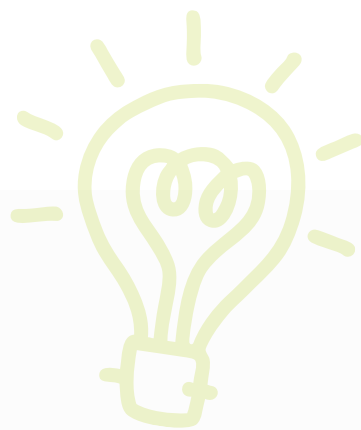


# LEGO® Education Preschool

## MiniFigure Game Instructions



LEGO® Education  
Preschool

SO MANY WAYS TO  
LEARN, TOGETHER



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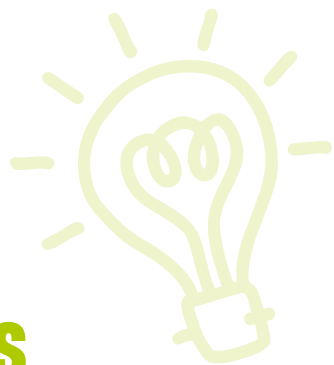
**education**

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# Getting Started

Unleash children's imaginations with unique LEGO® characters and games. Watch as they immerse themselves in the games and build social, language, math, and science skills, having fun as they use the Minifigures and playing cards, which also serve as building instructions.

The estimated time needed to build all 21 Minifigures is 20 minutes. Each game is designed for an average of 10 minutes of play.



## Contents



GAME	PAGE
Minifigure Mystery	03
Minifigure Match-Up	04
Minifigure Mix-Up	05
Minifigure Master	06
Minifigure Point and Tell	07
Minifigure Mismatch	08
Minifigure Fruity Fun	09





# Minifigure Mystery

## Players

2-3

## Set-Up

Players work together to build all of the Minifigures according to the images shown on the playing cards, then arrange all of the Minifigures in rows. One player shuffles the cards and places the deck facedown.

## How to Win

Correctly guess the mystery Minifigure.

## How to Play

- Player 1 chooses a card from the deck and keeps it hidden from the other players.
- Player 2 asks a “yes or no” question in order to help him or her identify the mystery Minifigure. For example, Player 2 could ask, “Is the Minifigure a boy?”
- When Player 1 answers the question, Player 2 may remove from the rows all of the Minifigures that do not match the answer.
- While taking turns, each player continues asking questions until someone correctly identifies the mystery Minifigure.
- If a player makes a wrong guess, he or she loses a turn.
- The player who correctly guesses the identity of the mystery Minifigure wins the game.

## Other Ways to Play the Game

To decrease the level of difficulty, use a smaller group of Minifigures and cards to play the game. For example, use only four Minifigures and the matching cards.

**Key Learning Values**

**Early Language and Literacy**

- Speaking and listening

**Early Math and Science**

- Asking questions
- Problem solving

**Social and Emotional**

- Taking turns



# Minifigure Match-Up

## Players

1-4

## Set-Up

Players work together to build all of the Minifigures according to the images shown on the playing cards, then arrange all of the Minifigures in rows.

Shuffle the cards and place them facedown in rows. You may adjust the number of cards and Minifigures used in the game according to the children's skill level.

## How to Win

Correctly match the most cards to the corresponding Minifigures.

## How to Play

- Player 1 picks up a Minifigure and then tries to find the card that matches that Minifigure by turning over one card.
- If he or she chooses the matching card, he or she may place the Minifigure and card in his or her pile.
- If Player 1 did not choose the matching card, then he or she places the card facedown again and returns the Minifigure to its place.
- Next, Player 2 picks up a Minifigure and tries to find the matching card.
- The game continues until all of the matches have been made.
- The player with the most matches wins the game.

## Key Learning Values

### Early Language and Literacy

- Speaking and listening

### Early Math and Science

- Observing and describing
- Matching and counting
- Memory and concentration

### Social and Emotional

- Taking turns



# Minifigure Mix-Up

## Players

2-4

## Set-Up

Players work together to build all of the Minifigures according to the images shown on the playing cards, then arrange all of the Minifigures in rows. Choose a player to be scorekeeper.

Shuffle the cards and place them facedown in rows. You may adjust the number of cards and Minifigures used in the game according to the children's skill level.

## How to Win

Find the two mixed-up Minifigures and fix the most mixed-up elements during the game.

