

Disney's THE HUNCHBACK OF NOTRE DAME

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Electronic Talking Board Game

For 2 to 4 players / Ages 3 to 6

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OBJECT

To be the first player to find and rescue Esmeralda by moving your playing piece to the space she is on—or moving her to the space you are on! Her future depends on what you hear...

ASSEMBLY

To construct the 3-D game board, refer to the photo on the package and the drawing on the back of this sheet.

EQUIPMENT

Sound module • Game board • Cardboard sheet with scenery: Notre Dame Cathedral and Buildings
• White plastic stands for scenery and movers
• Talisman spinner

SETUP

1. Place the spinner to the side of the board.
2. The youngest player places Esmeralda, in her mover stand, on any space with her picture on it.
3. Each player picks a playing piece, inserts it in a stand, and places it on Start.

Note: Start is the only space on the track that may be occupied by more than one playing piece at the same time.

4. **Sound module:** To familiarize yourselves with the characters and the sounds that go with them, press the six characters' pictures. You'll hear Quasimodo and the tinkling Talisman, Esmeralda, Frollo, Phoebus, Esmeralda's goat Djali, and the ringing Bells of Notre Dame, going "Clang!" once, twice or three times.
5. The youngest player goes first; play passes to the left.



GAME PLAY

- **On your turn:** Press the gold "PLAY" button, listen to the voices or sounds, and move accordingly. **Note:** If you're not sure what you heard, push the blue "REPEAT" button to hear it again. If you're not sure which picture or pictures the sound matches, press the pictures until you find the correct match. Now verify the match by pressing the "REPEAT" button again, then make your move.

Note: You can see six characters on the module picture and hear six separate voices or sounds by pushing each of them. But when you push the PLAY button, the module will **combine** certain characters and sounds, as described below.

- No two playing pieces may occupy the same space (except Start). If your move would make you land on an already-occupied space, move to the next vacant space.
- Here's what to do when you hear...

Voices and Sounds

"You know where she is?" asks Phoebus. "Quick! Follow me!"

says Quasimodo, then the magical Talisman charm tinkles: Spin the Talisman spinner, then move to any space of the same color anywhere on the board.



"Come with me..." beckons Esmeralda, then Djali bleats: Move Esmeralda to a different space with her picture on it.



"Come back, you cowards!" says Frollo: Move your piece back to Start. Too bad!



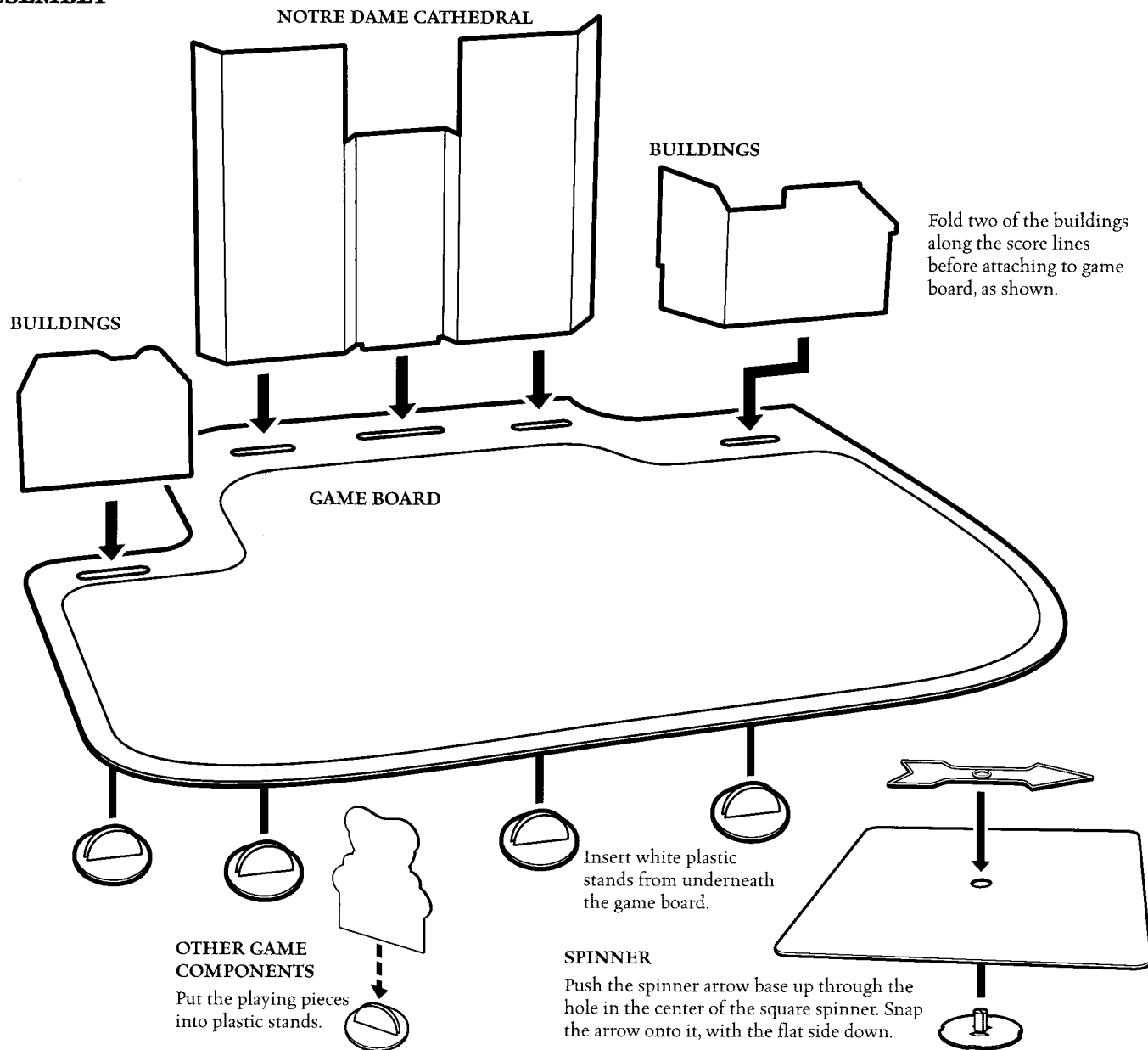
Clang!: When you hear the ringing Bells of Notre Dame, move your piece one, two or three spaces depending on how many "clangs" you hear. You may move in any direction on the track.



WINNING

The winner is the first player whose playing piece is on the same space with the Esmeralda piece. There are two ways this can happen: You hear the Bells ring and land on the space Esmeralda is on; you don't have to land there by exact count. Or, if you're already on an Esmeralda space and on your turn you hear her say, "Come with me," you may bring her over to join you on the space you're on!

ASSEMBLY



Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: 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 receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

BATTERIES

To replace batteries: Unscrew and remove compartment cover on front of sound module. Insert 3 new batteries (such as Eveready® A76). Replace cover and screw. (Eveready® is a trademark of Eveready Battery Company, Inc. Used with permission.)

CAUTION:

1. As with all small batteries, the batteries included with this game should be kept away from small children, who still put things in their mouths. If the batteries are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
 2. Make sure the batteries are inserted correctly: Follow the instructions above and those from the battery manufacturer.
 3. Do not mix old and new batteries.
 4. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Batteries may leak if improperly installed. Remove during extended storage.