



**Care  
Bears™**

# **TOUCHING TUNES:™**

## **Magical Musical Game**

Everyone knows the Care Bears™\*—that irresistible collection of little Bears who come from a place high above the rainbows called Care-A-Lot.™\*

And most everyone knows that the Care Bears have a special purpose: to help others express emotions and feelings!

One way that the Care Bears spread their good feelings is with the Touching Tunes Magical, Musical Game. When you play any one of these 6 fun-filled games, you'll discover the joy of music—the thrill of chance—and the good feeling that comes from lending others a helping hand.

So come on and join the Care Bears and share the musical magic of Touching Tunes!

## ABOUT YOUR TOUCHING TUNES ELECTRONIC GAME BOARD

Before you begin playing Touching Tunes Magical, Musical Game, please read through the following information on how to use and care for this electronic game board.

### Inserting Batteries

**A.** Remove the battery cover located at the base of the game unit. To do so, pinch the tab with your fingers and pull the cover toward you.

**B.** Install 4 AA size batteries, alternating positive (+) and negative (-) posts as shown on the floor of the battery compartment.

**C.** Replace the cover. To do so, slide the back of the cover into the 2 slots and press down until the tab snaps into place.

### BATTERY CARE

To extend the life of the batteries, always remove them when storing the game for long periods of time.

To prevent battery leakage, and consequent damage to the unit, **immediately** remove any battery that you suspect to be defective.

### BATTERY REPLACEMENT

All batteries must eventually be replaced. Therefore, if you ever find that your Touching Tunes electronic game board is not working properly, you may need new batteries.

Weak batteries, for example, cause a continuous beeping sound, or songs may intermittently stop and start. If this happens, replace the batteries. If any problems occur with new batteries, check to make sure you've installed them correctly.

### TURNING THE UNIT ON

To turn your Touching Tunes game board on, move the ON/OFF switch located on the side of the unit to the ON position. Upon doing so, the DEMONSTRATION MODE will begin playing all 6 songs. The songs are:

- Twinkle, Twinkle Little Star
- Rock-A-Bye Baby
- Happy Birthday to You
- This Old Man
- Charge Theme (the "good" song)
- Na-Na-Na-Na-Na-Na (the "bad" song)

Let the songs continue to play until all the players have had a chance to become familiar with the tunes. To stop the DEMONSTRATION MODE, and to begin playing any of the 6 Care Bear games, follow the instructions below.

### STOPPING THE DEMONSTRATION MODE

Each time you turn the Touching Tunes unit ON, the DEMONSTRATION MODE will begin. To stop the music from playing, follow these steps:

**1.** Touch one finger to the circle located in the center of the board.

**2.** While keeping a finger on the center circle, touch another finger to any one of the 4 corner circles on the board.

**3.** Hold both fingers in place until the music stops playing.

Once the music stops, you are ready to begin playing a game.

## PROPER CARE OF GAME BOARD

The Touching Tunes electronic game board is made of delicate electronic parts. To ensure proper operation:

**A.** Never take the game unit apart, whether the unit is ON or OFF.

**B.** Keep the game unit dry and away from any moisture when operating or storing.

**C.** Don't drop, jolt, or treat the game unit roughly.

**D.** Don't use a pencil or pen to touch the circles on the game board—use your fingers **ONLY**.

### REMINDER THAT UNIT IS ON

Whenever the Touching Tunes unit is ON, and the board is not touched for more than 1 minute, the DEMONSTRATION MODE will begin again.

If this happens while a game is being played, simply follow the steps for STOPPING THE DEMONSTRATION MODE and continue playing as usual.

If no one is playing a game, the DEMONSTRATION MODE will serve as a reminder that the unit was left ON and should be turned OFF.

### SET UP

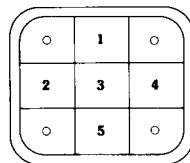
For each of the 6 Care Bear games, follow these basic instructions described below.

Please refer to these steps before playing each game; as they are not repeated in the game rules.

**1.** Place the Touching Tunes electronic game board into the center of the playing area.

**2.** Place the correct game board insert on top of the game board so that the insert's cutouts fit over the extended plastic posts. **NOTE:** each game board insert is numbered. See the **EQUIPMENT** section listed under each game for the correct numbered insert needed for that game.

**3.** Follow the instructions under each game for placing cards, tokens, or chips onto the game board. **NOTE:** certain rules may refer to the 5 sections of the game board. This diagram illustrates those 5 sections.



