

# MICKEY MOUSE PLAYHOUSE

Ages 2-6 Weight Limit 55 lbs.

## INSTRUCTIONS

Model No. 52005

### PARENT: PLEASE NOTE!

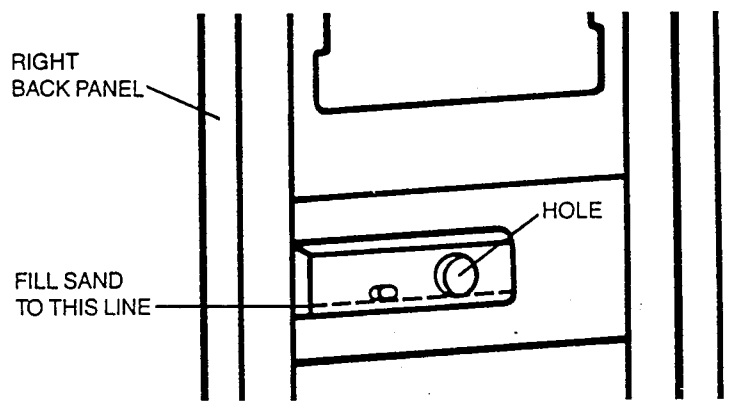
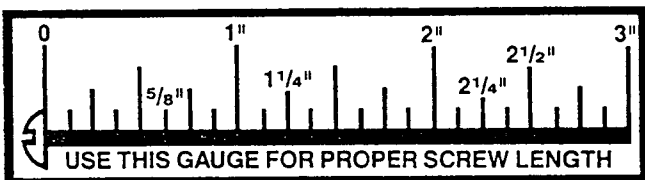
THIS PRODUCT SHOULD BE ASSEMBLED BY TWO ADULTS. READ ALL INSTRUCTIONS CAREFULLY AND COMPLETELY BEFORE YOU BEGIN ASSEMBLING. Study each step to familiarize yourself with procedures and parts. (Refer to Illustrated Parts List Below)

### HELPFUL HINTS:

For best results, assemble your playhouse in an open area free from obstructions. Also note the special recessed areas around the bolt holes on the outside of each wall. It's important that the clubhouse be assembled as indicated with the nuts fitted on the inside. You should also periodically inspect all hardware to ensure Playhouse is secure.

**TOOLS REQUIRED:** (not included): hammer, regular slothead screwdriver, Phillips head screwdriver and adjustable wrench or pliers.

