

# LEGO® Education Preschool

## MiniFigure Game instructions



LEGO® Education  
Preschool

SO MANY WAYS TO  
LEARN, TOGETHER



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# Getting started

Unleash children's imagination with unique LEGO® characters and games. Watch as they immerse themselves in the games and bring their stories to life. Children will build social, language, math and science skills while playing fun games with cards and Minifigures. The playing cards also serve as building instructions. The estimated time for building all 21 minifigures is 20 minutes. Each game is designed for an average of 10 minutes of play.



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# Minifigure Mystery

## Players

2-3

## Set-up

Players build all of the minifigures according to the images on the cards. Then they place all of the minifigures in rows. One player shuffles the cards and places the deck facedown.

## How to win

Correctly guess the mystery minifigure.

### Key learning values

#### Early Language and Literacy

- Speaking and listening

#### Early Math and Science

- Asking questions
- Problem solving

#### • Social and Emotional

- Taking turns

## 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 guess who the mystery minifigure is. For example, Player 2 could ask, “Is the minifigure a boy?”
- When Player 1 answers the question, Player 2 may eliminate all of the minifigures that do not match the answer.
- While taking turns, each player continues asking questions until someone correctly guesses whom the mystery minifigure is.
- If a player makes a wrong guess about who the mystery minifigure is, then he or she loses a turn.
- The player who correctly guesses the mystery minifigure wins the game.

## Other ways to play the game

To decrease the challenge of the game, choose a smaller group of minifigures and the matching cards to play with. For example, use only four minifigures and the matching cards.



# Minifigure Match-Up

## Players

1-4

## Set-up

Players build all of the minifigures according to the images on the cards. Then they place all of the minifigures in rows. Shuffle the cards and place them facedown in rows. Adjust the number of cards and minifigures used according to your children's skill level.

## How to win

Correctly match the most cards with the matching minifigures.

## How to play

- Player 1 picks up a minifigure and then he or she tries to find the card that matches that minifigure by turning over one card.
- If he or she chose the matching card, then 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 places the minifigure back in the row.
- Next, Player 2 picks up a minifigure and then 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.

## Other ways to play the game

1. Divide the minifigures amongst the players. Each player only finds the matches to the minifigures in his or her pile. The player who finds all of his or her matches first wins the game.
2. To decrease the challenge of the game, ask the players to take turns flipping over a card and finding the minifigure that matches the card.

## 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 build all of the minifigures according to the images on the cards. Then they place all of the minifigures in rows. Shuffle the cards and place them facedown in rows. Adjust the number of cards and minifigures used according to your children's skill level.

## How to win

Find the two mixed-up minifigures and fix the most mistakes during 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

## 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 pieces between the two minifigures.
  - He or she may also rearrange the pieces on each individual minifigure.
- When Player 1 finishes making the changes, he or she tells the other players that they may look at the minifigures.
- Each of the other players takes a turn finding and fixing the mistakes.
- Player 1 looks at his or her cards to determine whether all of the mistakes have been corrected.
- The player who has corrected the most mistakes wins the game.

## 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 challenge, Player 1 does not show or tell the other players which cards he or she draws.



# Minifigure Master Trump

## Players

2-4

## Set-up

Players build all of the minifigures according to the images on the cards. Then they place all of the minifigures in rows. One player shuffles the cards and deals the entire deck of cards one at a time to all of the players. All of the players should have an equal amount of cards. Place extra cards and extra minifigures in a discard pile.

## How to win

Win the most minifigures by trumping (playing the highest value in the trump category) the other players' cards.

## How to play

- Player 1 looks at the cards he or she is holding and chooses one of the trump categories. The trump categories are Tools, Treasure, Magic and Strength.
- Player 1 tells the other players the trump category. For example, Player 1 may select the trump category "magic" (represented with a wand).
- Each of the other players chooses one of his or her trump cards and places it face up on the playing area.
- The player with the highest level of the trump category wins all of the played trump cards and the corresponding minifigures.
- The winner finds all of the minifigures and places them on top of the matching cards.