**4.** Each player takes a song card and places it **FACE UP** in front of him or her. **NOTE:** for a 2-player game, both players take 2 song cards. Depending on the game, a player (a) wins a card, (b) wins a letter chip, or (c) moves ahead on the path when either one of his or her 2 songs play. For a 3-player game, each player takes 1 song card. The song card not selected is set aside, out of the game. Whenever this song plays, all players should ignore it.

**5.** Move the Touching Tunes electronic game board switch to the ON position. Follow the steps for stopping the DEMONSTRATION MODE once everyone is ready to begin playing (see **DEMONSTRATION MODE** section).

**6.** The youngest player goes first. Play then passes, in turn, to the **LEFT**. **NOTE:** to keep track of turns, slide the Touching Tunes game board closer to the player whose turn it is.

You are now ready to begin playing any one of the 6 Care Bear Touching Tunes games. Simply follow the rules listed under each game.

# COLOR ME CARE BEAR

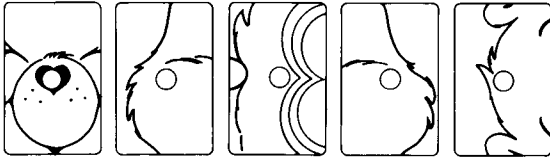
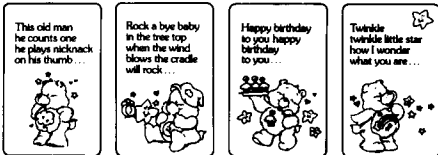
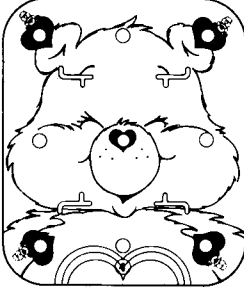
For 2 to 4 players/Ages 4 to 6

## OBJECT

Be the first player to make a complete Care Bear face by collecting all 5 parts (cards) of the face.

## EQUIPMENT

- Touching Tunes electronic game board
- game board insert #4
- 4 song cards
- 20 Care Bear face cards (4 each of 5 parts of the Care Bear face that matches insert #4)



## SET UP

Follow the steps described in the **SET UP** section located **at** the beginning of these rules. For Step #3, **do** the following:

3. Place 4 cards into each of the 5 sections of the game board so that each card matches that part of the game board insert; forming a complete Care Bear face. **BE SURE THAT ALL THE CARDS ARE FACE UP.**

## PLAYING

On your turn, do the following:

1. Choose any one of the other players to help you win a card.
2. Touch a finger through the hole of the card you want to win (that you need to complete a bear face) and leave it there.
3. Ask the player you've chosen to help you to lend a helping hand by touching a finger to the **CORNER CIRCLE NEAREST TO HIM OR HER** and leaving it there.
4. Then, touch your "helper's" free hand with your free hand.

One of the 6 songs will play. Depending upon the song, the following things will happen:

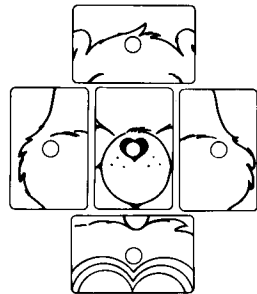
- A. If the Song matches your song card, take the card you were touching.
  - B. If the song matches any other player's song card, besides yours, that player takes the card **OF HIS OR HER CHOICE** off the board.
  - C. If the "good" song plays, you take the card you were touching.
  - D. If the "bad" song plays, your "helper" takes a card **OF HIS OR HER CHOICE** off the board.
5. This ends your turn. Play passes to the **LEFT**.

Each time you win a card, place it **FACE UP** in front of you. Be sure to place the cards in the correct position so it will be easy to see what cards are needed to complete a Care Bear face.

Each player follows the steps described above on his or her turn. Remember to slide the game board closer to the player whose turn it is in order to keep track of the playing order.

## END OF GAME and WINNING

The game ends when one player collects all 5 cards and completes a Care Bear face. The player to do this is the winner!