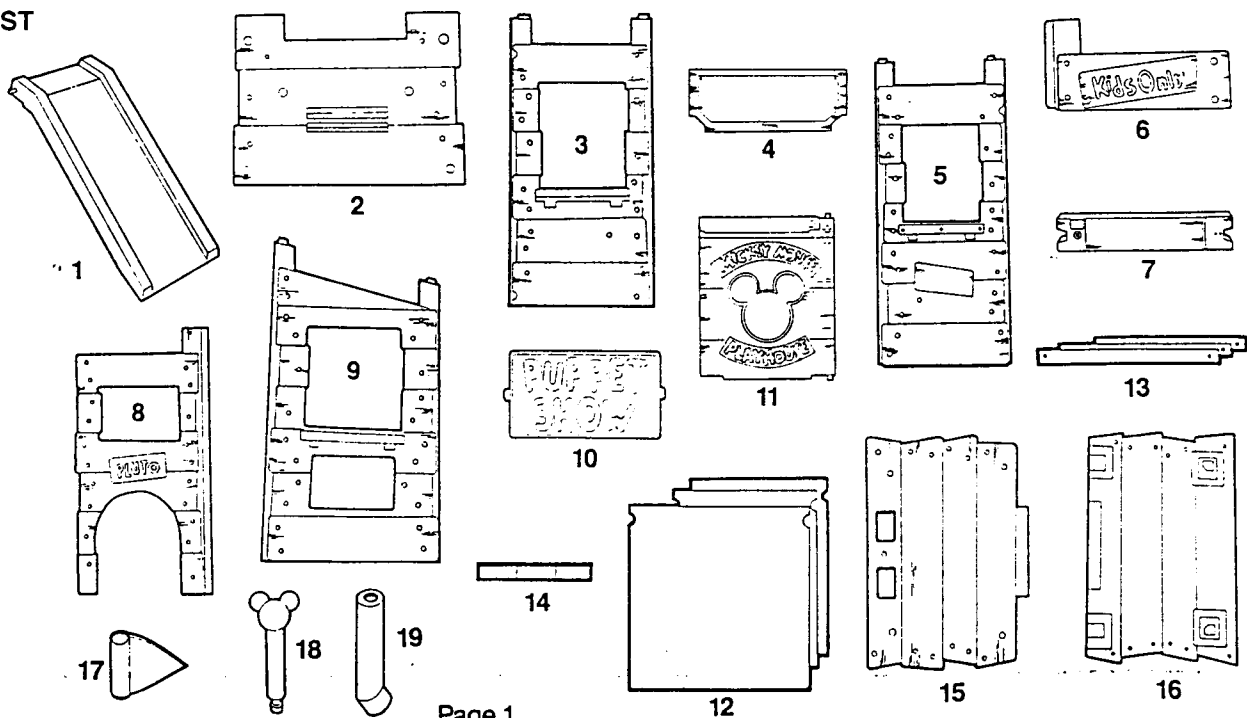
This playhouse may be used indoors or out. When installing the playhouse outdoors, the side window panels should be filled with sand for stability against the wind. Each panel will hold 15 pounds of sand, poured through the holes indicated. There is a hole in the bottom of each window panel that may be blocked with tape to prevent spillage. DO NOT attempt to fill side window panels with water because of possible bacteriological buildup or freeze damage.



**IMPORTANT:** IF PLAYHOUSE IS TO BE USED OUTDOORS, FILL RIGHT BACK PANEL AND FRONT PANEL WITH SAND PRIOR TO SEAT ASSEMBLY. FILL PANELS TO BOTTOM EDGE OF EACH HOLE WITH APPROXIMATELY 15 LBS. OF SAND.

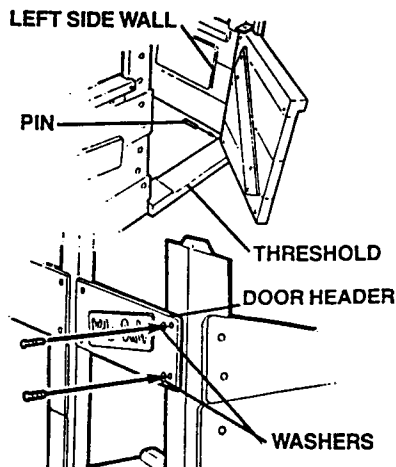
### ILLUSTRATED PARTS LIST

1. SLIDE
2. SLIDE SUPPORT
3. RIGHT BACK WALL
4. SEAT
5. FRONT WALL
6. DOOR HEADER
7. THRESHOLD
8. LEFT BACK WALL
9. LEFT SIDE WALL
10. SIGN
11. DOOR
12. WINDOW SHADES
13. SHADE SUPPORTS
14. VELCRO STRIPS
15. LEFT ROOF HALF
16. RIGHT ROOF HALF
17. FLAG
18. FLAG POLE
19. FLAG POLE BASE



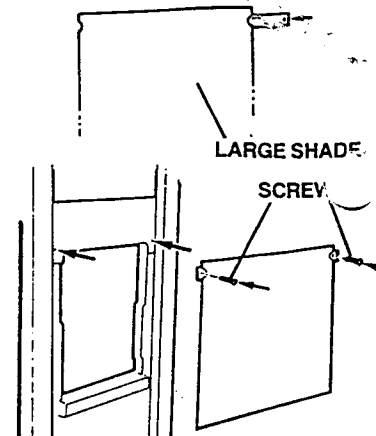
### LEFT WALL ASSEMBLY (CONT.)

