

Milton™

For 1 or more players

CAUTION—ELECTRICALLY OPERATED PRODUCT

NOT RECOMMENDED FOR CHILDREN UNDER 7 YEARS OF AGE.
AS WITH ALL ELECTRIC PRODUCTS, PRECAUTIONS SHOULD BE
OBSERVED DURING HANDLING AND USE TO PREVENT ELECTRIC SHOCK.

120 V 60 HZ 12 WATTS AC ONLY

NOTE TO PARENTS:

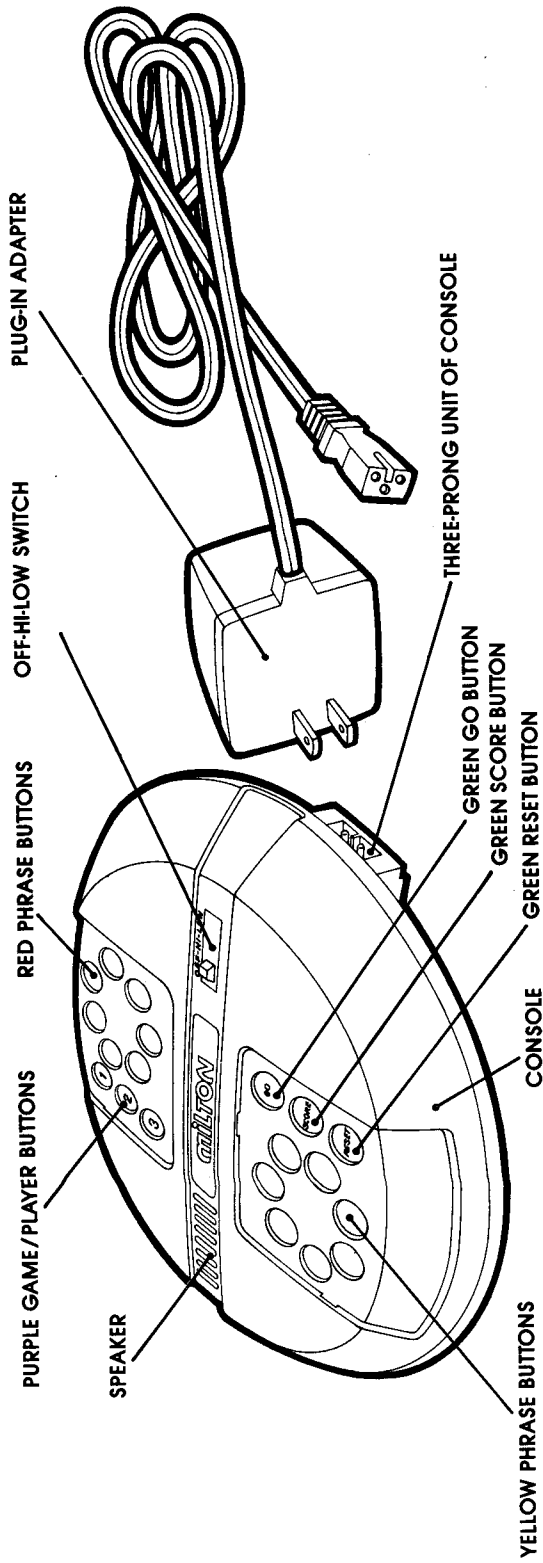
Please read these instructions carefully and explain to your children how to safely operate and care for Milton. Also, you should periodically inspect Milton and supplied adapter for any damage. If damage is found, Milton should not be used until repaired. Caution, use only the adapter provided with Milton to operate Milton.

MEET MILTON! (SEE INSIDE BOX COVER FOR MORE ABOUT MILTON'S VOICE.)

