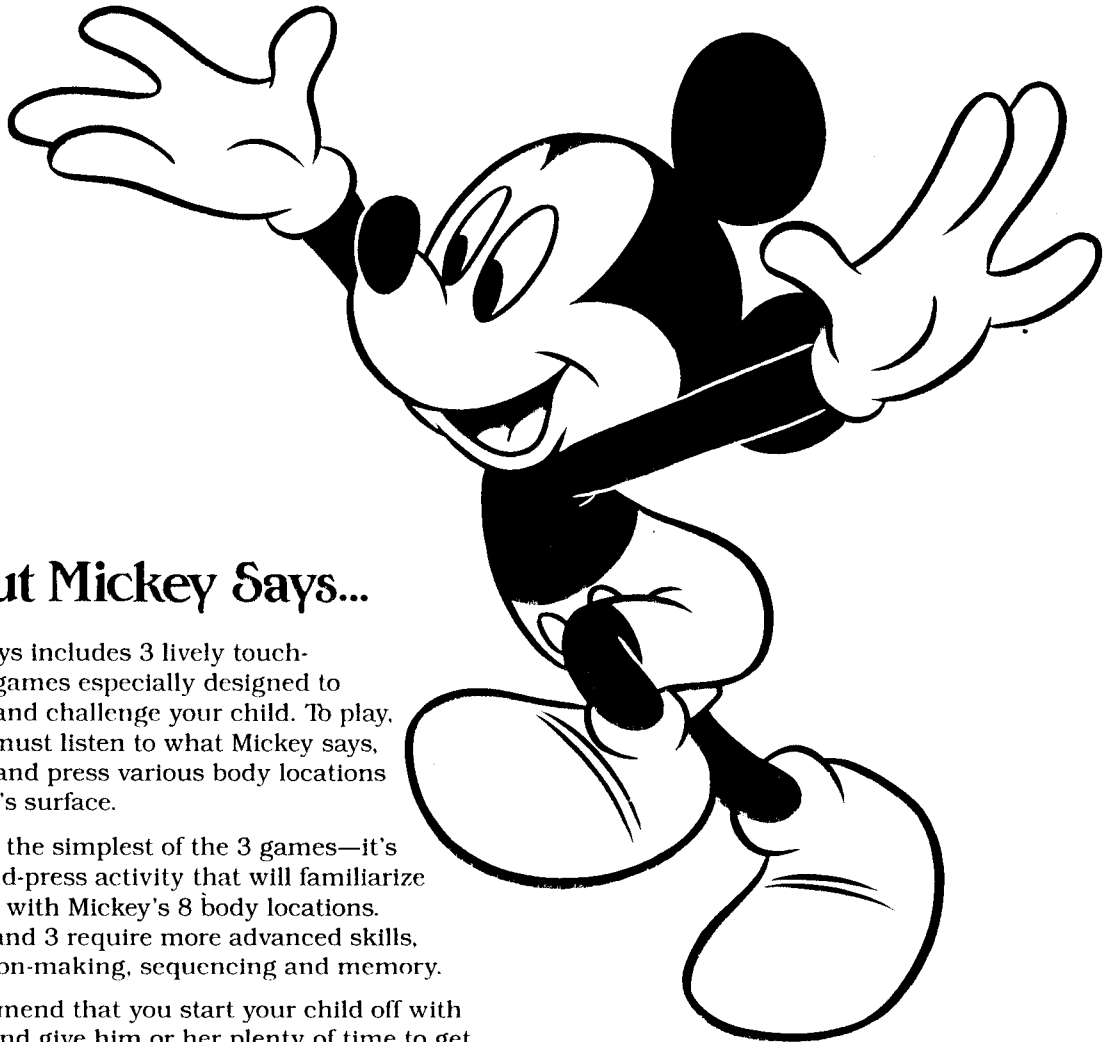




Mickey Says...



About Mickey Says...

Mickey Says includes 3 lively touch-activated games especially designed to entertain and challenge your child. To play, the child must listen to what Mickey says, then find and press various body locations on Mickey's surface.

Game 1 is the simplest of the 3 games—it's a listen-and-press activity that will familiarize your child with Mickey's 8 body locations. Games 2 and 3 require more advanced skills, like decision-making, sequencing and memory.