9. Open door. Line up hole in threshold with hole in bottom of left side wall. Fit plastic pin into hole. Using hammer, tap pin into place. **NOTE:** Be sure pin is fully inserted into hole. Line up holes in door header with holes in left side wall. Attach with two 2 1/4" bolts, four washers and nuts. Tighten with slothead screwdriver and adjustable wrench. Do not over-tighten bolts.



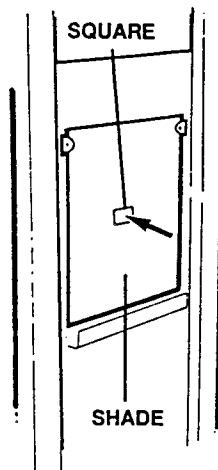
### WINDOW SHADE ASSEMBLY

10. Slide long shade support into large shade. Fit large shade over window on inside of left side wall. Line up holes in support with holes in wall. Attach using 5/8" screws and Phillips head screwdriver. **IMPORTANT NOTE:** If shade covers screw hole in shade support, pierce shade with screw, then attach to panel. Repeat with small shades and other two windows.



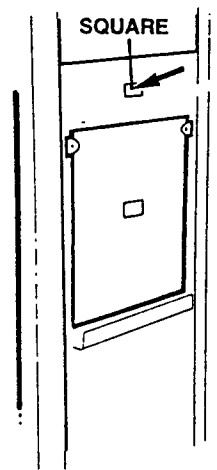
### WINDOW SHADE ASSEMBLY (CONT.)

11. Peel off 1 square from one Velcro® strip, and apply it to the center of the shade about halfway up as shown. Using the same Velcro strip, apply the remaining squares to the other shades. **IMPORTANT NOTE:** One Velcro strip is different from the other. It's important that all the squares from one strip are applied to the shades, and that all the squares from the other strip be applied above the windows.



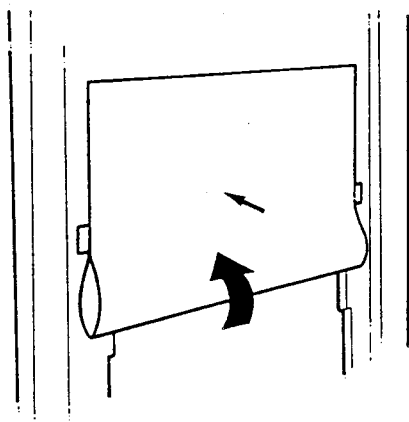
### WINDOW SHADE ASSEMBLY (CONT.)

12. Peel off 1 square from the other Velcro strip, and apply it to the panel over the window as shown. Using the same Velcro strip, apply the remaining squares over the other windows. **IMPORTANT NOTE:** One Velcro strip is different from the other. It's important that all the squares from one strip are applied to the shades, and that all the squares from the other strip be applied above the windows.



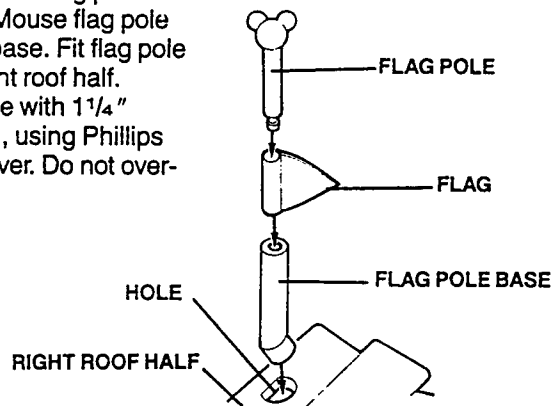
### SHADES UP

13. To place shade in "up" position, press Velcro square on shade against Velcro square on top of window.



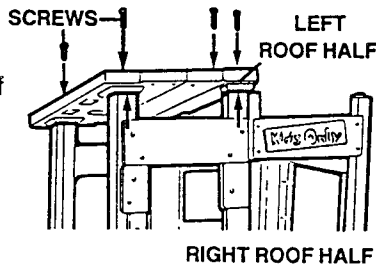
### RAISE THE FLAG!