Hey-Hey-Hey! I'm Milton, the electronic game that talks. My voice is controlled by my computer, so I never forget what I say... but can you remember? The beginnings and ends of my phrases are all scrambled up. See if you can put them together properly by pressing the correct buttons on my control panel. Silly combinations will make you laugh... can you and your friends make the right connections? I've got 3 exciting games to entertain you, each designed for 1, 2 or more players. So plug me in and turn me on... I have so many combinations of phrases that I'm like a new game every time you play.

TAKE A LOOK AT SOME OF MILTON'S WHOO-DE-DOO FEATURES:

FIGURE 1.



OFF-HI-LOW SWITCH . . .

Turn Milton on and choose the volume you desire all in one switch. Turn the OFF-HI-LOW switch to "HI" for the loudest volume level or to "LOW" for a softer volume level. When you do this, Milton is automatically "ON" operating power. Turn Milton off by moving this switch to the left to "OFF".

RED PHRASE BUTTONS . . .

They control the beginnings (first halves) of the scrambled phrases in Game 1 and Game 2. The red phrase buttons are not pressed in Game 3 at all.

YELLOW PHRASE BUTTONS . . .

They control the ends (second halves) of the scrambled phrases in Game 1, Game 2 and Game 3.

PHRASE BUTTON CAUTION: when playing, never press a two buttons at exactly the same time. Also, if you press a red button and then change your mind and press another red button, Milton will respond only to the first button pressed. . . Milton has the same reaction if two yellow buttons are pressed.

PURPLE GAME/PLAYER BUTTONS...

These buttons control which game is to be played and how many players will play each game. The game option is selected first by pressing either purple button "1" for Game 1, "2" for Game 2 or "3" for Game 3. The player option is selected next by pressing purple button "1" for solo play or purple button "2" for a two or more player game.

GREEN GO BUTTON...

This button is pressed only in Game 3 to activate Milton's recitation of the beginnings of phrases. REMEMBER, in Game 3, the red phrase buttons are never pressed.

GREEN SCORE BUTTON...

Depress this button to hear your score of correctly completed phrases during Game 1, Game 2 and Game 3. You may press the SCORE button at any time during these games when you would normally press a red or yellow phrase button. PLEASE NOTE, make sure you hold the SCORE button down with your finger until you hear Milton give the tally of correctly completed phrases.

GREEN RESET BUTTON...

When you press this button, Milton erases all previous game play and begins his introductory speech and greeting again thus allowing you to again choose which game to play and how many people to play !!

IMPORTANT — BUTTON WARNING: never press a sharp object like a pen or a pencil into a button to activate it, merely press your index finger firmly on the button.

GAME PREPARATION:

Before you plug Milton in, take a good look at the adapter. Make sure its casing is not damaged, its cord not frayed and its prongs not bent, broken or loose. Then check the three-prong unit of the console. . . make sure its prongs are not bent or broken. If any damage is noticeable, do not use Milton until it is repaired.

NOW IT'S TIME TO PLUG MILTON IN!

First, plug in the adapter to the console making sure the socket of the adapter is fitted firmly into the three-prong unit of the console, as shown in Figure 2. Then plug in the adapter into any 120 volt, AC household wall socket. Now place Milton on a flat surface in a position that its console buttons are easily accessible to all players.