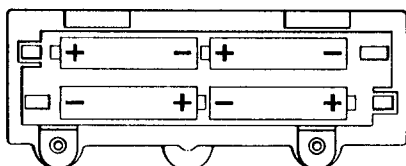
We recommend that you start your child off with Game 1, and give him or her plenty of time to get comfortable with it. You'll know best when it's time to give the other 2 games a try!

For 1 or More Players

Inserting the Batteries

1. Use a Phillips head screwdriver to remove the 2 screws from the battery compartment door. Remove the door and place 4 "AA" alkaline batteries into the compartment, as shown in Figure 1. Make sure to match up the (+) and (-) symbols. Then replace the door and the 2 screws.

FIGURE 1.



2. Test the batteries by pressing the ON Button (Button 1). If you don't hear music or Mickey's voice, the batteries might be weak or improperly installed.

Important: Batteries could damage game unit and may leak if improperly installed. Remove batteries when the game is not used for an extended period of time.

Never stack heavy objects on Mickey Says. They may press the ON Button and cause the batteries to run down.

AUTOMATIC SHUT-OFF: Mickey Says has no OFF switch. To turn the game off, don't press anything—after 3 minutes, a short tune will play, and the game will automatically shut off.

Getting Started

Turn the game unit on by pressing the ON Button (Button 1). Mickey will introduce himself by saying "Hi, I'm Mickey Mouse! Let's play a game!" After hearing this, do any of the following:

To Play Game 1: Wait a few seconds for it to begin.

To Play Game 2: Press Button 2.

To Play Game 3: Press Button 3.

Where, How and When to Press Mickey

WHERE

In each game, Mickey will ask you to find and press 8 body locations. Figure 2 shows where to press.

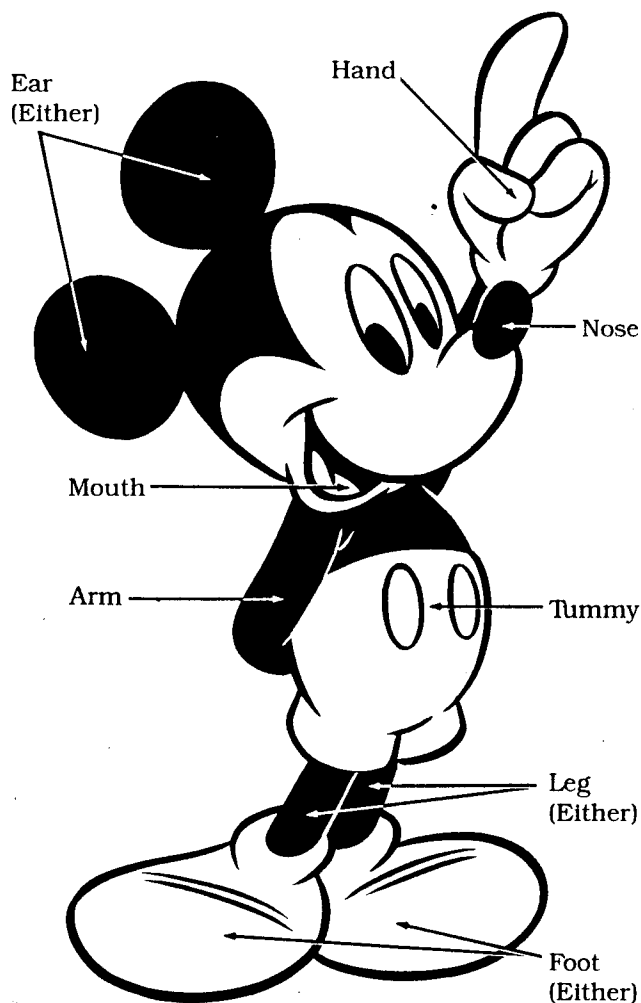
HOW

Press the *middle* of the location, using just enough pressure to hear a beep.

WHEN

Always wait until Mickey's done talking before you press a location. Mickey can't "hear" your answer while he's talking!

FIGURE 2.



The Games

① MEET MICKEY

In Game 1, Mickey asks you to find and press several body locations, one at a time. Press each location Mickey names.