# CARE BEAR COLLECTION

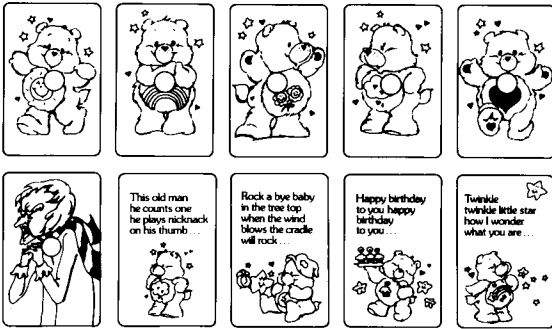
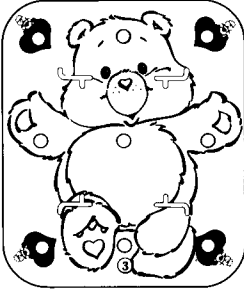
For 2 to 4 players/Ages 4 to 6

## OBJECT

Be the first player to collect all 5 different Care Bears—one of each color—and not be left holding the Dr. Cold Heart card.

## EQUIPMENT

- Touching Tunes electronic game board
- game board insert #3
- 21 Care Bear cards (4 each of 5 complete Care Bears and 1 Dr. Cold Heart cards)
- 4 song cards



## SET UP

Follow the steps described in the **SET UP** section located at the beginning of these rules. For step #3, do the following:

3. Shuffle all 20 Care Bear cards and place 4 cards into each of the 5 sections of the game board. **BE SURE THAT ALL ARE CARE BEAR-SIDE UP.**

Place the 1 Dr. Cold Heart card into the center of the board, on top of the middle 4 Care Bear cards.

## PLAYING

On your turn, do the following:

1. Choose any one of the other players to help you win a card.
2. Touch a finger through the hole of the card you want to win and leave it there.
3. Ask your "helper" to lend a helping hand by touching a finger to the **CORNER CIRCLE NEAREST TO HIM OR HER** and leaving it there.
4. Then, touch your "helper's" free hand with your free hand.

One of the 6 songs will play. Depending upon the song, the following things happen:

- A. If the song matches your song card, take the card you were touching and place it **FACE UP** in front of you.
- B. If the song matches any other player's song card, besides yours, that player takes the card you were touching and places it **FACE UP** in front of him or her.
- C. If the "good" song plays, take the card you were touching and place it **FACE UP** in front of you. In addition, take 1 card from any other player, if there are any, and place it **FACE UP** in front of you.
- D. If the "bad" song plays, you **MUST** take the Dr. Cold Heart card from either the center of the game board, or from the player who is holding it and place it **FACE UP** in front of you. You must keep it there until the "bad" song plays again. When it does, pass the Dr. Cold Heart card to the player whose turn it is when the song plays.

6. This ends your turn. Play passes to the **LEFT**.

As each player wins a card, he or she places it **FACE UP** in front of him or her. By doing this, each player can see what cards are needed to win the game.

Each player follows the steps described above on his or her turn. Remember to slide the game board closer to the player whose turn it is in order to keep track of turns.

## END OF GAME and WINNING

The game ends when one player has collected all 5 Care Bears—one of each color—and is not left holding the Dr. Cold Heart card. The player who does this is the winner.

# RACE TO CARE-A-LOT

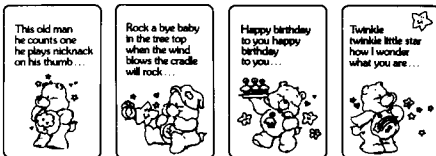
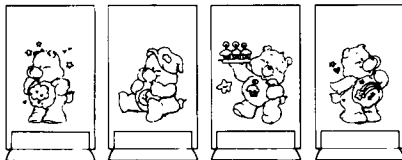
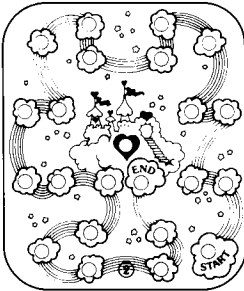
For 2 to 4 players/Ages 4 to 6

## OBJECT

Be the first player to reach the Care Bear's Castle at the end of the path by moving your token ahead one space, or to the head of the line, each time your song plays.

## EQUIPMENT

- Touching Tunes electronic game board
- game board insert #2
- 4 Care Bear tokens with plastic bases
- 4 song cards



## SET UP

Follow the steps described in the **SET UP** section located at the beginning of these rules. For steps #3 and #4, do the following:

**3.** Remove the 4 Care Bear tokens from the perforated sheet. Fold each token along the dotted line and slide it into the plastic base. Each player chooses a token and places it onto the game board near the **START** space.

**4.** Each player takes the song card that matches the Care Bear on his or her token, and places it **FACE UP** in front of him or her.

