, GO," both players race to find one of each of the things Goofy needs to build the Clubhouse. Now, put them into the correct pairs of things that are used together: hammer and nails, saw and wood, paintbrush and paint bucket.

Winning: The first player to find and pair all six things and call out, "One, Two, Three, Four, Five, Six, Goofy!" wins.

Variation: Instead of Tools, look for all eight numbered parts of the Clubhouse and arrange them in front of you in order, #7 through #14. The first person to finish and call out, "Seven, Eight, Nine, Ten, Eleven, Twelve, Thirteen, Fourteen, Goofy!" wins.

Game #2

Hidden Pairs: Find the hidden pairs of what you need so you can win the eight parts of your Clubhouse.

Setup: (Use all 28 cards.) Separate the Clubhouse Cards into two sets of eight, numbered 7 through 14; each player puts a set off to one side. Mix up the Tool Cards and place them face down in three rows of four.

Gameplay: On your turn, turn over any two of the face down cards. If they don't match one another, turn them face down again; your turn ends. If they do match, leave them face up where you found them and take one Clubhouse Card from your set as a reward and put it in front of you; go again until you fail to make a match. When all the pairs have been turned face up, mix them up and turn them face down again in three rows of four.

Winning: The first player to find enough pairs to earn a full set of Clubhouse Cards, numbered 7 through 14, wins the game!

Variation: Instead of looking for matching pairs (a hammer and a hammer), look for pairs of things that are used together (hammer and nails).

Game #3

First Things First: Find one each of all six numbered Tool Cards, then all eight Clubhouse Cards — in the right order!

Setup: (Use all the parts.) Open the Tool Bag in front of you. Mix up all 28 cards and arrange them face down in four rows of seven.

Gameplay: On your turn, turn over any one card. If it's a Tool you need to build the Clubhouse, put it face up in front of you and go again; continue until you turn up a Tool you can't use. If you turn over something you already have, or part of the Clubhouse, turn it back over where you found it; your turn ends. When you have found one each of all six Tool Cards, start collecting Clubhouse Cards — in order, from 7 all the way up to 14. Remember, as long as you're correct, keep going!

Winning: When you've collected (first) all six things you need to build with, and then all eight parts of the Clubhouse, build your Clubhouse in order as quick as you can in the open Tool Bag. First player to do so wins!

Variation: Collect your Tool Cards, as well as your Clubhouse Cards, in order, 1 through 14.

Game #4

What's Missing?: Can you figure out which tool is missing from the Tool Bag?

Setup: (Use the Tool Cards and the Tool Bag.) Separate the Tool Cards into two complete sets consisting of one of each Tool. Place one set in one side of the Tool Bag and close the bag. Spread the other set of Tool Cards face up on the table.

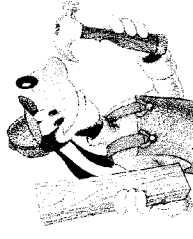
Gameplay: Your opponent opens the Tool Bag and secretly removes and hides one of the Tool Cards. Now you must try to figure out which tool is missing by asking questions about that card, like: "Does it have a handle?" If the answer is Yes, turn face down all the Tool Cards that don't have handles (like the nails). If the answer is No, turn face down all the cards showing handles.

Winning: Keep asking until you guess which card is hidden.

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.



Proof of Purchase



Goofy GO-ALONG™ Games
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