

Ages 3 to 6  
2 to 4 Players

# Old MacDonald had a farm



## CONTENTS

Gameboard, Barn Backdrop, Plastic Barn Ramp, 11 Plastic Haystack Tops, 11 Plastic Haystack Bases, 10 Baby Animal Pawns (2 each of 5 different baby animals), 1 Farmer Pawn, 5 Plastic Mommy Animals.

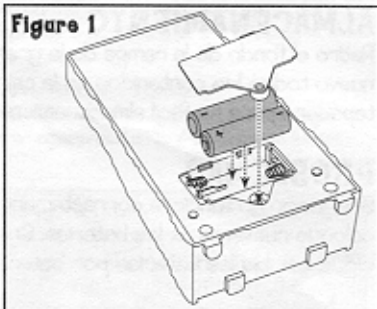
## ASSEMBLY

Carefully punch out the gameboard, barn backdrop, animal pawns and farmer pawn from the cardboard parts sheets. Remove and discard the cardboard from the four holes in the gameboard and the backdrop.

## BATTERIES

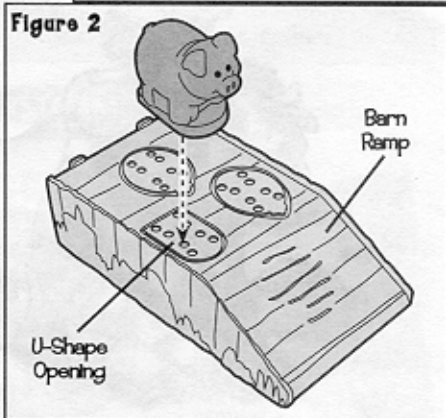
**Insert batteries:** Loosen the screw on the battery compartment, located on the underside of the barn ramp, and remove the door. Insert 2 AA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw. See Figure 1.

Figure 1



**Test Batteries:** Place the barn ramp right-side up. Put a mommy animal into the ramp's U-shaped opening as shown in Figure 2. Press the mommy animal down gently. Do not hold her down. You should hear the mommy animal's call to her baby. If you do not, your batteries may be weak or improperly installed. Check the batteries and test again.

Figure 2

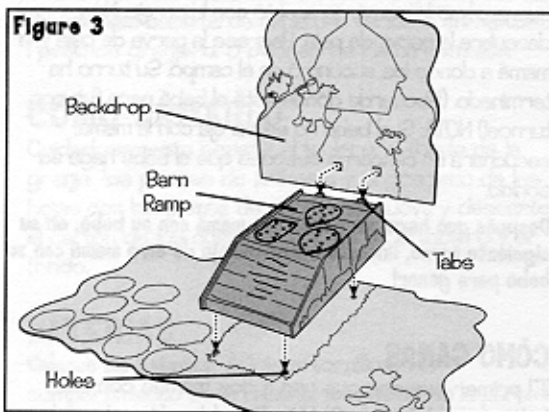


## CAUTION: TO AVOID BATTERY LEAKAGE

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

## SETUP

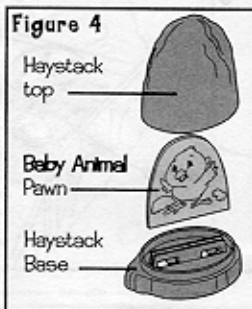
Place the barn ramp into the four holes in the gameboard, and attach the backdrop to the 4 tabs on the back of the ramp as shown in Figure 3.



Firmly insert each baby animal pawn and the farmer pawn into its matching haystack base. See Figure 4. **Important:** There are names on each base for each baby animal and the farmer (PIG, CHICK, LAMB, COLT, CALF, FARMER). Be sure to match up each pawn and base correctly.

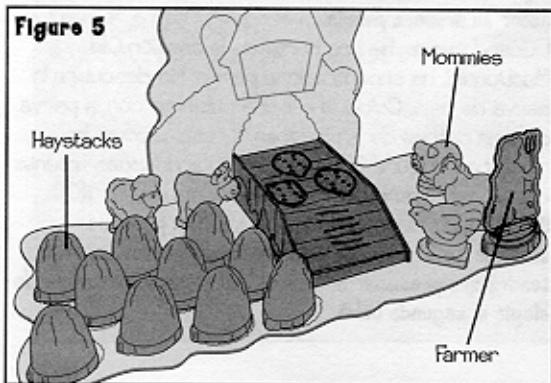
Cover the baby animal pawns with plastic haystack tops. See Figure 4. Note: You will have 1 extra haystack top. Set it aside.

Mix up the covered haystacks and place them on the haystack spaces on the gameboard. Also, place the mommies and the farmer on the gameboard as shown in Figure 5.



## Listen to the Sounds!

Before you play, you may want to learn each animal's special sound by following Steps 1 & 2 in the GAME FOR BEGINNERS. Although the baby animals sound similar to their mommies, they are slightly different. Listen to the sound each mommy and baby makes. Once you know which babies match which mommies, you're ready to play!



## GAME FOR BEGINNERS

### OBJECT

Match a mommy to one of her babies. Be the first player to make 2 matches and win!