**NOTE:** For a 2-player game, both players take 2 song cards—one that matches each player's token, and one that doesn't. During the game, each player can move ahead when either one of his or her 2 songs play. For a 3-player game, each player takes 1 song card. The 1 song card not selected is set aside, out of the game. When this song plays, no one moves ahead on the path.

## PLAYING

On your turn, do the following:

- 1.** Choose any one of the other players to help you move ahead on the path.
- 2.** Touch a finger to the next available open circle on the path and leave it there.
- 3.** Ask your "helper" to lend a helping hand by touching a finger to the circle marked **START** and leaving it there.
- 4.** Then, touch your "helper's" free hand with your free hand.

One of the 6 songs will play. Depending upon the song, the following things will happen:

**A.** If the song matches your song card, move your token *AHEAD OF EVERYONE ELSE'S AND PLACE IT ONTO THE NEXT AVAILABLE OPEN SPACE ON THE BOARD.*

**B.** If the song matches any other player's song card, that player moves his or her token *AHEAD OF EVERYONE ELSE'S AND PLACES IT ONTO THE NEXT AVAILABLE OPEN SPACE ON THE BOARD.*

**C.** If the "good" song plays, move your token *AHEAD OF EVERYONE ELSE'S AND PLACE IT ONTO THE NEXT AVAILABLE OPEN SPACE ON THE BOARD.*

**D.** If the "bad" song plays, you must move your token *TO THE SPACE BEHIND EVERYONE ELSE'S TOKEN.*

**5.** This ends your turn. Play passes to the **LEFT.**

Each player follows the steps described above on his or her turn. Remember to slide the game board closer to the player whose turn it is in order to keep track of turns.

## END OF GAME and WINNING

The game ends when one player reaches the Care Bear's Castle at the end of the path in Care-A-Lot. The first player to do this is the winner!

# BIRTHDAY BEAR BUDDIES

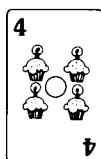
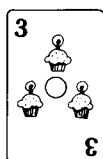
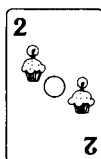
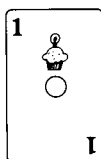
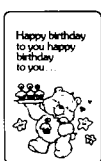
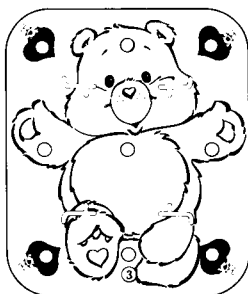
For 2 to 4 players/Ages 6 to 8

## OBJECT

Be the first player to collect **EXACTLY 16** Birthday Cakes—no more, no less—by winning “Birthday Cake” cards whenever you hear your song.

## EQUIPMENT

- Touching Tunes electronic game board
- game board insert #3
- 4 song cards
- 25 Birthday Cake cards (5 each of numbers 1 through 5)



## SET UP

Follow the steps described in the **SET UP** section located at the beginning of these rules. For step #3, do the following:

**3.** Shuffle all 25 Birthday Cake cards and place 5 cards into each of the 5 sections of the game board. **BE SURE THAT ALL ARE BIRTHDAY CAKE-SIDE UP.**

## PLAYING

On your turn, do the following:

1. Choose any one of the other players to help you win a card.
2. Touch a finger through the hole of the card you want to win and leave it there.
3. Ask the player you've chosen to help you to lend a helping hand by touching a finger to the **CORNER CIRCLE NEAREST TO HIM OR HER** and leaving it there.
4. Then, touch your “helper's” free hand with your free hand.

One of the 6 songs will play. Depending upon the song, the following things happen:

- A. If the song matches your song card, take the card you were touching.
- B. If the song matches any other player's song card, besides yours, that player wins the card.
- C. If the “good” song plays, you take the card you were touching. In addition, do one of the following things:
  - a. Give one of your cards to any other player, **OR**
  - b. Take 1 card from any player of your choice (see **STRATEGY HINT** section).

**D.** If the “bad” song plays, your “helper” takes the card you were touching. In addition, your “helper” does one of the following things:

- a. Gives one card to any player of his or her choice, **OR**
  - b. Takes a card from any player of his or her choice.
- 5.** This ends your turn. Play passes to the **LEFT**.

Each time you win a card, place it **FACE UP** in front of you so that all the cards can be seen. By doing this, you can see how many more Birthday Cakes you need to win.

Each player follows the steps described above on his or her turn. Remember to slide the game board closer to the player whose turn it is in order to keep track of the player order.

