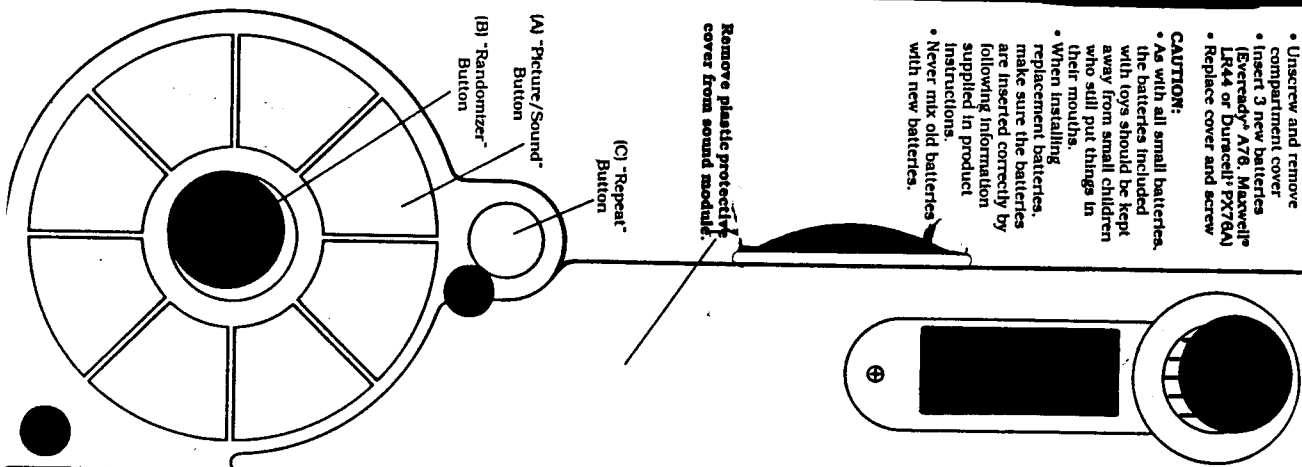


- To Replace Batteries:**
- Unscrew and remove compartment cover
 - Insert 3 new batteries (Eveready® A76, Maxwells LR44 or Duracell® PX70A)
 - Replace cover and screw

CAUTION:

- As with all small batteries, the batteries included with toys should be kept away from small children who will put things in their mouths.
- When installing replacement batteries, make sure the batteries are inserted correctly by following information supplied in product instructions.
- Never mix old batteries with new batteries.

Remove plastic protective cover from sound module.



SOUNDS OF FUN[®]

ELECTRONIC Talking Board Game

Disney's
Aladdin

For 2 to 4 players / Ages 3 to 8
Made © 1992 Parker Brothers, Disney of Texas, Corporation, Beverly, MA 01915.
Printed in U.S.A.

RULES

OBJECT

Join Aladdin's adventure as he tries to rescue sweet Princess Jasmine from the hourglass where the villain Jafar holds her prisoner.

- **Help Aladdin collect the Magic Carpet, Magic Lamp, Sword, Abu and other helpers he needs to battle Jafar. More chips make you stronger. But remember, if Jafar reaches the palace before you do, he wins!**

EQUIPMENT

- ALADDIN game board
- Sheet with scenery and 2 movers (Aladdin and Jafar)
- Sheet with Cave of Wonders and Jasmine in the Hourglass spinning cutout
- Sheet with 30 Chips
- 6 Stands for movers and scenery
- 2 Plastic pivots for rotating cutout
- Sound keyboard and 2 snap-on clips

ASSEMBLY

- Refer to drawing on Assembly insert and package photos.
- Snap the sound module to the right of the game board, using the two yellow plastic snap-on clips to secure it in place from underneath, as shown.
- Punch out all cardboard pieces and chips.
- Set up the 3-D game board, as shown, to create the marketplace and streets of Agrabah, the Cave of Wonders, and the palace where Jasmine is held captive.

SETUP

1. Turn the rotating figure so that Jasmine in the hourglass is facing the game board.
2. Place Aladdin and Jafar into plastic bases.
3. Place Aladdin on the ledge outside the Cave of Wonders.
4. Place Jafar on START, the first space of the 4-space track that leads to the palace door.
5. Separate the Magic Carpet and Gentle in the Lamp chips and place them face up in two piles next to the Cave of Wonders.
6. Place the Apple, Abu, Elephant, and Ancient Sword chips on the designated spaces throughout the marketplace.
7. Press the 8 "Picture/Sound" Buttons (A) on the module to familiarize yourselves with all 8 sounds and the picture that goes with each. The 8 sounds are described at right.
8. The youngest player goes first; play passes to the left.

GAME PLAY

All players use Aladdin's mover to battle Jafar. To fight him, you must collect the Magic Carpet; collecting more chips makes you even stronger. If Aladdin loses, Jafar moves up the track and is transformed, first into the sorcerer, then the cobra, and finally, the evil Genie.

On your turn, press the purple "Randomizer" Button (B). What did you hear? Note: If you're not sure what you heard, push the green "Repeat" Button (C) to hear it again, then press the "Picture/Sound" Button (A) you think it matches to verify what you heard.

SOUNDS AND VOICES

Here's what to do when you hear:



"Ah! Take one," says Aladdin:
Collect one chip from anywhere on the board OR from any player.



"Return one," Jafar snarls:
Return any one chip to the board.



"Uh-oh," Abu, the Monkey, chatters: Collect one Abu chip.



"Crunch, crunch!": Eating apples builds strength. Collect one Apple from the marketplace.



"Ching! Ching! Chong!" go the battling swords: Collect one Ancient Sword chip from the marketplace.



"Rrrrrnn," trumpets the elephant: Collect one Abu as an Elephant chip.



"Swooshh!" goes the Magic Carpet as it flies by: Collect one Magic Carpet chip. You must have at least one of these to battle Jafar.



"Sash-ding..." the Genie appears: Collect one Genie in the Lamp chip, and wish for another chip. Collect a different chip of your choice—but not another Genie chip!

TO BATTLE JAFAR

As soon as you have collected one Magic Carpet chip, you may battle Jafar—but you may want to wait until you have other chips as well. These extra chips give you extra chances to defeat him.

To do battle:

- Fly Aladdin over on his Magic Carpet, and place him next to Jafar.
- Now surrender any one of your collected chips to the board, and press the "Randomizer" Button (B) once for each chip you surrender. This means you press it just once if you have only the Magic Carpet chip, but you may press it more times if you have more chips.

WINNING

What sound did you hear when you pressed the button? Hope it was the sword!

- If the sound you heard was the "Ching! Ching! Chong!" of clashing swords, you win the game!
- But if you did not hear the Ancient Swords, you lose that battle, and:
- Move Aladdin back to the ledge outside the Cave of Wonders, and
- Move Jafar one space along the track towards the door to the palace, beginning his transformation.

- Play passes to the left and continues until another player has accumulated what's needed to battle Jafar again.
- Remember...

- If Aladdin fails four times to defeat Jafar, and Jafar moves all four spaces to the palace door, HE wins the game, and Jasmine must stay in the palace forever—or until you play again!

Happy Ending

- If one of you wins, turn Jasmine's magic window around—and free her from her hourglass prison! Turn Jafar's mover around to reveal the evil Genie—and stick him in the Cave of Wonders where he belongs!

PARKER BROTHERS

We will be happy to help you with questions or comments about the game. Write to: Parker Brothers, 100 N. Zeeb Road, Elstree, Bedfordshire, MK44 1JL, U.K. or 1012, Beverly, MA 01915.

Product of Purchase
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