

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

CAUTION:

- When installing replacement batteries, make sure 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

OBJECT

To reach the end of the track, collecting all 3 of your own color puzzle pieces along the way, plus the final center piece—so Simba can claim his rightful place as Lion King!

EQUIPMENT

- **SOUNDS OF FUN™ THE LION KING** game board
- Separate backdrop with built-in Scar/Simba
- Sheet with track platform, 4 character movers, 4 three-piece Simba puzzles, 1 Simba puzzle center, 4 Timon cards
- Pumbaa spinner
- 7 Stands for scenery and movers
- Sound keyboard and 2 snap-on clips

ASSEMBLY

- Refer to drawing on separate Assembly sheet.

SETUP

1. Each player picks a color mover and places it at START, at the beginning of the track. The color of your mover is the color of the puzzle pieces you will collect.
2. In a **4-player game**, use all 4 puzzles (12 curved puzzle pieces), one of each color. In a **3-player game**, use only 3 puzzles (9 pieces) in the 3 colors that match your movers. In a **2-player game**, use 2 puzzles (6 pieces) in the 2 colors that match your movers.
3. Separate the curved puzzle pieces into 3 stacks, each one consisting of different-colored pieces. Place one stack, color-side up, on each of the three large spaces ("puzzle piece areas") on the track that say "Take your color."
4. Place the 4 Timon cards face down on the game board, where marked. Put the Pumbaa spinner where everyone can reach it.
5. Insert the single round Simba puzzle piece, with baby Simba facing you, in the slot in the upper left corner of the board, at the end of the track.
6. Turn the built-in Scar/Simba picture on the backdrop so Scar is showing.
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 characters whose voices or sounds you hear are: Rafiki, Simba, Timon, Pumbaa, Scar, Hyenas, Mufasa, and Zazu, as explained at right.
8. The youngest player goes first; play passes to the left.

Disney's

THE LION KING

For 2 to 4 players / Ages 3 to 6

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U.S. Patent No. 5,277,429. Printed in U.S.A.

GAME PLAY

- **On your turn**, press the green spiral "Randomizer" Button (B) and move along the track accordingly. **Note:** If you're not sure what you heard, push the red "Repeat" Button (C) to hear it again. If you're not sure which picture the sound matches, press the "Picture/Sound" Buttons (A) until you find the correct match. Now verify the match by pressing the "Repeat" Button again, then make your move.
- **Puzzle piece areas** may be occupied by any number of players at one time. **Any time you pass by or land on one, take your color Simba puzzle piece** if it's still in the stack.
- **Individual track spaces** may be occupied by only one player at a time. If a space is occupied, move to the next available space that matches the sound you heard.

Voices and Sounds

Here's what to do!

Voices:



"Squash banana. Squash banana," says Rafiki!

Move to the next picture of Rafiki. If you land in the puzzle piece area, take your color puzzle piece.



"I'm gonna be king," says Simba:

Advance to the next picture of baby Simba on a puzzle piece. If your color puzzle piece is still there, take it. If it's not there, stay on that space.



"Gets 'em every time," says Timon:

Take a card from the Timon stack; imitate the pose, then move forward the number of spaces indicated (1, 2 or 3). Put the card back at the bottom of the deck. Count occupied spaces and puzzle piece areas each as 1 space. If you pass or land on a puzzle piece area, take your color piece!



"Burrrrrp," says Pumbaa:

Pumbaa just loves to eat bugs! Spin the Pumbaa spinner. Now pretend to "eat" the number of bugs indicated (1, 2 or 3), then move forward the number of spaces indicated (1, 2 or 3). Count occupied spaces and puzzle piece areas each as 1 space. If you pass or land on a puzzle piece area, take your color piece!



"Oh, dear, dear," says Scar:

That sinister voice means move back one space. If there's another player on the space behind you, move back to the next open space.

Sounds:



Hyenas' Hysterical Laugh:

Move forward—or backward—to the only picture of those nasty Hyenas. More than one player may occupy this space at the same time!



Mufasa's Regal Roar:

Move to the next picture of Mufasa. If you land in the puzzle piece area, take your color puzzle piece.



Zazu's Squawk:

Move to the next picture of Zazu. If you land in the puzzle piece area, take your color puzzle piece.

WINNING

To win, a player must be the first to collect his or her 3 curved Simba puzzle pieces and reach the end of the track to collect the final center puzzle piece with baby Simba's picture on it. Turn it over to show the grown-up Simba, and place it in the center of your puzzle. You have completed Simba's Circle of Life—and won the game!

Now spin the picture of Scar on the backdrop, and watch as mean old Scar disappears and Simba climbs Pride Rock to claim his place as the Lion King!



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. 400831

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POOL OF PURCHASE
SOUNDS OF FUN
THE
LION KING
GAME