## END OF GAME and WINNING

The game ends when one player collects **EXACTLY 16** birthday cakes—no more, no less.

Each player counts the number of birthday cakes on the cards he or she has won. The player who has **EXACTLY 16** birthday cakes wins the game!

If two or more players reach 16 birthday cakes at the same time—it's a tie—and everyone wins!

## STRATEGY HINT

Whenever you give a card to another player, try to give one that will cause the player to “go over” 16 birthday cakes.

Likewise, when you take a card from another player, try to take one that will help you reach exactly 16 birthday cakes.

PROOF OF PURCHASE  
CARE BEAR  
TOUCHING  
TUNES

# THE CARE BEAR FIVE

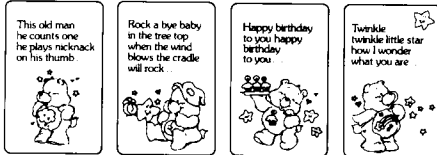
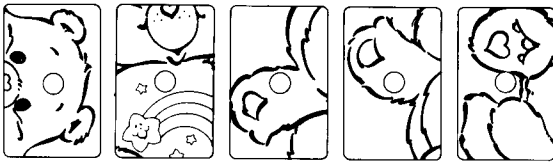
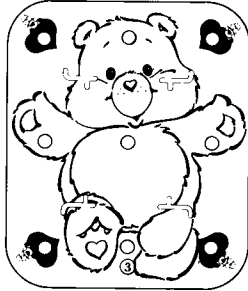
For 2 to 4 players/Ages 6 to 8

## OBJECT

To complete a picture of a Care Bear by winning all the same color cards, or a combination of colors.

## EQUIPMENT

- Touching Tunes electronic game board
- game board insert #3
- 25 Care Bear cards (5 colors each of 5 different Care Bear parts that match the Care Bear outline on the insert)
- 4 song cards



## SET UP

Follow the steps described in the **SET UP** section located at the beginning of these rules. For step #3, do the following:

**3.A** Place 5 cards into each of the 5 sections of the game board so that each card matches the same part of the Care Bear on the insert.

**BE SURE THAT ALL THE CARDS ARE FACE UP.**

**NOTE:** for a 2-player game, use only 15 cards; or 3 different color Care Bears. Set the rest aside, out of the game. For a 3-player game, use 20 cards; or 4 complete sets of cards that make up 4 different color Care Bears. Set the rest aside.

**3.B** Each player picks one of the 5 Care Bears—either by color or tummy graphic—and announces it aloud. **THIS IS THE CARE BEAR OF WHICH EACH PLAYER MUST TRY TO WIN ALL 5 PARTS.** The Care Bear which is not selected becomes the “wild” color Care Bear. Players may win these “wild” Care Bear parts and use the cards to complete their Care Bear picture.

## PLAYING

On your turn, do the following:

1. Choose any one of the other players to help you win a card.
2. Touch a finger through the hole of the card you want to win and leave it there. **NOTE:** if, on your turn, there are no “wild” color cards or your own color cards on the top of any of the 5 sections, you **MUST** say, “I pass,” and forfeit your turn.
3. Ask your “helper” to lend a helping hand by touching a finger to the **CORNER CIRCLE**

**NEAREST TO HIM OR HER** and leaving it there.

**4.** Touch your “helper’s” free hand with your free hand.

One of the 6 songs will play. Depending upon the song, the following things happen:

**A.** If the song matches your song card, take the card you were touching and place it **FACE UP** in front of you.

**B.** If the song matches any other player’s song card, besides yours, that player takes the card you were touching and places it **FACE UP** in front of him or her.

**C.** If the “good” song plays, you take the card you were touching and place it **FACE UP** in front of you. In addition, take 1 card from any other player and place it **FACE UP** in front of you. **YOU MAY NOT TAKE A CARD FROM A PLAYER IF IT IS THE COLOR THE PLAYER PICKED AT THE BEGINNING OF THE GAME.**

**D.** If the “bad” song plays, your “helper” takes the card you were touching and places it **FACE UP** in front of him or her. In addition, your “helper” takes one card of his or her choice off the board and places it **FACE UP** in front of him or her. **YOUR “HELPER” MAY NOT TAKE A CARD IF IT IS THE COLOR A PLAYER PICKED AT THE BEGINNING OF THE GAME.**

**5.** This ends your turn. Play passes to the **LEFT**.

As each player wins a card, he or she places it **FACE UP** in front of him or her. By doing this, each player can see what cards are needed to complete his or her Care Bear picture.