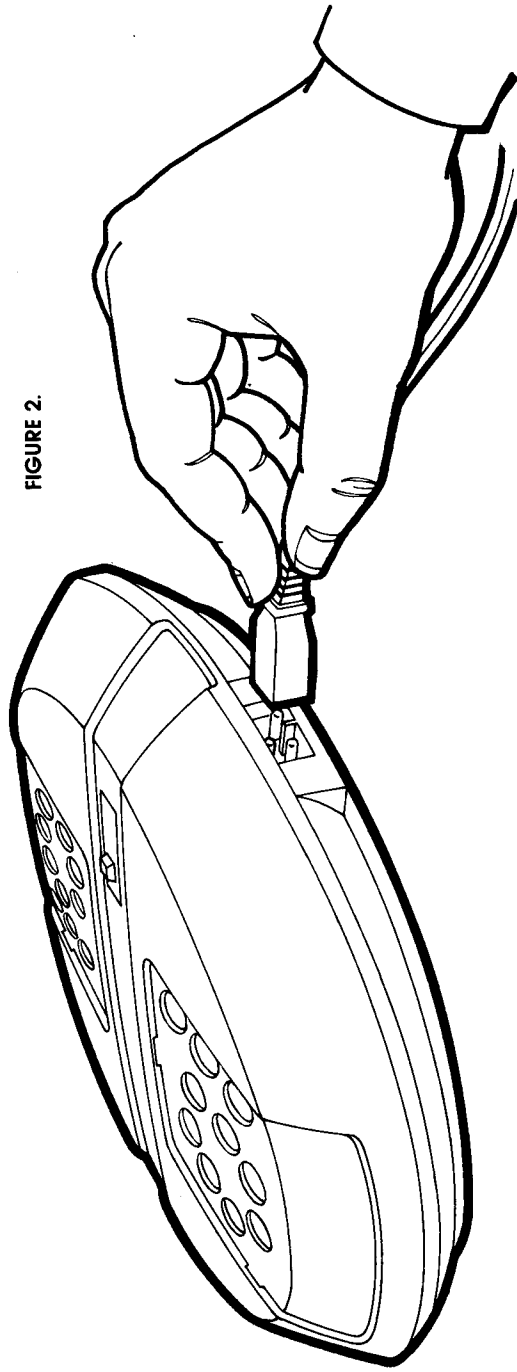


FIGURE 2.

NOW IT'S TIME TO TURN MILTON ON!

1. Slide "OFF-HI-LOW" to either HI VOLUME or LOW VOLUME. The game is now on operating power.
2. Milton introduces himself and greets you. He then says "Hey-Hey-Hey. Pick Your Play!" which means he wants you to choose a specific game to play... You press either the purple button "1" for Game 1, "2" for Game 2 or "3" for Game 3.
3. Milton then announces which game you selected by saying either "Play 1", "Play 2" or "Play 3".
4. Now Milton asks how many people will be playing the game by saying "How Many Wanna Play?". Press purple button "1" if you are playing alone. Press purple button "2" if two or more people are playing (if two people are playing, decide who plays first... Milton refers to this first player as "Number 1"; the other player plays second... Milton refers to this second player as "Number 2"); (if more than two people are playing, divide the group into two teams, decide the order of play on each team and pick one team to play first... Milton refers to this first team as "Number 1"; the other team plays second... Milton refers to this second team as "Number 2". IMPORTANT, purple button "3" is never pressed when choosing the number of players!

5. Milton then announces the number of players you selected by saying either "1 to Play..." or "2 to Play..."
6. Milton now recites 7 correctly completed three-word phrases. Listen carefully, for these are the properly put-together phrases that will be scrambled up and "un-jumbled" by you. After playing several games, you'll notice the great variety of phrase combinations... in fact, Milton has so many combinations of phrases it's like a new game every time you play!

THE ABOVE FORMAT PRECEDES EACH GAME. THE FOLLOWING INSTRUCTIONS ARE FOR EACH, INDIVIDUAL GAME:

GAME PREPARATION

GAME 1 "NICELY DONE"

FOR 2 PLAYERS: OBJECT:

Be the first player to match-up 4 of Milton's phrases correctly.

HOW TO PLAY:

The following action takes place after you listen to Milton's introductory greeting, after you press purple button "1" for Game 1, after you press purple button "2" for a two-player game and after Milton recites the 7 correctly completed three-word phrases.

