

Learning
made fun!

Word Builder Game

PLAYSKOOL
Games

Disney

My Friends Tigger & Pooh

For 2 to 4 Players / AGES 3+

Play along with Tigger and all of his friends in this fun learning game!

There are two versions of this game. One is called

MAKE A MATCH (basic) and the other is **WORD FUN** (more advanced).

Both games are tons of fun, so are you ready? Everybody say YES!

CONTENTS

42 two-sided puzzle pieces called
"Match-Ups"

GAME SETUP

- Have mom or dad help you separate all 42 Match-Up pieces from the cardboard sheets.
- Decision time! Which game do you want to play? (Younger players may want to start with the **MAKE A MATCH** game before trying out **WORD FUN**.)

MAKE-A-MATCH

A GREAT GAME FOR YOUNGER PLAYERS

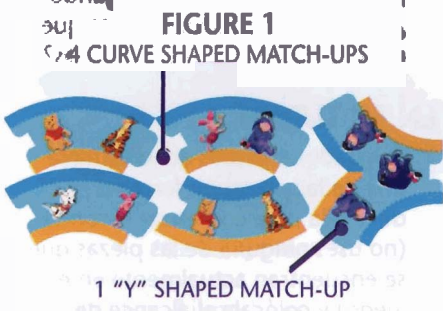
Reinforces:

- Character & Object Recognition
- Color Matching

HOW TO PLAY

1. Place all 42 Match-Up pieces in the middle of the table or floor so the letters are face up and the characters are hidden. No peeking yet!

- Count the number of players. If there are 3 or 4 Players: Each player picks up 4 curve shaped Match-Ups and picks up 1 "Y" shaped Match-Up. (See Figure 1.)



If there are only 2 Players: Each player takes 8 curve shaped Match-Ups and 1 "Y" shaped Match-Up. Place the leftover Match-Ups off to the side to form a draw pile.

- Now turn your cards over so you see all of the characters. Place all of your Match-Ups in front of you so everyone can see. Who do you have in your hand? Is it Tigger? Winnie the Pooh?
- The oldest player gets to pick one of the leftover "Y" shaped Match-Ups to begin the round (don't use any of the Match-Ups that are currently in play.) Place it in the middle, so all players can see.
- The youngest player goes first. Can you take any of your Match-Ups and match them to the characters in front of you? If you can make a match, go ahead! Your turn is now over and play passes to the player to your left.

(Figure 2 shows an example of a match.)

FIGURE 2
LOOK, YOU MADE A PIGLET MATCH!



- If you can't make a match, take a new Match-Up from the draw pile and see if you can make a match now. Still no luck? Keep this Match-Up for your next turn and hopefully you'll be able to use it then. Your turn is now over.
- The player sitting to your left goes next! Keep playing until someone runs out of Match-Ups. This person is the winner!

WINNING

The first person to play all of his or her Match-Ups is the winner! Congratulations to you!



WORD FUN

A GREAT LEARNING GAME

Reinforces:

- Color Matching
- Letter Recognition
- Basic Words

HOW TO PLAY

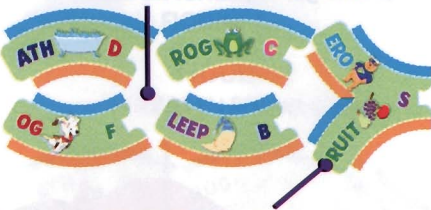
1. Place all 42 Match-Up pieces within easy reach of all players, so the characters are facing you and the letters/words are hidden. No peeking yet!
2. Count the number of players.

3 or 4 Players:

Each player takes 4 curve-shaped Match-Ups and 1 "Y"-shaped Match-Up. (See Figure 3.)

FIGURE 3

4 CURVE SHAPED MATCH-UPS



1 "Y" SHAPED MATCH-UP

2 Players:

Each player takes 8 curve-shaped Match-Ups and 1 "Y"-shaped Match-Up. Place the leftover Match-Ups off to the side to form a draw pile.

3. Now turn your Match-Ups over so you see the letters & word parts. Place all of your Match-Ups in front of you so everyone can see which letters/word parts you're playing with. What complete words do you think you can make with what you have?

ON YOUR TURN

1. The oldest player gets to pick one of the Y-shaped Match-Ups from the draw pile to begin the round (don't use any of the Match-Ups that are currently in play) and places it within reach of all players.
2. The youngest player goes first. Can you take any of your Match-Ups and complete a word in the center? Figure 4 shows an example of a match.

FIGURE 4

LOOK, YOU MADE A MATCH! IT'S DARBY!



HINT:

If you're not sure something is a match, check that the letter colors all match with the word you're trying to build and the stripe colors match up as well.

Still not sure? There's a picture clue that should be able to help you, too! (See Figure 5.)



FIGURE 5

LOOK, HERE IS A
COLOR & A PICTURE CLUE!



Now... can you say the complete word out loud? Sound it out or have a parent help you. F-R-O-G. What does that spell? FROG! That's right!

3. If you can't make a match, take another Match-Up from the draw pile. Still no luck? Keep this Match-Up for your next turn and hopefully you'll be able to use it then. Your turn is now over.

4. The player sitting to your left goes next! Keep playing until someone runs out of Match-Ups. This person is the winner!

WINNING

The first person to play all of his or her Match-Ups is the winner! Congratulations to you!



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