

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

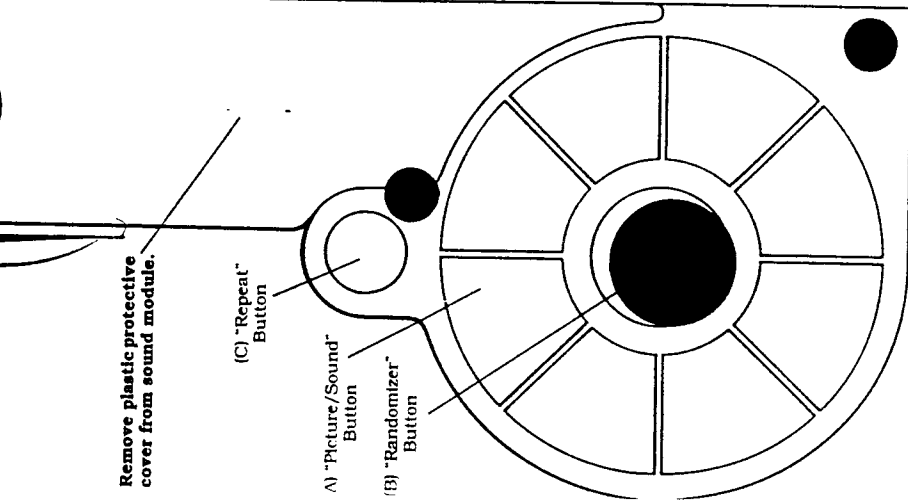
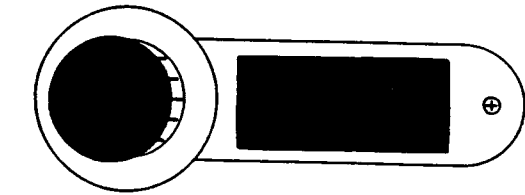
- CAUTION:**
- As with all small batteries, the batteries included with toys should be kept away from small children who still put things in their mouths.
 - When installing replacement batteries, make sure the batteries are inserted correctly by following information supplied in product instructions.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

Remove plastic protective cover from sound module.

(C) "Repeat" Button

(A) "Picture/Sound" Button

(B) "Randomizer" Button



SOUNDS of FUN

ELECTRONIC Talking Board Game

RULES

OBJECT

An enchantress has turned the selfish, young Prince into a gruff and lonely Beast, and all his servants into Enchanted Objects.

- **Players help make them human again, and the one who transforms the Beast back into the Prince wins the game!**

EQUIPMENT

- BEAUTY AND THE BEAST game board
- Sheet with scenery
- Sheet with 5 Enchanted Object/Human figures and Belle and the Beast/Prince spinning cutout
- Sheet with 15 square Enchanted Object cards and 5 round Enchanted Rose/Beast cards
- 7 Stands for scenery and figures
- 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 purple plastic snap-on clips to secure it in place from underneath, as shown.
- Punch out all cardboard pieces and cards.
- Set up the 3-D game board of the Beast's enchanted castle, as shown.

SETUP

1. Turn the rotating figure so that Belle and the Beast are facing the game board.
 2. Mix the 5 round Enchanted Rose cards, and place them rose-side-up on the marked spaces on the upper platform of the palace.
 3. Put the 5 Enchanted Object/Human figures in their plastic stands. Place them on their designated spots on the upper platform of the castle, with the Enchanted Object sides facing you.
 4. Separate the 15 square Enchanted Object cards by item. Place all three of a kind in a row in the courtyard on the board. In the same order the figures are placed on the platform. Note there are 3 of each, but only one has the "human" you'll be looking for on the other side; the other two have a rose.
- Example:** Mix up the 3 Enchanted Candlestick cards, and place them in the first row of cobblestones, since the Candlestick appears first on the upper platform.

Disney's Beauty AND THE BEAST

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

5. Press the 8 "Picture/Sound" Buttons (A) on the module to familiarize yourself with all 8 sounds and the picture that goes with each. The 8 sounds are the 5 Enchanted Objects, plus the Magic Mirror, Belle and the Beast.
6. The youngest player goes first; play passes to the left.

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 blue "Repeat" Button (C) to hear it again. Then press the "Picture/Sound" Button (A) you think it matches to verify what you just heard.

SOUNDS AND VOICES

Here are the sounds and voices and what to do when you hear them:

Enchanted Objects



If you hear one of the 5 Enchanted Objects, turn over one of the 3 cards with the matching picture. **Example:** If Mrs. Potts says, "Oh, dear!", turn over one Enchanted Teapot card to see if Mrs. Potts is on the back:

- If you found her, take the Teapot from the platform and put it in front of you; put the square card back in the courtyard, in the same spot, Teapot-side-up.
- But if it isn't Mrs. Potts, put the card back. Be sure to remember where each card is!



Belle says, "They're all cute." — Turn over any courtyard card. If it's a human, put that figure in front of you.



The Beast growls, "Put one back!" — If you've transformed an Enchanted Object, put it back on the platform; your turn ends. If you don't have one, your turn ends.



Magic Mirror musical sound — Look at any 2 courtyard cards. If either (or both) is the human character, transform that Enchanted Object(s).

Very Important Notes:

- If you hear the sound of a character another player already has, and if you can remember where the "human" card is in the courtyard and turn it over, you may take that figure from the other player!
- If you hear the sound of a character you already have, push the yellow Randomizer Button one more time, and hope you hear someone you don't have. If you don't hear someone new, your turn ends.
- **For younger players:** As you turn over the cards in the courtyard, leave them face up.

WINNING

- When the players have taken all 5 Enchanted Objects from the platform, it's time to try to turn the Beast back into the handsome Prince.
- The player who takes the last of the five objects turns over one Enchanted Rose card for each of the Enchanted Object figures in front of him/her: If it's the Prince, he or she wins!
- But if it's still the Beast, the next player to the left turns over one Rose card for each of his/her Enchanted figures, and so on. (If a player has not collected any figures, he/she may not turn over any Rose cards.)
- The player who reveals the Prince wins.

Happy Ending

- All players now place their Enchanted figures back up on the palace platform, with their human sides revealed at last! The winner spins the magic window to reveal Belle dancing with the handsome Prince—at last!



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.

© The Walt Disney Company