- **If you're right:** Mickey will say, "Good!" Then he'll ask you to press another location.
- **If you're wrong:** Mickey will say, "Uh-Oh!" and ask you to press the original location again. You'll have 3 chances to press the right location—then Mickey will ask you to press another one.

If you don't press a location within a few seconds, Mickey will repeat it—but only once! Then he'll wait quietly for your response!

Ending the Game: After Mickey has asked you to press 16 new locations, a victory tune will play. Then Mickey will say "Choose a game!" Now press any button to play any game. (For automatic shut-off, don't press anything.)

② TRICKY MICKEY

Game 2 is similar to the classic Simon Says game. Mickey will ask you to press one or two body locations—but listen carefully! Press *only* when you hear "Mickey says..." When you *don't* hear "Mickey says..." don't press anything!

For example, if you hear: "Mickey says ...find my foot and tummy," press Mickey's foot, then press his tummy. If you hear only: "Find my foot and tummy," don't press anything!

Always wait until Mickey's done talking before you respond. But don't wait too long, because in this game, Mickey won't repeat. You'll have about 5 seconds to respond when "Mickey says" to press a location. As Mickey's voice speeds up (twice during the game) you'll have even less time!

Four correct responses in a row will really impress Mickey! He'll say something special to congratulate you for doing so well!

Keep playing until:

- **You Miss a Response.** If you wait too long, press the wrong location, or press

when you shouldn't, Mickey will say "Uh-Oh!" and the game will end.

- **You Win!** After 16 correct responses, Mickey will say "Perfect!" and a victory tune will play!

Ending the Game: When the game ends, Mickey says "Choose a game!" Press any button to play any game. (For automatic shut-off, don't press anything.)

③ THE CHALLENGE GAME

In Game 3, Mickey will begin by asking you to press one body part location. With every correct response, he'll add one *new* location, making the sequence longer and longer...all the way up to 16!

For example, Mickey may begin by saying "Find my ear." When you press his ear, he may then say "Find my ear, foot."

Always wait until Mickey's done talking before you press. If you don't press a location within a few seconds, Mickey will repeat the sequence—but only once! Then he'll wait quietly for your response!

As in Game 2, Mickey will praise you after every four correct responses.

Keep playing until:

- **You Press the Wrong Location:** Mickey will say "Uh-Oh!" and the game will end.
- **You Win!** If you reach the end of the last sequence (16), Mickey will say "Perfect!" and a victory tune will play!

Ending the Game: When the game ends, Mickey will say "Score," and you'll hear one beep for every correct response you made. When Mickey says "Choose a game!" press any button to play any game. (For automatic shut-off, don't press anything.)

The Challenge Game For 2 Or More Players

Any number of players can challenge each other by taking turns playing a full game. Try for the highest score you can, then give the next player a chance to beat it. The player with the highest score wins!

Compliance with FCC Regulations

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio and television reception. It has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

90-Day Limited Warranty

This game is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials (batteries excluded).

This warranty is void if this game has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for incidental and/or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, this game will be repaired or replaced with a reconditioned product of an equivalent value (at Milton Bradley's option) without charge to the purchaser when returned with a dated proof of purchase, shipping prepaid to the address listed below. In the event that this game is replaced, the warranty on the replacement will be continued for 90 days from the date of repair.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Post Warranty Repair Policy

After the 90-day warranty period has expired, Milton Bradley Company shall, for a period of one year from the date of purchase, either repair your game or replace it with a reconditioned game on the condition that you return the product, shipping prepaid, to the address listed at below along with dated proof of purchase and your check or money order in the amount of \$7.50. Milton Bradley Company shall not be obligated to perform this service if this game has been abused, misused, improperly serviced or damaged due to accident.

General Instructions

Important—Before returning your game for repair, we recommend that you test the game with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Mailing Instructions

Please read carefully and retain this important information for future reference.

Remove the batteries—Do not return them.

If the original packaging is available, repack this game in its packing and box. If not available, wrap carefully, making sure to surround the game with adequate padding. If the 90-day warranty period has expired and your purchase date is still within our one year time limit, send in the unit along with your check or money order in the amount of \$7.50 and a copy of your dated proof of purchase. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with the game.

Milton Bradley Company
Attn: Electronic Warranty Repair
443 Shaker Road
East Longmeadow, MA 01028