## How to Play

- Player 1 chooses two cards from the deck and shows the cards to the other players.

- The other players study the Minifigures shown on the cards for a few seconds, and then they close their eyes or look away from the Minifigures.
- Player 1 changes something about the two Minifigures from the cards he or she chose.
  - Player 1 may switch some of the elements between the two Minifigures.
  - They may also rearrange the elements on each individual Minifigure.
- When Player 1 finishes making the changes, he or she places them back into their rows and tells the other players that they may look at the Minifigures.
- Each of the other players takes a turn finding and fixing the mixed-up elements, until all changes have been fixed.
- Player 1 looks at his or her cards to determine whether all of the mixed-up elements have been fixed.
- The scorekeeper awards points to players for each mixed-up element they fixed.
- Player 2 chooses two cards from the deck and the game continues.
- The player who has fixed the most mixed-up elements wins the game.

## Key Learning Values

### Early Language and Literacy

- Speaking and listening

### Early Math and Science

- Observing and describing
- Memory and concentration

### Social and Emotional

- Taking turns

## Other Ways to Play the Game

1. If players have difficulty identifying the changes, then they may look at the cards.
2. To increase the level of difficulty, Player 1 does not show or tell the other players which cards they draw.





# Minifigure Master

## Players

2-4

## Set-Up

Players work together to build all of the Minifigures according to the images shown on the playing cards, then arrange all of the Minifigures in rows.

One player shuffles the cards and deals the entire deck of cards, one at a time, to each of the players. Each of the players should have an equal number of cards. Extra cards and the corresponding Minifigures should be placed in a discard pile.

## How to Win

Win the most Minifigures by playing the highest value in a chosen category.

## How to Play

- Player 1 looks at the cards he or she is holding and chooses one of the categories. The categories are tools, treasure, magic, and strength.
- Player 1 tells the other players the category. For example, Player 1 may select the category “magic” (represented by a wand).
- Each of the other players chooses one of their cards and places it faceup.
- The player with the highest value card in that category wins all of the played cards and the corresponding Minifigures.
- The winner of that round collects all of the Minifigures shown on the played cards and places them on top of the matching cards.

- If there is a tie, each of the tied players selects and plays a card from their hand. The winner of the tie-breaker wins all of the cards and Minifigures from the tied and tie-breaker rounds.
- Cards may not be played more than once.
- The player who wins the round starts the next round by playing one of his or her cards.
- The game continues until all of the Minifigures and cards have been won.
- The player with the most cards and Minifigures wins the game.

## Other Ways to Play the Game

1. If players have difficulty holding the cards, tell each player to place their cards faceup in a row in front of them.
2. To decrease the level of difficulty, players may draw one card at a time and immediately play the card in the round. Player 1 calls the category. The player with the highest value card in the category wins all of the cards and the corresponding Minifigures. The game progresses according to the rules stated in “How to Play”.
3. If players have difficulty comparing number values, use a number line. Ask each player to place his or her card next to the number on the number line that matches the category on his or her card. Ask the children to identify which one of the players has won the round.

Categories	
<b>Tools</b> 	<b>Magic</b> 
<b>Treasure</b> 	<b>Strength</b> 



### Key Learning Values

- Early Language and Literacy**
  - Speaking and listening
- Early Math and Science**
  - Observing and describing
  - Problem solving
- Social and Emotional**
  - Taking turns

This game is to be played with the Fantasy Minifigure Set (45023) only.

# Minifigure Point and Tell

## Players

2-4

## Set-Up

Players work together to build all of the Minifigures according to the images shown on the playing cards, then arrange all of the Minifigures in rows. Players should set aside any accessories that do not attach to the Minifigures. One player shuffles the cards and places the deck facedown.

## How to Win

Collect the most Minifigures by being the first one to point at and describe them.

## How to Play

- Player 1 draws a card from the top of the deck and places it faceup so that all of the players can see it. This player will be the judge of this round.
- All of the other players race to see who can be the first to point at the Minifigure shown on the card. The judge will point at the player he or she thinks was first.
- The chosen player must then think of a short statement to say about the Minifigure. For example, the player may say, "this lady's name is Sonya and she likes to go ice skating."
- Each player must think of an original statement each time he or she is the one pointing at a Minifigure.

