



SING ALONG GAME WITH MOTHER GOOSE

Instructions

For 2 to 4 players / AGES 3 and Up

Contents

Electronic talking Mother Goose game unit, 1 plastic "demo" card, 28 plastic Nursery Rhyme cards, gameboard, Mother Goose playing piece with stand

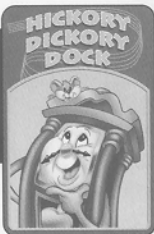
The First Time You Play

1. Remove the cards, playing piece and stand from underneath the cardboard insert. Take them out of their plastic bags, and discard the bags.
2. Slide the ON/OFF switch to the OFF position. Pull the "demo" card out of Mother Goose's book slot and discard it. Then pull the "demo" tag out of the slot on the bottom of the game unit, and discard it.
3. Fit the Mother Goose playing piece into its stand.
4. **Replace the batteries:** The batteries in this game are for demonstration purposes only, and may be weak. For best performance, we recommend that you replace them with fresh alkaline batteries before you play.

Loosen the screw on the battery compartment, located on the bottom of the game unit, and remove the door. Insert 3 AA-size batteries (we recommend alkaline), making sure to match the + and - symbols with the markings in the plastic. Then replace the door and tighten the screw.

⚠ CAUTION: TO AVOID BATTERY LEAKAGE

- Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions;
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries;
- Always remove weak or dead batteries from the product.



Hickory Dickory Dock.
The mouse ran up the clock.
The clock struck one, and down he run!
Hickory Dickory Dock.



**Jack and Jill went up the hill
To fetch a pail of water.
Jack fell down and broke his crown,
And Jill came tumbling after!**

Let's Get Ready!

1. Lay the gameboard on a flat surface. Attach the game unit to the gameboard by fitting her rubber "feet" into the gameboard holes.
2. **The Cards:** The cards feature four different Nursery Rhymes: *Hickory Dickory Dock*, *Jack and Jill*, *Twinkle, Twinkle, Little Star*, and *Humpty Dumpty*. Separate the cards into four decks (one for each Nursery Rhyme), then place each deck label-side up on any gameboard card space.
3. **The Playing Piece:** Place the Mother Goose playing piece on the START space.

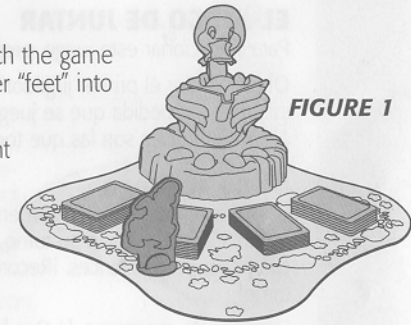


FIGURE 1

Figure 1 shows the game set up and ready to play.

Let's Play!

To start the game, slide the ON/OFF switch to the ON position. Then press any one of the four colored egg-shaped buttons. Mother Goose will greet you, then ask you to select a game. The three games are explained below.

THE SING-ALONG GAME

To select this introductory game, press the red button. The Sing-Along Game helps players familiarize themselves with the four Nursery Rhyme songs by singing along with them! The playing piece is not used in this game.

How to Play

The youngest player goes first. Play then continues to the left.

ON YOUR TURN

Mother Goose will say, "Place any card in my book and sing along." Choose any Nursery Rhyme card from the gameboard, and slide it into Mother Goose's book (label-side up or down).

Then press the card *all the way down* into the slot. Mother Goose will announce the Nursery Rhyme, and the song will play! See Figure 2.

While the song plays, everyone sings along! The lyrics to each song appear on the top or bottom of these pages.

After the song ends, Mother Goose will say, "Let's do another!" Slide the card out of the slot and replace it on the deck. Now it's the next player's turn!

Keep taking turns placing cards into Mother Goose's book to sing along with the Nursery Rhyme songs. To end the game, just press any colored button.



FIGURE 2



*Twinkle, twinkle, little star,
How I wonder what you are.*

THE COLLECT GAME

To select this game, press the blue button.

Object: Be the first player to collect one each of the four Nursery Rhyme cards. As you play, Mother Goose will keep track of the cards you've collected, and she'll know which ones you still need to collect.

How to Play

Signing in: Mother Goose will start the game by telling each player to press a button. Players, in turn, each press a different colored button. Mother Goose will call out your color as you sign in. Remember your button color, because Mother Goose will call it out when it's your turn!

After you sign in, Mother Goose will tell you the object of the game, then call out a player's color button to start playing!

ON YOUR TURN

1. Mother Goose will call out your button color, then tell you to press your button.
2. After you press your button, Mother Goose will tell you to move the playing piece one, two or three spaces, and "take that card." Move the playing piece clockwise around the gamepath the number of spaces that Mother Goose called out. *Note:* If Mother Goose tells you to move to *any* space, move the playing piece to any space you want!

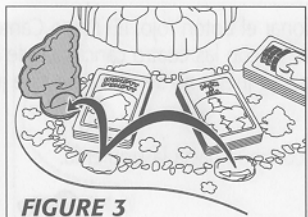


FIGURE 3

You moved 2 spaces and landed next to the Humpty Dumpty deck. Take the top card and place it in Mother Goose's book!

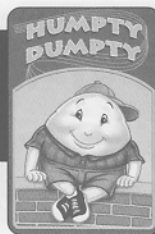
After you move, take a card from the deck closest to the space you landed on, and place it in Mother Goose's book. Figure 3 shows an example.

- If it's a card you haven't collected yet, Mother Goose will play the Nursery Rhyme song. After the song plays, slide the card out and place it in front of you. Now it's the next player's turn!
- If it's a card you've already collected, Mother Goose will tell you to place it back on the gameboard. Slide the card out and replace it on top of the deck. Better luck next time! Now it's the next player's turn!

Extra Turns: If you're lucky, Mother Goose will tell you to take another turn!

How to Win

Keep playing until one player has collected four different cards — one for each Nursery Rhyme. Mother Goose will know who won, and will announce the winner!



*Humpty Dumpty sat on a wall.
Humpty Dumpty had a great fall!
All the king's horses and all the king's men
Couldn't put Humpty together again.*

THE PAIRS GAME

To select this game, press the yellow button.

Object: Be the first player to collect 3 matching pairs of Nursery Rhyme cards. (You can collect more than one pair of the same cards: for example, one pair of *Hickory Dickory Dock* cards and two pairs of *Jack and Jill* cards; or three pairs of *Hickory Dickory Dock* cards!)

How to Play

In this game, players sign in and play just the way they do in **The Collect Game**, except that each player is trying to collect *pairs* of cards. When you collect a pair, Mother Goose will play the Nursery Rhyme. Place both cards together in front of you.

After you move, if there are no more cards left on the card space next to the playing piece, just move ahead to the next space where a card is available.

How to Win

Keep playing until one player has collected 3 matching pairs of cards. Mother Goose will know who won, and will announce the winner!

Starting a New Game

To play the same game you just played, press any button twice. To play another game, press any button only once. Mother Goose will greet you, then ask you to select a game.

Whenever you start a new game, make sure to re-stack the cards on the gameboard card spaces, and replace the playing piece on the START space.

Shutting Off the Game

When you're done playing, just slide the ON/OFF switch to the OFF position.

Automatic shutoff: If no buttons are pressed for approximately 5 minutes, Mother Goose will say, "Let's play again soon. Goodbye!" The game will then shut off.

FCC STATEMENT

This equipment 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. 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 communications. 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.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2



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with
Mother Goose