

RESTORAGE

Retain box buildup and plastic blister for restorage. Store all contents under box buildup. Remove batteries for extended storage.

TROUBLESHOOTING

Do not disassemble the Bus. If a problem occurs, remove and reinsert the batteries or replace with new ones.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.

FCC WARNING

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

WARNING: Changes or modifications to this unit, not expressly approved by the party responsible for compliance, could void the user's authority to operate the equipment.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H3X6.

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PROOF OF PURCHASE

**Wheels
on the Bus**[™]
Game

WHEELS ON THE BUS 40396

For 2 to 4 players
Ages 3 to 6

Wheels on the Bus[™]

**Jump on board the talking,
musical bus for a fun trip around town!**

OBJECT

Drive around town, collect the tokens called out by the Bus and match them to your Bus Stop.

CONTENTS

- 1 Electronic Bus • 1 Around-the-Town Gameboard • 4 Pawn Stands
- Cardboard Parts Sheet with 4 Diecut Pawns and 20 Bus Tokens

BATTERIES

Insert batteries: Loosen the screw on the battery compartment, located on the underside of the Bus, and remove door. Insert 3 "AA" size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screws.

CAUTION:

1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
2. Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
3. Always remove weak or dead batteries from the product.

ASSEMBLY

- Remove the Bus from the plastic blister. Be sure to save the blister and box buildup for storage later. Remove the pawn stands from the plastic bag. Throw away the bag.
- Carefully punch out the pawns and bus tokens from the parts sheet.



SETUP

- Insert the pawns into the pawn stands.
- Unfold the Around-the-Town gameboard and place it on the floor or table.
- Mix-up the tokens and place them, facedown (with the bus-side facing up), in the center of the gameboard.
- Place the Bus anywhere near the outer edge of the gameboard.
- Each player chooses a pawn with stand and places it on the Bus Stop that matches in color. For example, the pawn with the blue stand goes on the blue Bus Stop sign.
- Sit near the Bus Stop that matches the color of your pawn.

GAMEPLAY

DRIVING THE BUS

The youngest player goes first. Begin by driving the Bus along the outer edge of the gameboard and stopping it in front of your Bus Stop. Everybody can sing along as the Bus rolls around the town.

WHAT TO LOOK FOR

When the Bus is in front of your Bus Stop, press the front hood to find out what token you are looking for. "The Wheels on the Bus" song plays and calls out the bus part (wheels, horn, wipers or door) you need to find. (For example, if the Bus plays "The **door** on the Bus goes open and shut," you would need to find the **door** token.) NOTE: If you forget which token you are looking for, press the bus hood a second time and the Bus will repeat its direction.



ROUND
AND
ROUND



BEEP
BEEP
BEEP



SWISH
SWISH
SWISH



OPEN
AND
SHUT

When the Bus makes the sound of a bus part, all players should use their hands and arms to act out that part. See the figures above for suggested hand movements.



GAMEPLAY (continued) SEARCHING FOR A TOKEN

Now it's time to look for the token called out by the Bus! You get two chances to find it! Turn over any one token from the center of the gameboard.

- If the token is the same as the part called out by the Bus, you get to keep it. Put the token on the matching space at your Bus Stop. This ends your turn.
- If the token is not the same as the one called for by the Bus, return it facedown to the center of the gameboard. You get a second chance to try to find it. Then your turn ends.
- Play then passes to the left and continues until a player collects one of each of the four different bus tokens.

What if the BUS asks for a part I already have?

If you've already collected the token the Bus is calling for, you must try to find a second one just like it. You still have two chances to do this. Find it and you get to turn over an extra token. If this is one you still need, keep it. If you don't find the part the Bus has called for on your first or second try, your turn ends.

FOR YOUNGER PLAYERS

Play as a collection game with younger players. Set up the game in the same way as described on page 2 except place all tokens **faceup** in the center of the gameboard. On your turn, collect a token that matches the part called for by the Bus. Place the token on the matching space at your Bus Stop. Players take turns until a player collects one of each of the four different bus tokens.

WINNING

If you are the first player to collect one of each of the four different bus tokens, you win! Place your pawn in the opening on the top of the Bus and press down. The Bus will now play the entire "Wheels on the Bus" song! The winner drives the Bus around the town while the others sing and act out the song!

