

GAMEWRIGHT®
Mike Mulligan
AND HIS
STEAM SHOVEL
OPPOSITES GAME

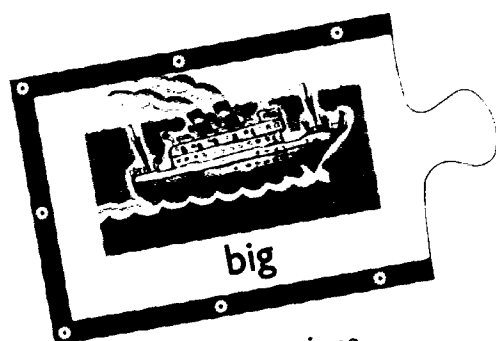
The matching pairs game
for 1-4 players ages 3 to 6

Based on Virginia Lee Burton's Award-Winning Book
Mike Mulligan and His Steam Shovel

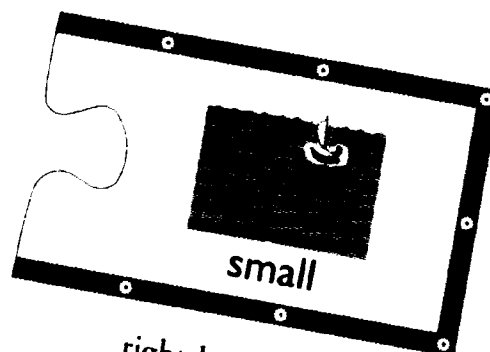
Rules of Play

CONTENTS

10 puzzle-shaped pairs



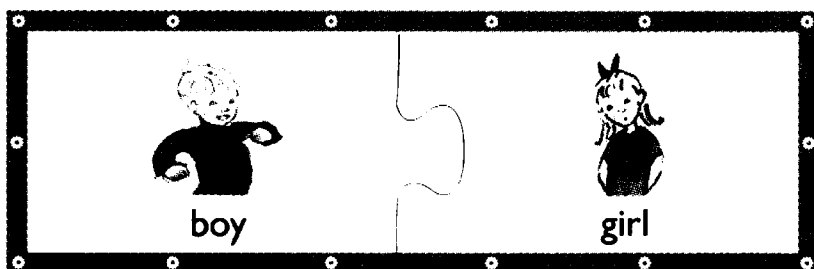
left-hand piece



right-hand piece

OBJECT

The object of all three games is to match two puzzle pieces — opposites — and fit them together to make a pair.



Need help? Each puzzle piece is specially cut so it only fits one piece — the opposite that matches it. That's why we call this a self-correcting game. You don't need a grown-up to tell you if it's right. If the pieces don't fit, you know you need to try again!

***Note:** Before playing for the first time, look over all the puzzle pieces in the game. Take both halves of a puzzle pair and show how they only fit together when you make the correct match — “open” with “shut,” for instance. That's the perfect time to explain how opposites work. Now you're ready to play!*

Note: In all our rules, we use either “he” or “she” to include everyone!

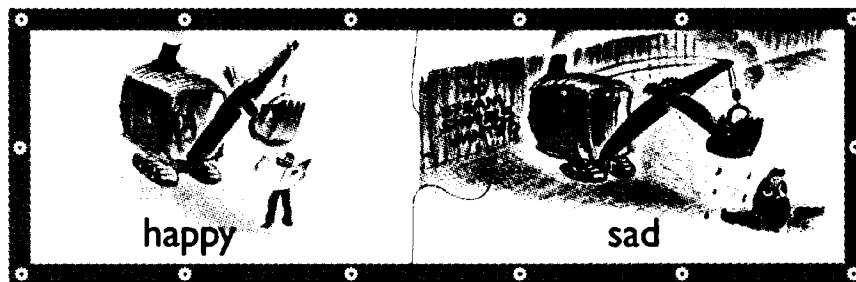
BEGINNER'S GAME PLAY

Set-up

In this game, you need a grown-up or a big kid to be the leader. The leader divides up the left-hand puzzle pieces (with the shape sticking out) equally among the players. Lay them out, face up, in front of you. Put any extra pieces in the center for everyone to work on together. Place the right-hand pieces (with the puzzle shapes cut out) face down in a pile in front of the leader.

Game Play

The leader holds up one puzzle piece at a time and asks who can find the piece that matches it. Don't forget — you're looking for opposites, so if she holds up the "girl," you need to find the "boy." Help each other look for the matching piece. Some are harder to find than others. If you're not sure you know the opposite, look closely at the pictures. If you see something in common on the two (like ocean, for instance), then chances are, it's a match! Now fit the two puzzle pieces together to make a pair.