14. Slide flag over flag pole. Snap Mickey Mouse flag pole into flag pole base. Fit flag pole into hole in right roof half. Attach flag pole with 1 1/4" screw. Tighten, using Phillips head screwdriver. Do not over-tighten screw.

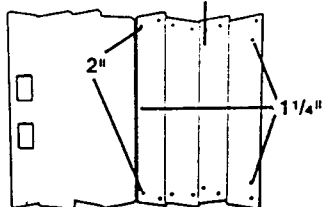


### ROOF ASSEMBLY

15. Place left roof half on top of playhouse so that holes in roof hang over slide as shown. Fit large posts on top of walls into large holes in roof half. Attach with 1 1/4" screws. Tighten with Phillips head screwdriver. **NOTE:** For proper assembly, it's important that you assemble the left roof half BEFORE the right roof half.



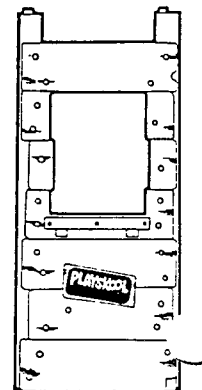
15A. Fit right roof half on top of playhouse. Fit three 1 1/4" screws into holes in right roof half as shown. Fit two 2" screws into inside holes in right roof half. Tighten screws using a Phillips head screwdriver. **NOTE:** For proper assembly, it's important that you assemble the left roof half BEFORE the right roof half.



### DECAL POSITION

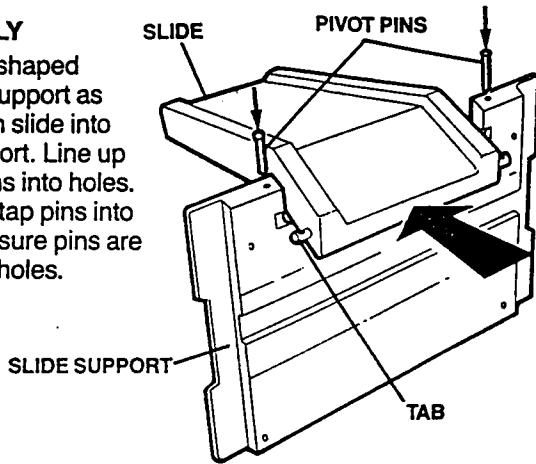
16. Thoroughly wipe decal area with a clean dry cloth. Apply decal to area indicated on front wall. Be sure of decal location before smoothing into place.

**IMPORTANT: DECAL HAS QUICK-SETTING ADHESIVE. BE SURE OF DECAL LOCATION BEFORE APPLICATION. DECAL CANNOT BE LIFTED AFTER SETTING.**



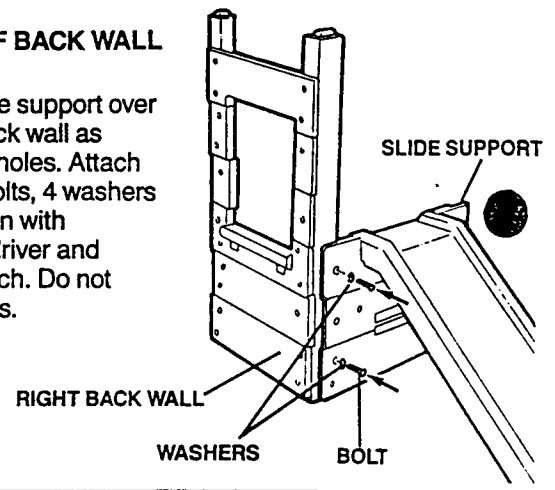
### SLIDE ASSEMBLY

1. Fit slide into U-shaped opening in slide support as shown. Fit tabs on slide into slots in slide support. Line up holes. Fit pivot pins into holes. Using a hammer, tap pins into place. **NOTE:** Be sure pins are fully inserted into holes.