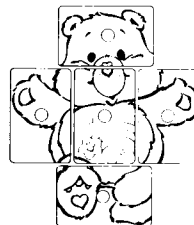
Each player follows the steps described above on his or her turn. Remember to slide the game board closer to the player whose turn it is in order to keep track of turns.

## END OF GAME and WINNING

The game ends when one player wins all 5 parts needed to complete his or her Care Bear. The parts must be in all the same color that the player picked at the beginning of the game—all the same color as the “wild” color—or a combination of the “wild” color and the color the player picked at the beginning of the game. The first player to do this is the winner.

## STRATEGY HINT

If, on your turn, the card you need is not on top of any of the 5 card piles, try to win a “wild” color card that another player needs. Even though you do not need this card, you can slow down an opponent by taking it.



# CARE BEAR ALL-STAR SPELL-OFF

For 2 to 4 players/Ages 6 to 8

## OBJECT

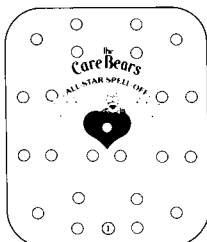
Be the first player to either C-A-R-E OR B-E-A-R by winning the correct letter chips whenever your song is heard.

## EQUIPMENT

- Touching Tunes electronic game board
- game board insert #1
- 22 Care Bear letter chips (3 "B," 3 "C," 5 "E," 6 "A," and 5 "R" letter chips)
- 4 song cards



C B E A R



## SET UP

Follow the steps described in the **SET UP** section located at the beginning of these rules.

For step #3, do the following:

3. Carefully remove all 22 Care Bear letter chips from the perforated sheet. Randomly place all 22 letter chips, **FACE DOWN**, onto the game board by placing 1 on top of each of the 22 circles. **DO NOT PLACE A CHIP ONTO THE CENTER CIRCLE.**

## PLAYING

On your turn, do the following:

1. Choose any one of the other players to help you win a letter chip.
2. Turn over any one of the letter chips on the board and place it **FACE UP** next to the circle it was covering.
3. Then, touch a finger to the circle the letter chip was covering and leave it there.
4. Ask your "helper" to lend a helping hand by touching a finger to the **CIRCLE IN THE MIDDLE OF THE GAME BOARD** and leaving it there.
5. Touch your "helper's" free hand with your free hand.

One of the 6 songs will play. Depending upon the song, the following things happen:

- A. If the song matches your song card, take the letter chip you turned over and place it **FACE DOWN** in front of you.
- B. If the song matches any other player's song card, **THE LETTER CHIP IS RETURNED, FACE DOWN, TO THE SAME POSITION ON THE BOARD FROM WHICH IT WAS TURNED OVER.**
- C. If the "good" song plays, you keep the letter chip you turned over and place it **FACE DOWN** in front of you. In addition, you may take 1 letter chip from any other player **WITHOUT LOOKING AT IT FIRST**. Then, look at the chip before placing it **FACE DOWN** in front of you.
- D. If the "bad" song plays, your "helper" takes the letter chip you were trying to win and places it **FACE DOWN** in front of him or her. In addition, your "helper" may take a letter chip

from any other player, **WITHOUT LOOKING AT IT FIRST**, and place it **FACE DOWN** in front of him or her.

6. This ends your turn. Play passes to the **LEFT**.

Each player follows the steps described above on his or her turn. Remember to slide the game board closer to the player whose turn it is in order to keep track of the player order.

**NOTE:** each player must place his or her letter chips **FACE DOWN** in front of him or her so no one else can see them. However, each player may turn over and look at his or her **OWN** letter chips any time during the game.

## END OF GAME and WINNING

The game ends when one player is the first to spell either C-A-R-E or B-E-A-R. The player who does this must turn over his or her letter chips so everyone can see them. If the spelling is correct, this player is the winner!

## 180-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

### CONDITIONS:

1. Proof of Purchase: The retail sales receipt or other proof of purchase must be provided.
2. Proper Delivery: The product must be shipped, prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.

3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

### REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED; AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

## PARKER BROTHERS

We will be happy to answer your questions or comments about CARE BEAR TOUCHING TUNES. Write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915

In Australia and New Zealand: Toltos Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015

In the United Kingdom: Paltroy Company, Owen Street, Coalville, Leicester LE6 2DE England.