1. Decide who plays first. . . he or she is referred to by Milton as "Number 1"; whoever plays second is referred to by Milton as "Number 2".
2. Milton now prompts you to play by saying "Number 1, Play" or "Number 1, Go".
3. Player Number 1 then presses any one of the top red phrase buttons and listens to the beginning half of a phrase. . . for example, he or she might hear. . . "Pluck Your".
4. From Milton's recitation of the 7 correctly completed three-word phrases, Player Number 1 is looking for the word "turkey" as the correct ending phrase.
5. Player Number 1 presses one of the bottom yellow buttons and listens to the end of a phrase. . . for example, he or she might hear. . . "eggs".
6. This is an incorrect match. Milton responds negatively by saying the match is "Garbage", "Ridiculous", "Absurd" or "No Way". Sometimes these responses are accompanied by a sarcastic laugh, a RAZZ sound or a spring-like "BOING" sound (be sure to remember the locations of incorrect matches, however, for on your next turn you might use either the beginning or end of that incorrect match to complete another match successfully).

7. A correct match could have been made. For example, Player Number 1 might have pressed a yellow phrase button that said. . . "turkey". Then Milton would respond favorably by saying "Nicely Done" or "Whoop-De-Do".
8. Player Number 1's turn is now over. Once a player presses a red phrase button and a yellow phrase button, his or her turn is over regardless if a match is correct or incorrect.
9. Milton now says "Number 2, Play" or "Number 2, Go". Player Number 2 then presses one red phrase button and then one yellow phrase button trying to match-up a correctly completed phrase.
10. Be careful not to press red phrase buttons that have already been correctly matched. If you do, you'll hear a honking horn sound signaling you that your turn is immediately over.
11. Press the green SCORE button to get the latest update of the tally (See page 3, under "Milton's Whoop-De-Do Features" for when and how to operate the SCORE button).
12. Continue to play as outlined, above. Player Number 1 and Player Number 2 alternate turns until 4 correctly matched phrases are made by one player. When this happens the game is over and Milton sounds several loud siren signals indicating the end of the game.

HOW TO WIN THE GAME:

Whoever is the first player to match-up 4 of Milton's phrases correctly wins the game. Listen carefully, Milton will announce the winner.

FOR MORE THAN 2 PLAYERS:

OBJECT:

Be the first team of players to match-up 4 of Milton's phrases correctly.

HOW TO PLAY:

1. Divide the group of players into two teams, decide the order of play on each team and pick one team to play first. The team who plays first is referred to by Milton as "Number 1"; the team who plays second is referred to by Milton as "Number 2".
2. Play exactly as in a 2 player game except players on each team alternate play so everyone has a chance to unscramble Milton's phrases and make correct matches.

FOR 1 PLAYER:

OBJECT:

Try to match-up 7 of Milton's phrases correctly in the fewest number of guesses.

HOW TO PLAY:

The following action takes place after you listen to Milton's introductory greeting, after you press purple button "1" for Game 1, after you press purple button "1" for a solo game and after Milton recites the 7 correctly completed three-word phrases.

1. Milton now prompts you to play by saying "Play" or "Go".
2. Play is the same as outlined in a 2 player game except you must match-up all 7 of Milton's phrases correctly.

3. SPECIAL FEATURE OF SOLO PLAY: Milton keeps track of how many incorrect matches you make (these errors also include pressing a red phrase button that has already been correctly matched) and evaluates your play at the end of the game. See the "How-Well-Did-You-Score" Scale, below:

If you make 7 errors or less, Milton rewards you by saying "Your Play Is Whoop-De-Do".

If you make between 8 to 15 errors, Milton rewards you by saying "Your Play Is O.K., Baby".

If you make more than 15 errors, Milton responds negatively by saying "Your Play Is Ridiculous".

AFTER EACH GAME IS OVER, MILTON AUTOMATICALLY BEGINS HIS INTRODUCTORY SPEECH AGAIN, SO YOU MAY SELECT YOUR GAME AND PLAYER OPTIONS AND BEGIN A WHOLE NEW GAME. PRESSING THE GREEN RESET BUTTON HAS EXACTLY THE SAME EFFECT. **BUT CAUTION**, IF THE GREEN RESET BUTTON IS PRESSED DURING A GAME, ALL PREVIOUS GAME PLAY IS ERASED!