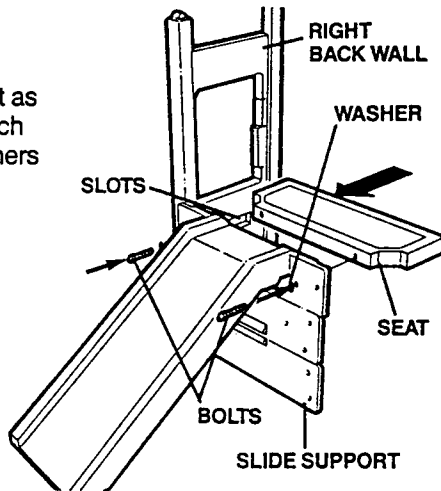
### RIGHT SIDE OF BACK WALL ASSEMBLY

2. Fit end of slide support over edge of right back wall as shown. Line up holes. Attach with two 2 1/4" bolts, 4 washers and nuts. Tighten with slothead screwdriver and adjustable wrench. Do not over-tighten bolts.



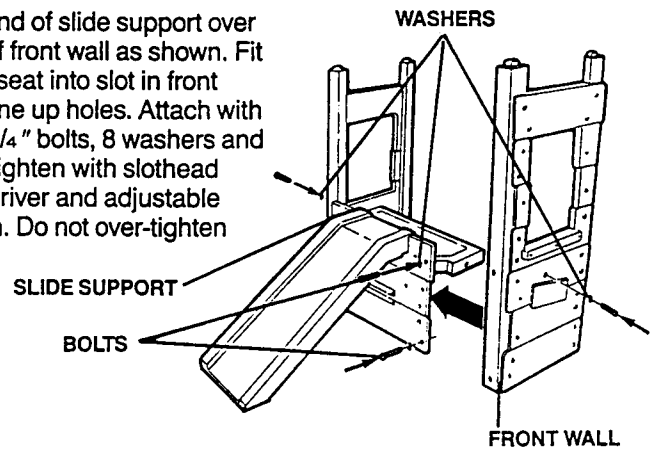
### SEAT ASSEMBLY

3. Fit seat into slots in right back wall and slide support as shown. Line up holes. Attach with two 2 1/4" bolts, 4 washers and nuts. Tighten with slothead screwdriver and adjustable wrench. Do not over-tighten bolts.



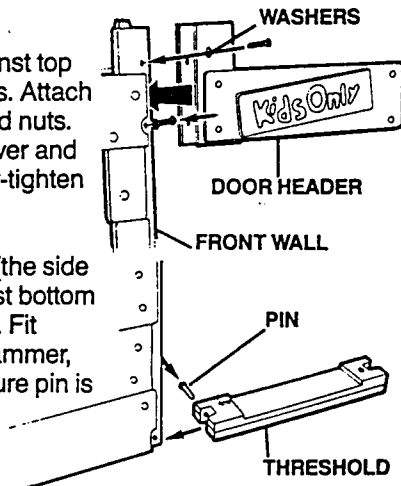
### FRONT WALL ASSEMBLY

4. Fit end of slide support over edge of front wall as shown. Fit end of seat into slot in front wall. Line up holes. Attach with four 2 1/4" bolts, 8 washers and nuts. Tighten with slothead screwdriver and adjustable wrench. Do not over-tighten bolts.



### DOORWAY ASSEMBLY

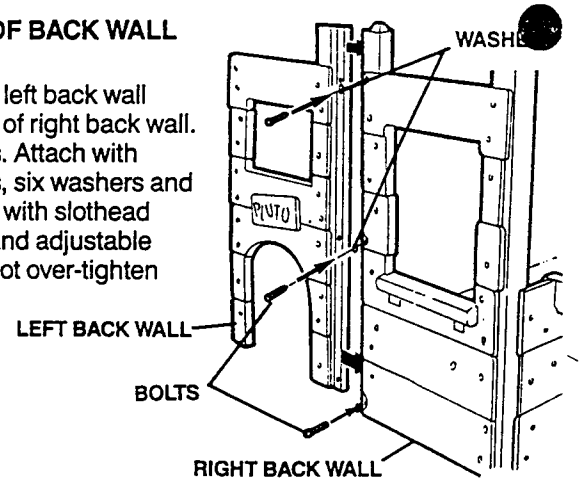
5. Fit edge of door header against top edge of front wall. Line up holes. Attach with two 2" bolts, 4 washers and nuts. Tighten with slothead screwdriver and adjustable wrench. Do not over-tighten bolts.



