

- 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

It's Big Bird's birthday, and his friends Bert, Ernie, Prairie Dawn and Elmo are going shopping for the party.

- **The first player to collect all five gifts on his or her list wins—and gets to lead the way to the party!**

EQUIPMENT

- SESAME STREET game board
- Sheet with two 3-D scenery pieces
- Sheet with fence, awnings, 4 movers, 20 chips, and Big Bird's Party rotating cutout
- Sheet of 4 gift list cards
- 10 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 green 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 Sesame Street neighborhood, as shown.

SETUP

1. Turn the rotating figure to show Big Bird's door closed.
2. Mix up the 20 chips gift-side-up. Now place the four matching color-coded gifts on the matching color circles on the board. Here's what goes where: Trains in front of the Toy Trains Store, Puppies—Puppies Pen, Ice Cream Cones—Ice Cream Cart, Party Horns—The Honkers' Party Place, and Banjos—The Music Shop.
3. Each player picks a mover and places it on the Start space. **Note:** The "spaces" on the track are the sections of pavement in the street that runs by all the stores.
4. Give each player the gift card that matches his or her mover character. The cards show the five gifts you're all racing to collect.

SESAME STREET

Big Bird's Birthday Party

For 2 to 4 players / Ages 3 to 6
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 yourselves with all 8 sounds and the picture that goes with each. The 8 sounds are the toy train, barking dog, ice cream bell, party horn and banjo, plus the voices of Big Bird, Oscar the Grouch, and Count von Count.
6. The youngest player goes first; play passes to the left.

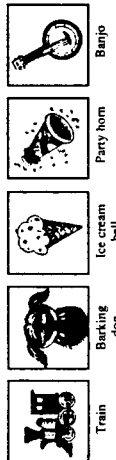
GAME PLAY

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 heard.

SOUNDS AND VOICES

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

Store Sounds



If you hear one of the Store Sounds, go to the space on the street in front of the store where you would hear that sound. **Note:** You must be in front of The Music Shop — not on the space to the side. Pick one of the four chips in that location, and turn it over for all to see. What's on the back?

- If your mover character is pictured on the back, keep the chip and put it on the matching space on your gift card. Your turn ends.
 - But if it's not your character, show it to everyone, then put it back exactly where you found it, gift-side-up. Your turn ends.
- If you already have a chip from the store whose sound you heard, you get to Go Anywhere! See Big Bird's instructions at right. Your turn ends.

Voices



Oscar the Grouch says, "Huh! Move one!"; Move one space in either direction. If you land on a space in front of a store you still need a gift from, pick a chip. But if you already have a gift from there, or land on a blank space, your turn ends.



The Count says, "Count two... ah! ah! ah!"; Same as above, but move two spaces in either direction.



Big Bird says, "Wow! Go anywhere!"; Move to the store of your choice and pick a chip. Show it to everyone. If it's one of yours, keep it; if not, put it back right where you found it.

Very Important Note:

- Two or more movers may occupy the same space on the track.

WINNING

- The first player who collects all five gifts on his or her gift card is the winner.

Happy Ending

- Go immediately to Big Bird's house, open his front door, and lead all the other players in singing "Happy Birthday" to Big Bird.



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.

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PROOF OF PURCHASE
Big Bird's Birthday Party
SOUNDS of FUN