GAME 2 "WHOOOP-DE-DOO"

FOR 2 PLAYERS:

OBJECT:

Be the first player to match-up 7 of Milton's phrases correctly in ONE TURN.

HOW TO PLAY:

The following action takes place after you listen to Milton's introductory greeting, after you press purple button "2" for Game 2, after you press purple button "2" for a two-player game and after Milton recites the 7 correctly completed three-word phrases.

1. Decide who plays first... he or she is referred to by Milton as "Number 1"; whoever plays second is referred to by Milton as "Number 2".
2. Milton now prompts you to play by saying "Number 1, Play" or "Number 1, Go".
3. Player Number 1 then presses any one of the top red phrase buttons and listens to the beginning half of a phrase... for example, he or she might hear... "Swat the".
4. From Milton's recitation of the 7 correctly completed phrases, Player Number 1 is looking for the word "bug" as the correct ending phrase.
5. Player Number 1 presses one of the bottom yellow phrase buttons and listens to the end of a phrase... for example, he or she might hear "milk".
6. This is an incorrect match. Milton responds negatively by saying the match is "Garbage", "Ridiculous", "Absurd" or "No Way". Sometimes these responses are accompanied by a sarcastic laugh, a RAZZ sound or a spring-like "BOING" sound (be sure to remember the locations of incorrect matches, however, for on your next turn you might

use either the beginning or end of that incorrect match to complete another match successfully).

7. A correct match could have been made. For example, Player Number 1 might have pressed a yellow phrase button that said... "bug". Then Milton would have responded favorably by saying "Nicely Done" or "Whoop-De-Doo".
8. If it is a correct match, Player Number 1 continues to play pressing first a red phrase button and then a yellow phrase button, trying to make another correctly completed phrase. **IMPORTANT**, a player only relinquishes his or her turn under two circumstances: (1) if he or she makes an incorrect match (2) or if he or she presses a red phrase button that has already been correctly matched... if this occurs, a honking horn will sound. In either instance, the player's turn is over and his or her score is reduced to zero. As soon as either player makes an incorrect match or presses a red phrase button that has been correctly matched, his or her score is erased and he or she must start all over again on the next turn trying to match all 7 phrases correctly in one turn.
9. Press the green SCORE button to get the latest update of the tally (see page 3, under "Milton's Whoop-De-Doo Features" for when and how to operate the SCORE button).
10. Play continues as above with players alternating turns when an incorrect match is made or when a red phrase button is pressed that was already matched correctly. The game continues until one player matches all 7 phrases correctly in one turn! When this happens, the game is over and Milton will sound several loud siren signals indicating the end of the game.

HOW TO WIN THE GAME:

Whoever is the first player to match-up 7 of Milton's phrases correctly in one turn wins the game. Listen carefully, Milton will announce the winner!

FOR MORE THAN 2 PLAYERS:

OBJECT:
Be the first team of players to match-up 7 of Milton's phrases correctly in ONE TURN.

HOW TO PLAY:

1. Divide the group of players into two teams, decide the order of play on each team and pick one team to play first. The team who plays first is referred to by Milton as "Number 1"; the team who plays second is referred to by Milton as "Number 2".
2. Play exactly as in a 2 player game except players on each team alternate play so everyone has a chance to unscramble Milton's phrases and make correct matches.

HOW TO PLAY:

The following action takes place after you listen to Milton's introductory greeting and press purple button "2" for Game 2, after you press purple button "1" for a solo game and after Milton recites the 7 correctly completed three-word phrases.

1. Milton now prompts you to play by saying "Play" or "Go".
2. Play is the same as outlined in a 2 player game except you must match-up all 7 of Milton's phrases correctly and CONSECUTIVELY. . .consecutively is the key—all 7 phrases must be matched correctly one right after another with no errors in between.
3. In addition to matching 7 phrases correctly and consecutively you should try to do it in the fewest number of guesses because Milton keeps track of how many incorrect matches you make (these errors also include pressing a red phrase button that has already been correctly matched). This is a SPECIAL FEATURE OF SOLO PLAY (see page 7., Game 1, Rule 3. and evaluate your play by Milton's "How-Well-Did-You-Score" Scale).