5A. Fit right edge of threshold (the side without the big hole in it) against bottom edge of front wall. Line up hole. Fit plastic pin into hole. Using a hammer, tap pin into place. **NOTE:** Be sure pin is fully inserted into hole.

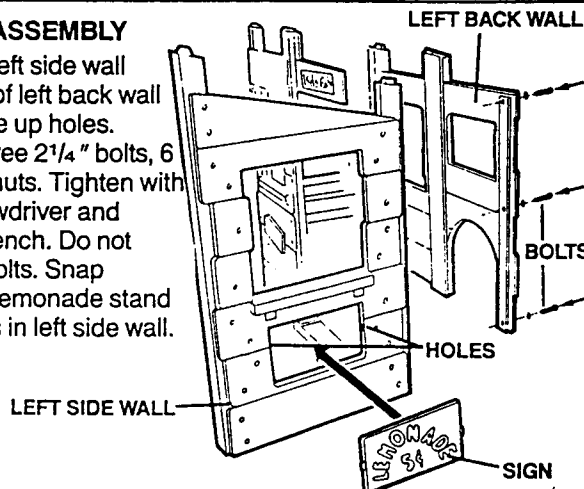
### LEFT SIDE OF BACK WALL ASSEMBLY

6. Fit edge of left back wall against edge of right back wall. Line up holes. Attach with three 2" bolts, six washers and nuts. Tighten with slothead screwdriver and adjustable wrench. Do not over-tighten bolts.



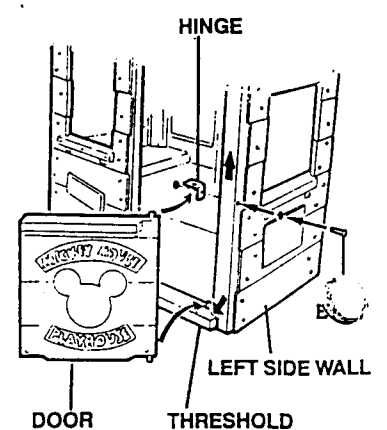
### LEFT WALL ASSEMBLY

7. Fit edge of left side wall against edge of left back wall as shown. Line up holes. Attach with three 2 1/4" bolts, 6 washers and nuts. Tighten with slothead screwdriver and adjustable wrench. Do not over-tighten bolts. Snap puppet show/lemonade stand sign into holes in left side wall.



### DOOR ASSEMBLY

8. Position small hole in hinge over hole in left side wall as shown. Attach with one 2 1/2" bolt, 2 washers and nut. Tighten with slothead screwdriver and adjustable wrench. Fit bottom corner of left side wall over edge of threshold. Fit post on bottom of door into hole in threshold. Lift left side wall and fit hole in hinge over post on top of door. Do not over-tighten bolts.



# REPLACEMENT PARTS ORDER FORM

Should you require any parts or have any questions concerning this Playskool product, please call Consumer Service at 1-800-237-0063. In Rhode Island call 431-8697. This service is in operation from 8:30 A.M. to 4:30 A.M., Eastern Time, Monday through Friday. Or write to: **PLAYSKOOL CONSUMER SERVICE**, P.O. Box 5839, Pawtucket, RI 02862. This will provide quick and reliable service for your product. Do not request the same from the store where you bought your playhouse.

## REPLACEMENTS PARTS ORDER FORM

PART NO.	DESCRIPTION	QTY.	PRICE	TOTAL
409547	3 SHADES, 3 SUPPORTS, DECAL & FLAG		\$10.95	
406067	HARDWARE BAG		\$6.95	
<b>MERCHANDISE TOTAL</b>				
<b>APPROPRIATE STATE TAX</b>				
<b>SHIPPING AND HANDLING</b>				\$3.00
<b>TOTAL</b>				

REPLACEMENT PARTS LISTED  
ABOVE ARE THE ONLY ONES AVAILABLE

NOTE: Prices and parts subject to change without prior notice.