- If the player cannot think of anything to say about the Minifigure within a few seconds, then the player forfeits his or her turn and must place the card back in the deck.
- If the player can quickly make a statement about the Minifigure, then he or she places the card and Minifigure in his or her pile.
- Players take turns flipping over the top card from the deck.
- The game continues until all of the Minifigures and cards have been won.
- The player with the most Minifigures and cards wins the game.

## Other Ways to Play the Game

The children may state an observation about the Minifigure instead of thinking of a fictional statement. For example, the player may say, "the Minifigure is wearing a hat."



### Key Learning Values

**Early Language and Literacy**

- Speaking and listening

**Early Math and Science**

- Observing and describing
- Problem solving

**Social and Emotional**

- Taking turns
- Roles and responsibilities



# MiniFigure Mismatch

## Players

2-3

## Set-Up

Players work together to build all of the Minifigures according to the images shown on the playing cards, then arrange all of the Minifigures in rows. One player shuffles the cards and places the deck facedown.

## How to Win

Working together as a group, win six Minifigures by correctly explaining why one Minifigure in a group of three is different.

## How to Play

- Player 1 draws three cards from the deck and finds the three Minifigures that match the cards.
- Next, Player 1 decides which two Minifigures belong together and creates a pair.
- Then, he or she places the third Minifigure by itself.
- The other players take turns trying to explain why the Minifigure does not fit with the other two. Any reasonable explanation is acceptable.
- If none of the others can explain why the Minifigure does not fit with the other two, then they must place the three Minifigures and cards in a discard pile.

- If a player explains correctly, Player 1 places the pair of cards and Minifigures into the win pile, and then places the odd Minifigure back onto the playing field and returns the corresponding card to the deck.
- Players continue taking turns drawing three cards, creating pairs, and guessing until all of the possible pairs have been made and won.
- If the players work together and earn a minimum of six Minifigures as a group, they all win the game!

## Other Ways to Play the Game

To decrease the level of difficulty, play without the cards. Ask players to look at all of the Minifigures and sort them into groups and explain why the Minifigures belong in each group. Encourage the children to create stories about the Minifigures.

### Key Learning Values

#### Early Language and Literacy

- Speaking and listening

#### Early Math and Science

- Sorting and categorizing

#### Social and Emotional

- Collaboration
- Taking turns
- Understanding relationships





# Minifigure Fruity Fun

## Players

2-3

## Set-Up

Players work together to build all of the Minifigures according to the images shown on the playing cards, then arrange all of the Minifigures in rows.

One player shuffles the cards and deals the entire deck of cards, one at a time, to each of the players. Each of the players should have an equal number of cards. Extra cards and the corresponding Minifigures should be placed in a discard pile.

## How to Win

Working together as a group, win ten Minifigures by playing the correct cards to equal the named quantities of apples or bananas.

## How to Play

- Without looking at the cards, Player 1 names a value between 1 and 10 and asks for apples or bananas.
  - All of the players study their cards to see if they can individually come up with the named quantity of apples or bananas using the icons shown on their cards.
  - The group earns the Minifigure shown on every card that is played correctly. For example, if Player 1 calls “7 bananas,” then all of the other players who can make a sum of 7 bananas on their own can play their cards and will earn the Minifigures shown on the played cards for the group.
- Player 2 may play a combination of a card with 5 bananas and a card with 2 bananas.

- Player 2 may also play a combination of a card with 1 banana and a card with 6 bananas.
- Player 3 may also play a combination of a card with 4 bananas and a card with 3 bananas.
- The game ends when the players, as a group, win ten Minifigures, or when no more cards can be played.

## Other Ways to Play the Game

1. If players have difficulty holding the cards, tell each player to place their cards faceup in a row in front of them.
2. To increase the level of cooperation, the players may combine their cards to create the correct quantity. For example, if the named quantity of fruit is 4 apples, then Player 1 could play a card with 2 apples and Player 2 could play a card with 2 apples. Player 1 could also play a card with 1 apple, Player 2 could play a card with 1 apple, and Player 3 could play a card with 2 apples.
3. To increase the level of difficulty, the players may change the number operation to subtraction. Player 1 calls the difference instead of the sum, and the players must play two cards that equal the correct difference. For example, if Player 1 names 3 bananas as the desired value, then Player 2 could play a card with five bananas and Player 3 could play a card with 2 bananas.



## Key learning values

### Early Math and Science

- Matching and counting
- Simple addition and subtraction

### Social and Emotional

- Collaboration
- Taking turns



This game is to be played with the Community Minifigure Set (45022) only.