FOR 1 PLAYER:

OBJECT:

Try to match up 7 of Milton's phrases correctly and consecutively in the fewest number of guesses.

GAME 3 "SPEED'S THE KEY" FOR 2 PLAYERS:

Be the first player to match-up 4 of Milton's phrases correctly, but do it quickly, there is a time limit on your response!
HOW TO PLAY:

The following action takes place after you listen to Milton's introductory speech and press purple button "3" for Game 3, and after you press purple button "2" for a two-player game and after Milton recites 7 correctly completed three-word phrases.

1. Decide who plays first. . . he or she is referred to by Milton as "Number 1"; whoever plays second is referred to by Milton as "Number 2".
2. Milton now prompts the players to press the green GO button. Before they do this, however, each player gets a chance to press the yellow phrase buttons and to memorize the locations of all the ending phrases. Once the players do this, they press the green GO button.
3. Milton prompts you to play by saying "Number 1, Play" or "Number 1, Go".
4. Milton then quickly recites the beginning half of a phrase . . . for example, he might say. . . "Blink your".
5. Player Number 1 then tries to match the second half of that phrase correctly by remembering the location of the correct ending phrase (in this case, Player Number 1 is looking for the yellow phrase button controlling the word "eyes"). He or she then presses a yellow phrase button and listens to the ending word. **IMPORTANT**, this button must be pressed very quickly, for there is a time limit on a player's response. For example, if a player does not respond quickly and press the yellow phrase button within 2 to 3 seconds, Milton says "TIME" and gives a "RAZZ" sound indicating the end of his or her turn.
6. If Player Number 1 does make a match within the time limit but the match is incorrect, Milton responds negatively by

saying the match is "Garbage", "Ridiculous", "Absurd" or "No Way". Sometimes these responses are accompanied by a sarcastic laugh, a RAZZ sound or a spring-like BOINGG sound. (Be sure to remember the location of incorrect matches, however, for on your next turn you might use an incorrect match to complete another match successfully.)

7. If it's a correct match and in the allotted time, Milton responds favorably by saying "Nicely Done" or "Whoop-De-Do".
8. Player Number 1's turn is now over. Once a player presses a yellow phrase button, his or her turn is over regardless if a match is correct or incorrect.
9. It's now Player Number 2's turn. Milton recites the beginning half of a phrase (NOTICE, no red phrase buttons are pressed in Game 3 at all. Milton jumps right in to give you a beginning half of a phrase as soon as a match is made) and Player Number 2 presses a yellow phrase button trying to match-up a correctly completed phrase. He or she must act quickly because of the 2 to 3 second time limit!
10. REMEMBER, a player only makes one match per turn regardless if the match is correct or incorrect.
11. NOTICE, once a match is made correctly, Milton will not recite that correctly matched beginning phrase again. Also note, since no red phrase buttons are pressed in Game 3, you will not hear the honking horn sound that usually accompanies the pressing of an already correctly matched red phrase button.
12. Press the green SCORE button to get the latest update of the tally (see page 3. under "Milton's Whoop-De-Do Features" for when and how to operate the SCORE button).
13. Continue to play as outlined above. Player Number 1 and Player Number 2 alternate turns until 4 correctly matched phrases are made by one player. When this happens, the game is over and Milton sounds several loud siren signals indicating the end of the game.

HOW TO WIN THE GAME:

Whoever is the first player to match-up 4 of Milton's phrases correctly wins the game. Listen carefully, Milton will announce the winner!

FOR MORE THAN 2 PLAYERS:

Be the first team of players to match-up 4 of Milton's phrases correctly, but do it quickly, there is a time limit on your response!