SHIPPING LABEL — PRINT CLEARLY IN INK, DO NOT REMOVE.



TO:  
NAME \_\_\_\_\_  
STREET \_\_\_\_\_  
CITY \_\_\_\_\_  
STATE \_\_\_\_\_  
ZIP CODE \_\_\_\_\_

POSTMASTER: CONTENTS MERCHANDISE — RETURN POSTAGE GUARANTEED. MAY BE OPENED FOR POSTAL INSPECTION IF NECESSARY.

### HOW TO ORDER PARTS

1. Fill out shipping label below. Print clearly, in ink, as label will be applied to the outside of your package. U.S. residents be sure to include zip code.
2. Extend prices, NY, PA, RI residents add applicable sales tax, plus shipping and handling.
3. Send completed form with check or money order only (DO NOT MAIL CASH, COINS OR STAMPS) to address below.
4. No C.O.D. orders will be accepted.
5. We reserve the right to substitute when necessary.

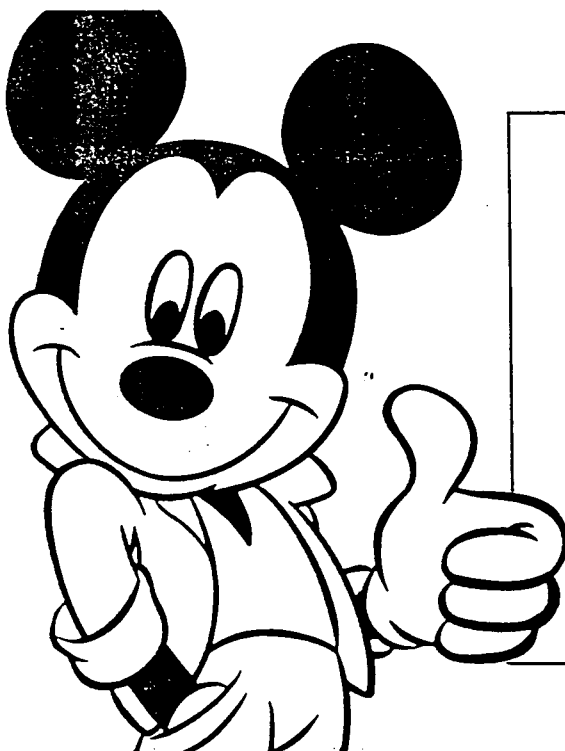
Submit mail order to: Playskool, Inc.,  
P.O. Box 5839, Pawtucket, RI 02862

Model No. 52005

### FOR OFFICE USE ONLY

DATE REC'D. \_\_\_\_\_  
AM'T REC'D. \_\_\_\_\_  
REC'D BY \_\_\_\_\_  
DATE SHIPPED \_\_\_\_\_  
VIA \_\_\_\_\_  
NOTES \_\_\_\_\_

## IMPORTANT NOTICE:



### DEAR PARENTS:

PLEASE GO OVER THESE RULES WITH YOUR CHILD UNTIL THEY UNDERSTAND THEM WELL. THEN, LET THEM GO OFF TO THEIR OWN MICKEY MOUSE PLAYHOUSE.

### SAFETY INSTRUCTIONS

1. I WILL NOT HANG ON DOOR.
2. I WILL NOT CLIMB ON THE ROOF.
3. I WILL ALWAYS SLIDE DOWN THE SLIDE FEET FIRST.
4. I WILL NOT HANG OR PULL ON SHADES.

### NOW YOU CAN USE YOUR PLAYHOUSE

### PARENTS PLEASE NOTE:

Periodically check to ensure all parts are securely attached.  
ADULT SUPERVISION SHOULD BE PRESENT DURING PLAY.

PLEASE RETAIN THIS GUIDE AND ALL LITERATURE  
FOR FUTURE REFERENCE