### HOW TO PLAY

Youngest player goes first. Play then passes to the left.

### On Your Turn

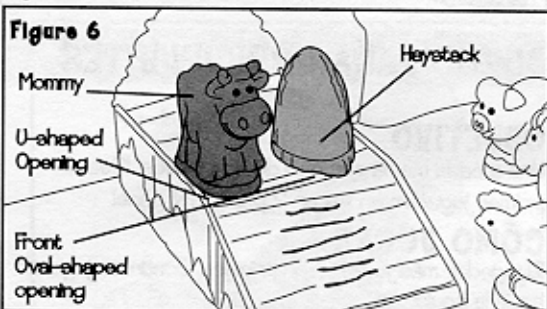
Do the following two steps:

#### Step 1. Pick a Mommy & Listen!

Choose any mommy and place her into the ramp's U-shaped opening. Gently press down to hear her call to her baby! See Figure 6.

#### Step 2. Choose a Haystack & Listen!

Pick a haystack from the field and place it into the ramp's front oval-shaped opening next to the mommy. Gently press down to hear who's hiding inside! See Figure 6.



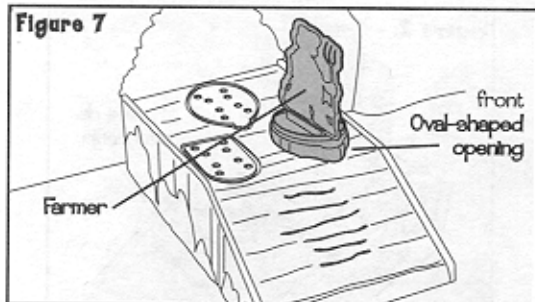
**It's my Mommy!** If the baby in the haystack belongs to the mommy, you made a match and will hear a part of the Old MacDonald song! (To interrupt the song, gently press the haystack down a second time.) Uncover the haystack to see the baby and place both the mommy and her baby near you. Your turn is then over.

**That's not my Mommy!** If the baby in the haystack does not sound like the mommy, you did not make a match. Do not uncover the haystack. Return the haystack and the mommy to where you found them on the fields. Your turn is over. (Remember where that baby is for future turns!) **NOTE:** If the baby does not match the mommy, you will hear a cowbell after the baby makes its sound.

After you match one mommy and baby, then on your next turn, try to match another mommy and baby to win!

### HOW TO WIN

The first player to match two mommies to their babies wins! Pick up Old MacDonald, place him into the front oval-shaped opening as shown in Figure 7, and gently press down. Now join in with Old MacDonald as he sings this familiar nursery rhyme. **NOTE:** To interrupt the song, gently press Old MacDonald a second time.



## GAME FOR ADVANCED PLAYERS

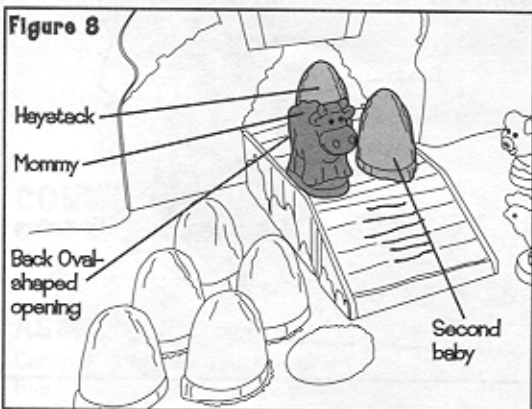
### OBJECT

Match a mommy to both of her babies. Be the first player to make 2 such matches and win!

### HOW TO PLAY

Youngest player goes first. Play then passes to the left.

Follow Steps 1 & 2 in the **GAME FOR BEGINNERS** to make your first match.



1. When you hear a part of the Old MacDonald song, you have made a match. Do not uncover the haystack. Place the haystack-covered baby behind the mommy on the ramp as shown in Figure 8. Then immediately try to find that same mommy's other baby! **IMPORTANT NOTE:** To interrupt the song, gently press the haystack a second time. You will also need to press the mommy animal a second time before choosing the second baby animal.

2. If you make a second match, collect the mommy and her two babies (for example, the mommy sheep and her two baby lambs) and place them near you. Uncover both haystacks to see the babies. Your turn is then over.

3. If you do not make a second match, return all 3 animals to the gameboard and try again on your next turn.

After you match two babies to a mommy, on your next turn, try to match two more babies to another mommy to win!

## HOW TO WIN

The first player to match two pairs of babies to their mommies wins! Pick up Old MacDonald, place him into the front oval-shaped opening as shown in Figure 7, and gently press down. Now join in with Old MacDonald as he sings this familiar nursery rhyme.

**NOTE:** To interrupt the song, gently press Old MacDonald a second time.

## RE STORAGE

- Remove the backdrop from the barn ramp. Return all contents to the box and close the lid for easy storage.

- Remove batteries for extended storage

## TROUBLESHOOTING

If the game does not operate properly, remove and reinsert the batteries. If the problem continues, replace the batteries with new ones.

## 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 television or radio reception. However, there is no guarantee that interference will not occur in a particular installation. If this game 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:  
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 PRINTED IN U.S.A. 41479-1