HOW TO PLAY:

1. Divide the group of players into two teams, decide the order of play on each team and pick one team to play first. The team who plays first is referred to by Milton as "Number 1"; the team who plays second is referred to by Milton as "Number 2".
2. Play exactly as in a 2 player game except players on each team alternate play so everyone has a chance to unscramble Milton's phrases and make correct matches.

FOR 1 PLAYER:**OBJECT:**

Try to match-up 7 of Milton's phrases correctly and in the fewest number of guesses, but do it quickly, there is a time limit on your response!

HOW TO PLAY:

The following action takes place after you listen to Milton's introductory greeting, after you press purple button "3" for Game 3, after you press purple button "1" for a solo game and after Milton recites the 7 correctly completed three-word phrases.

1. Milton now prompts you to press the green GO button. Before you do, however, press the yellow phrase buttons to memorize the locations of all the ending phrases. Then press the GO button.
2. Play is the same as outlined in a 2 player game except you must match-up all 7 of Milton's phrases correctly.

3. As a SPECIAL FEATURE OF SOLO PLAY, Milton keeps track of how many incorrect matches you make (these errors also include how many times you got a "RAZZ" sound for not responding quickly enough). See page 7., Game 1, Rule 3. and evaluate your play by Milton's "How-Well-Did-You-Score" Scale.

HERE ARE SOME OTHER "BE-CAREFULS" ABOUT MILTON:

1. Milton console and adapter are designed for indoor use only.
2. Speaker on Milton's console is designed as an open grill and should be properly guarded against any small objects falling into it or liquids spilling into it. The same caution applies to the several air holes on the underside of the console.
3. There are no customer serviceable parts in the Milton game. Please refer to warranty on the last page of this booklet for information on how and where to send Milton for repair.
4. The adapter should not be left plugged into the wall socket when Milton is not in play. Always turn off Milton and unplug the adapter from the wall socket when you are finished playing.

90 DAY LIMITED WARRANTY ON MILTON

Electronic Milton 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.

This warranty is void if Milton 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 shall not be liable for loss of use of Milton or other incidental 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 limitation or exclusion may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, Milton will either be repaired or replaced with a reconditioned product of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned with proof of purchase date, shipping prepaid to the address listed below. In the event that Milton is replaced, the warranty on the replacement will be continued for 90 days. Make sure you return both the Milton console and its plug-in adapter.

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 shall, for a period of one year from the date of purchase, either repair your product or replace it with a reconditioned Milton on the condition that you return your product, shipping prepaid, to the address listed below along with proof of purchase date and your check or money order in the amount of \$20.00. Milton Bradley shall not be obligated to perform this service if Milton has been abused, misused, improperly serviced or damaged due to accident. Make sure you return both the Milton console and its plug-in adapter.

This toy has been designed to meet all applicable Federal Communications Commission rules. Because of this, there is very little chance that this toy could cause interference to television or radio reception. However, the FCC has asked all electronic toy manufacturers to give you the following information. If you notice interference with radio or television reception while this toy is on, move the toy away from the television or radio. If the toy is the cause of the interference, then moving the toy away from the radio or television should eliminate the problem.

MAILING INSTRUCTIONS PLEASE READ CAREFULLY AND RETAIN THIS IMPORTANT INFORMATION FOR FUTURE REFERENCE BE SURE TO RETURN BOTH THE MILTON CONSOLE AND ITS PLUG-IN ADAPTER

If the original packaging is available, repack Milton in its packing and box. If not available, wrap carefully, making sure to surround the product 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 \$20.00 and proof of purchase. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address.

Milton Bradley Company
Attn: Electronic Quality Control
***Building 104-A, Lincoln Street/Federal Square**
Springfield, MA 01105

If you are having problems with your radio or television reception, you may find the following booklet helpful:

"How to Identify and Resolve Radio-TV Interference Problems."
This booklet is available from the U.S. Government Printing Office,
Washington, D.C. 20402