Ending the Game

When all the matches are made, the game is over. No need to keep score — everyone wins!

continued

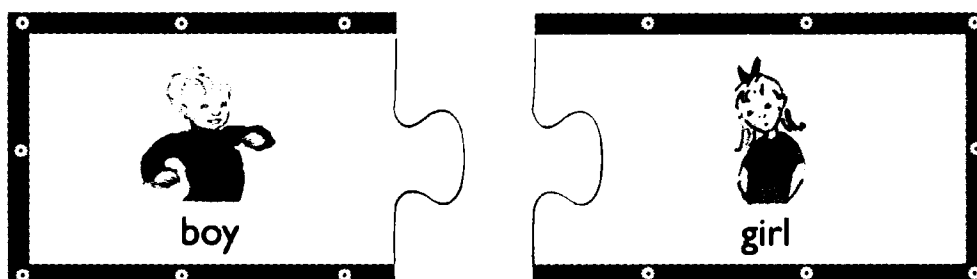
ADVANCED GAME PLAY

Set-up

Divide up the left-hand pieces equally among the players. Lay them out, face up, in front of you. Put any extra pieces off to the side for everyone to work on together. Now place the right-hand puzzle pieces face down in rows in the center of the table.

Game Play

The youngest player goes first. On your turn, pick up one piece from the center, turn it over, and see if you can find its opposite. Look at your pieces and the ones that everyone shares. If you find a match, fit the two puzzle pieces together and place them off to one side. Now go again until you can't make a match.



If you can't make a match, turn the piece over and put it back in the same spot where you found it. Now it's the next player's turn. Keep playing, moving around the circle to the left.

Ending the Game

When all the matches have been made, the game is over. Or you can end the game when one player runs out of puzzle pieces. In that case, the first player to match all his pieces wins.

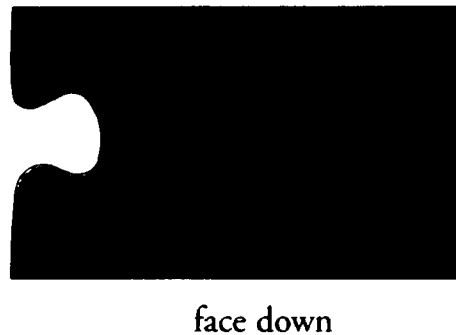
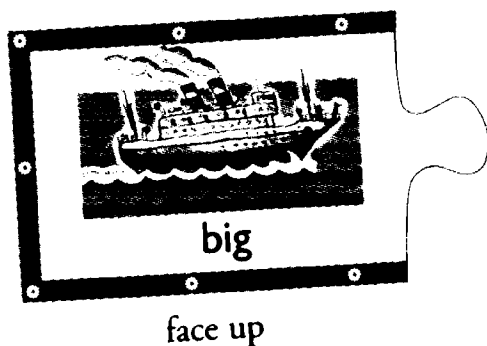
MEMORY & MATCHING GAME PLAY

Set-up

Mix up the puzzle pieces and place them face down in the center of the table.

Game Play

The youngest player goes first. On your turn, turn over one piece with a shape that sticks out. Look over all the pieces in the center to see if you can find the one that goes with it (hint: look for one with a shape that's cut out). Now turn it over and try fitting them together. If they fit, you have a match! Put the pair off to the side, and it's the next player's turn.



If the pieces don't match, turn them over and put them back in the same spot where you found them. Now it's the next player's turn.

Each player gets one try on each turn, whether you make a match or not. Keep playing, moving to the left.

Ending the Game

When all the matches have been made, the game is over. No need to keep score — everyone wins!

A WORD FROM GAMEWRIGHT

If you want to teach your child something new, you don't have to look far for creative ideas. You can make up a song, use a story (as we did), or just talk about the things around you. Take opposites, for instance. You can explain the concept by playing this game. Then ask the kids to name other opposites right there in the room — loud and quiet, hot and cold, night and day. Maybe they'll ask to read the book, Mike Mulligan and His Steam Shovel, draw pictures of some opposites, or try sounding out the words on the puzzle pairs. Whatever they do, they'll learn about a lot more than opposites. They might just discover that learning is fun — especially if you're there to share it!

— Ann Stambler and Dr. Monty Stambler

The Stamblers live and practice in Boston, where they are experts in child development.

Game by Ann and Monty Stambler
Illustrations by Virginia Lee Burton

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