- 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 trump cards.
- If players tie, each of them should select a card from his or her hand and play it.
- The player with the highest value in the trump category wins all of the cards and minifigures from the tie and the tie breaker.
- 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 his or her cards face up in a row in front of him or her.
2. To decrease the challenge, players may draw one card at a time and immediately play the card in the round. Player 1 may call the trump category. The player with the highest value in the trump category wins all of the cards and the corresponding minifigures.
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 trump category on his or her card. Then ask one of the players who has won the round.

Trump categories			
Tools		Magic	
Treasure		Strength	



### 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 (45022) only.



# Minifigure Point and Tell

## Players

2-4

## Set-up

Players build all of the minifigures according to the images on the cards. Then they place 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 and places it face up so that all of the players can see it.
- All of the players race to see who can be the first to point at the minifigure shown on the card.
- The player who points at the minifigure first 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 the 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. The player must also 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

1. The children may state an observation about the minifigure instead of thinking of a fictional statement.
2. Players may need to take turns as mediator. The mediator calls who is the first one to point at the correct minifigure. The mediator can also decide whether the pointer has taken too long to make a statement.



# Minifigure Mismatch

## Players

2-3

## Set-up

Players build all of the minifigures according to the images on the cards. Then they place all of the minifigures in rows. One player shuffles the cards and places the deck facedown.

## How to win

As a group, win seven minifigures by correctly explaining why one minifigure in a group of three is different.

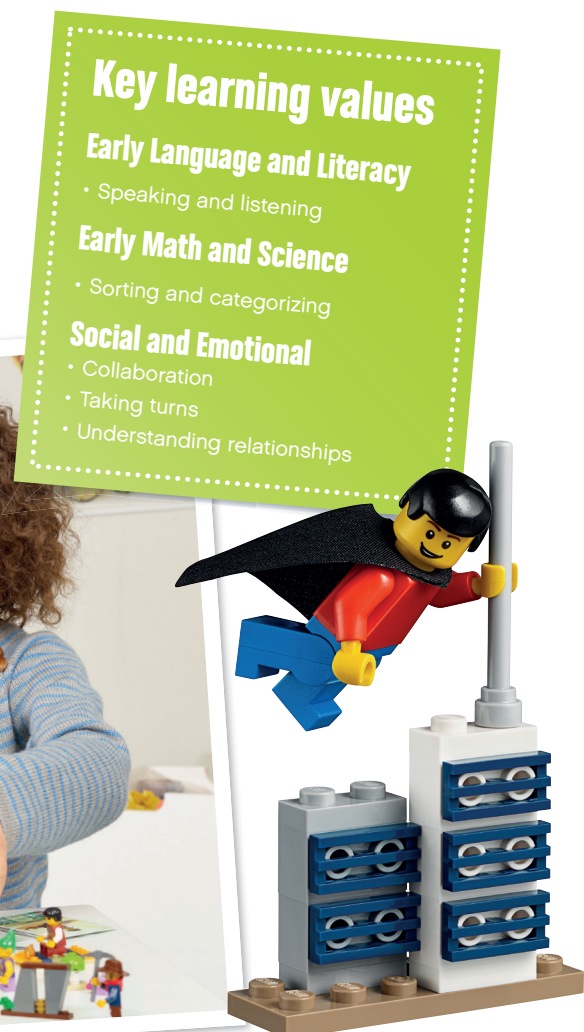
## How to play

- 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 the group loses the round and must place the three minifigures and cards in a discard pile.

- If a player explains correctly, he or she places the odd minifigure back onto the playing field and the card back into the deck.
- Player 1 places the pair of cards and minifigures into the group's win pile.
- Players continue 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 seven minifigures, they all win the game!

## Other ways to play the game

To decrease the challenge, 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 children to create stories about the minifigures.





# Minifigure Fruity Fun

## Players

2-3

## Set-up

Players build all of the minifigures according to the images on the cards. Then they place all of the minifigures in rows. One player shuffles the cards and deals the entire deck of cards one at a time to all of the players. All of the players should have an equal amount of cards. Place extra cards and extra minifigures in a discard pile.

## How to win

As a group, win 10 minifigures by playing the correct cards to equal 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 come up with the named amount 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 can play their cards and will earn the group the minifigures shown on the played cards.
- Player 1 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 win 10 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 his or her cards face up in a row in front of him or her.
2. To increase the challenge, 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.
3. To increase the challenge, 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.



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

