

Beethoven's 2nd

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Beethoven™ and Missy's puppies—Mo, Dolly, Chubby and Tchaikovsky—are on the loose again and they're tearing around the yard, tearing up everything in their path! Your job is to collect all four puppies in your color, get them back into your color doghouse—and keep them out of the Kennel!

OBJECT

To be the first player to collect his or her four puppies.

EQUIPMENT

- BEETHOVEN'S 2ND™ game board
- 3-D house backdrop and Beethoven and Missy cutout
- 4 doghouses
- 17 circular disks (4 of each puppy on 4 different color backgrounds, plus 1 Regina)
- 4 character movers
- Spinner

ASSEMBLY

Punch out the House backdrop pieces and assemble as indicated on the pieces.

SETUP

1. Turn all 17 disks with the paw print side UP. Mix them up in the middle of the game board, inside the track.
2. Select a mover and the doghouse that matches its color.
3. Put your doghouse in front of you. Insert your mover into a plastic stand and place it on START on the game board.
4. The youngest player goes first, and play passes to the left.

For 2 to 4 Players / Ages 4 and Up

GAME PLAY

On your turn:

- Spin the spinner. Move your mover onto the track and, going clockwise, move that many spaces. Count only the empty spaces—jump over anybody in your way!
- What you do next depends on what space you land on.

The Board Spaces

Paw Print: If you land on a puppy paw print, turn over any one disk on the board. Show the disk to all players.

- If it's **not your color**, put it back, face down, after you've shown it to everybody else.
- If it is **your color**, take it, go "WOOF!" like a puppy, and put it on your doghouse, under the matching name. **Note:** You must remember to WOOF! before the next player spins the spinner; if you forget and you're caught, you must put your newly-won disk back on the board.

- If the disk you turn over is that nasty neighbor **Regina**, you must mix up all the disks on the board!

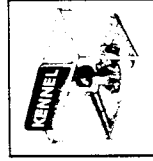
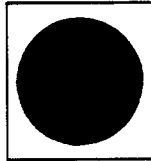
Kennel: If you land here, take any disk off the board, turn it puppy-side-up, and put the poor little thing into the Kennel at the corner of the board. As the game goes on, the Kennel may get very crowded!

Note: Only puppies go in the Kennel! If you land on a Kennel space and turn over Regina, your turn ends; put Regina back face down on the board.

Beethoven and Missy: If you land on them, free all the puppies in the Kennel! Take any of your own puppies and put them in your doghouse....remember to go "WOOF!" for each one you take. Then put any remaining puppy disks back inside the track. **Hint:** Everybody, watch to see where your own color puppy is placed so you can find it on your next turn!

WINNING THE GAME

The first player who collects all four puppy disks that belong in his/her doghouse wins the game. Now everybody go "WOOF! WOOF! WOOF!" to welcome the puppies home!



We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

Beethoven's 2nd
Game
Proof of Purchase