

Old MacDonald had a farm Game

Electronic Hand Held

PLAY GUIDE
FOR 1 PLAYER / AGES 3+



IMPORTANT!

If this game malfunctions, press the RESET button; or remove and reinsert the batteries; or try a new batteries.

Object

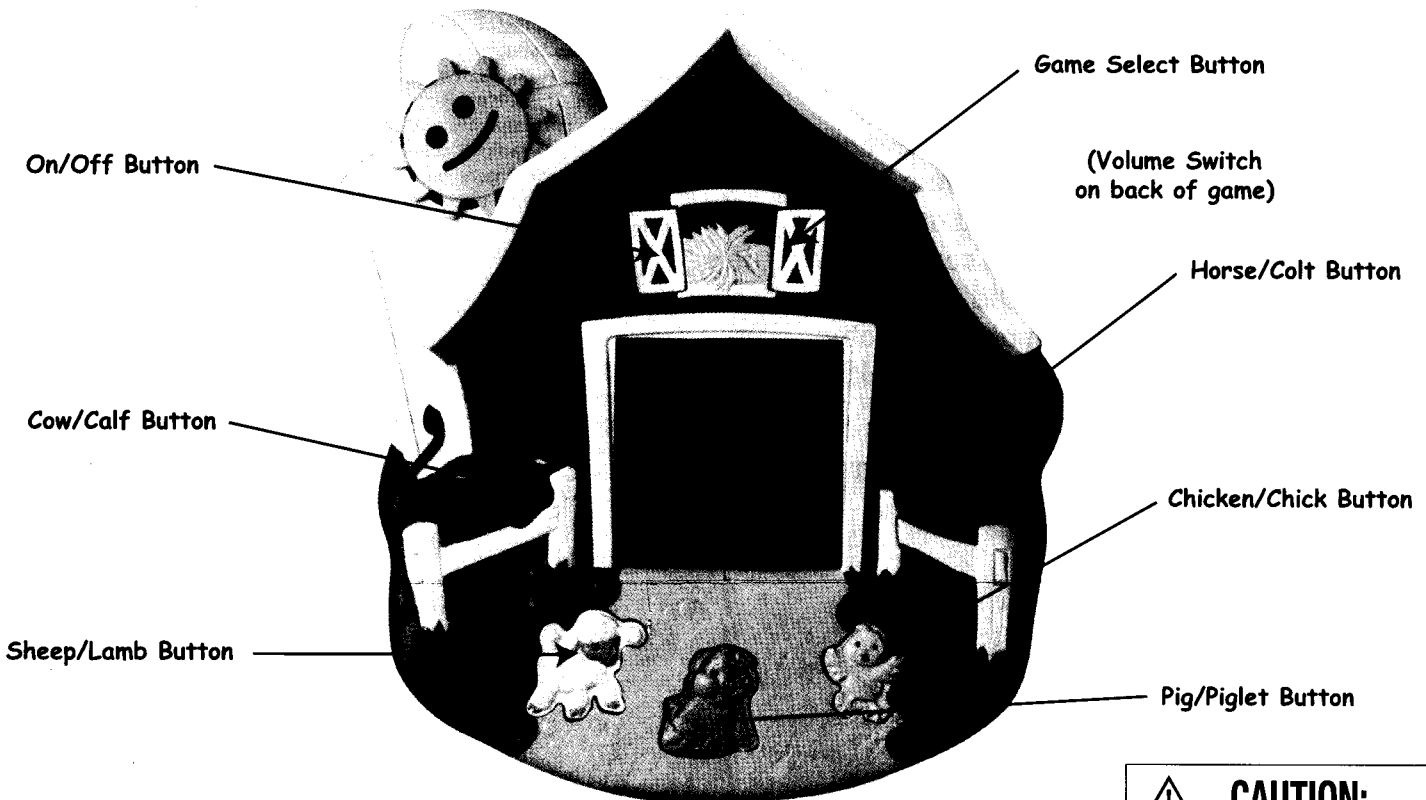
Find the animals in Old MacDonald's barn in 3 fun games:
Meet the Animals, Find the Baby, and Match the Sound.

Contents

Electronic hand-held farm

It's a Barn Full of Fun!

Old MacDonald had a farm, with lots of animals in his barn!
In 3 fun games, he'll help your child find them all by sight and sound, and find the babies that match their mommies!



The First Time You Play

Replace the batteries: The batteries in your game are for demonstration purposes only, so you may need to replace them with fresh ones before you play. To replace the batteries, loosen the screw on the battery compartment door, located on the back of the unit, and remove the door. Insert 3 "AAA" batteries (we recommend alkaline), making sure to match the + and - symbols with the ones in the plastic. Then replace the door and tighten the screw.



CAUTION:

- 1) As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.
- 2) Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions.
- 3) Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

Let's Play!

Set the Volume. Before you begin (or at any other time), you may adjust the sound level by sliding the Volume switch (on the back of the game) to HIGH or LOW.

Come visit the barn! Press the ON/OFF button. The barn will appear on the screen, and Old MacDonald will say "Let's play!" Now you're ready to play Meet the Animals, followed by Find the Baby and Match the Sound. But you can choose any game at any time, by pressing the Game Select button.

MEET THE ANIMALS!

In this introductory game, the barn doors open briefly to show each animal inside, one by one. Your child can press any animal button at any time to hear that animal's song, watch it play inside the barn, and listen to its special sound.

As your child becomes more familiar with each animal, he or she can try to press the matching button for each animal that appears through the barn doors. Once your child has pressed 5 animal buttons, the game ends and the Find the Baby game begins.

FIND THE BABY!

Now that your child is familiar with the animals, this game asks him or her to find their babies. Your child must press the matching animal button to hear that baby animal's song, watch it play, and listen to its sound. Old MacDonald will also say the name for each animal's baby; for example, the cow's baby is called a calf.

When your child has matched all 5 babies to their mommies, the game ends and the Match the Sound game begins.

MATCH THE SOUND!

After playing the first two games, your child can try finding the mommies by sound only. After hearing the mommy's sound, your child must press the matching animal's button to hear the baby's sound, hear its song and watch it play.

When your child has matched all 5 animal sounds, the game ends and the Meet the Animals game begins. If you want to play a different game, press GAME SELECT Button.

Done Playing for Now?

When you're done playing, press the ON/OFF button. Old MacDonald will say "Good-bye now!" and the game will shut off.

Automatic shutoff: If no buttons are pressed for one minute, the game will automatically shut off. To start up the game again, just press the ON/OFF button.

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

