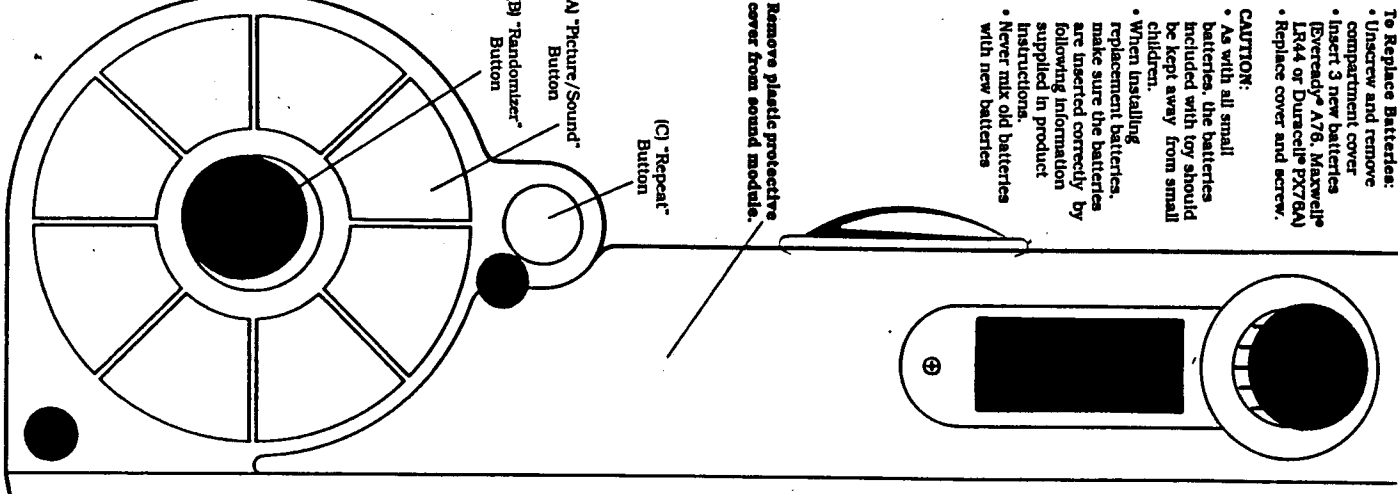


- To Replace Batteries:**
- Unscrew and remove compartment cover.
 - Insert 3 new batteries (Eveready® A76, Maxwells® LR44 or Duracell® PX76A).
 - Replace cover and screw.

CAUTION:

- As with all small batteries, the batteries included with toy should be kept away from small children.
- 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

RULES

OBJECT

• You want to be the first player to reach Barney™ and Baby Bop™, who are waiting for you at the end of the path. There'll be lots of fun things to do on your way to join them!

EQUIPMENT

- BARNEY game board
- Sheet with barn/rainbow, fence, "Pot of Gold," spinner support, 4 playing pieces
- Sheet with these cards: 6 "Old MacDonald" Animals, 6 "Barney Says," 6 "Let's Pretend" and 4 "Pot of Gold"
- "I Spy" spinner
- 10 stands for scenery and playing pieces
- 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 purple plastic snap-on clips to secure it in place from underneath, as shown.
 - Punch all the cardboard pieces and cards out of both sheets.
 - Set up the barn/rainbow backdrop (A), fence (B), and "Pot of Gold" (C), as shown.
 - Assemble the spinner's support (D), and attach it and the spinner to the board.

SETUP

1. Put the 4 playing pieces in their plastic stands. Each player selects one and places it on or around the START space.
2. Mix up the 6 "Old MacDonald" Animal Cards. Stack them behind the fence in front of the barn door, with farmer Barney facing you.
3. Mix up the 6 "Barney Says" cards, then the 6 "Let's Pretend" cards; put them on their respective spots on the board, with Barney or Baby Bop face up.
4. Stack the 4 "Pot of Gold" Cards behind the Pot, with the Pot-side facing you.
5. 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.
6. The youngest player goes first; play passes to the left.

Barney™

For 2 to 4 players / Ages 3 to 6
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GAME PLAY

- On your turn:**
- Press the yellow "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 just heard.
 - When you've done what the sound or voice tells you, move one space along the track, unless instructed otherwise.
 - When through with a card, put it at the back of its stack, or the bottom of its pile.

SOUNDS AND VOICES

What to do when you hear...

Voices:



"Barney Says," says Barney:
Turn over the top "Barney Says" card and touch whatever you see Barney touching.



"Let's Pretend," says Baby Bop:
Turn over the top "Let's Pretend" card and pretend to be what you see on the card.



"Give a Hug," says Baby Bop:
Give the player of your choice a great big hug.



"I Spy," says Barney: Spin the spinner. The player looks for and identifies something of that color in the room. (No fair pointing to a part of the game board!) For more challenging play, have everyone look for that particular color in the room; whoever identifies something first moves ahead one space.

Sounds:



"King's Trumpet" sound:
Sit-u-u-pendous! Do whichever activity you want—"Barney Says," "Let's Pretend," "Give a Hug," "I Spy," "Pot of Gold," or "Old MacDonald."



"Pot of Gold" Magic sound:
Take the first card in the "Pot of Gold" and move accordingly.



"Beep-Beep": Go to the front of the line! Move to the space ahead of the leader on the track. If that person is you, move one space.



"Old MacDonald" tune: Pick the front Animal Card from behind the fence. Now name the animal and make its sound. If you can, sing "Old MacDonald," inserting that animal and its sound into the song.

Note:

- Do not land on a track space occupied by another player. Go to the next available space.

WINNING

- The first player to reach Barney and Baby Bop at the FINISH space at the end of the path wins. Super-dec-duper!



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

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Find out more about
SOUNDS of FUN
Barney™