



# ABC SONG GAME

## Instructions

For 1 to 4 players / AGES 3 and Up

### Getting to Know Professor Oliver Owl...

- The game is set in demo mode. Before you can play, you have to exit this mode by sliding the ON/OFF switch, on the back of Professor Oliver Owl's log, to OFF.
- If your child is still learning the alphabet, you might try the Sing Along game. Your child will have fun singing along with Professor Oliver Owl while practicing letter skills.
- Beginners will find it easier to play the ABC Game with the tiles letter-side up. For a bigger challenge, flip the tiles letter-side down.
- It's okay if your child doesn't get it right on the first try. Let your child keep going until he/she does find the letter and then move on.
- As you read on, watch for special hints. They'll help to make the game a little easier for younger players.

### CONTENTS

Electronic Talking Professor Oliver Owl • Gameboard • Parts Sheet with 30 Die-cut Letter Tiles

### ASSEMBLY

Remove the pieces from the cardboard parts sheet. Discard the cardboard waste.

### BATTERIES

**IMPORTANT:** The batteries included in this game are for demonstration purposes. We recommend that you install new batteries before playing.

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

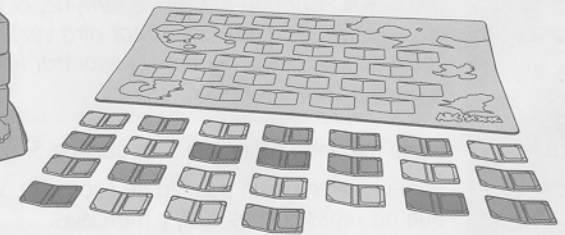
### ⚠ CAUTION: TO AVOID BATTERY LEAKAGE

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



### SETUP

Place the gameboard on a flat surface between players. Put Professor Oliver Owl off to the side of the gameboard but still within reach of all players.



### GAMEPLAY

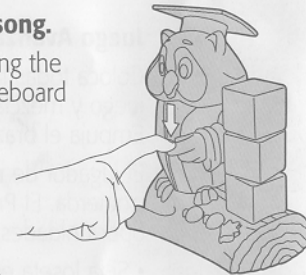
Slide the ON/OFF switch to ON. If you want to end the current game and start a new one, slide the switch to OFF and back to ON.

Professor Oliver Owl will tell you how to choose a game. Follow his instructions when he calls out the game you'd like to play. Following are explanations of the games you can play.

### ABC Sing Along Game

Practice the alphabet by singing the ABC song.

Press down on Professor Oliver Owl's arm to sing the ABC song. You can use the letter tiles and gameboard to help identify the letters in the song.



### ABC Game

Complete the alphabet by finding the letters Professor Oliver Owl asks for.

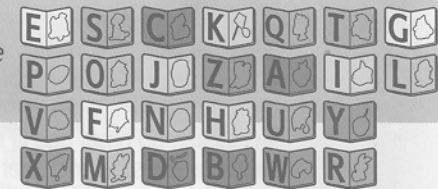
Press the BLUE ladybug to play the ABC Game.

There are two ways to play. If you're just learning your letters, play with the tiles, letter-side up. If you already know your alphabet, test your memory by playing with the tiles, letter-side down. Note: If you miss what Professor Oliver Owl says, press the LEAF button and he will repeat it.

### Beginner ABC Game: If you're just learning your letters...

Place all of the tiles (including the 4 blank ones) off to the side of the gameboard and mix them up. Remember: these tiles are letter-side up!

**MOM:** It's a little easier to find the right letters if all of the tiles are facing the same way.



Press down on Professor Oliver Owl's arm to tell him that you're ready.

The youngest player starts. Listen closely! Professor Oliver Owl will ask you to find a letter; then he'll give you a hint to help you find it. Each tile shows a letter and a picture of the hint he'll give you.



Look at the tiles and find the one Professor Oliver Owl asked for. When you find it, place it on the matching gameboard space and then press down on Professor Oliver Owl's arm. Now let the next player try.

**MOM:** *The letter tiles and their gameboard spaces match in color so you can find them faster.*



You have until the music stops to find the letter. If the music stops before you find it, let the next player try. Professor Oliver Owl will repeat the letter you're looking for.

**MOM:** *When the music stops, Professor Oliver Owl will say, "Let's try that again." If your child wants to keep looking for the letter, let him/her and then move on to the next player after the letter has been found.*



Keep taking turns until there are only 5 tiles left (the Z and the 4 blank ones). Now let's play a little Hide and Seek. Turn the remaining tiles over so you can't tell which is which, and mix them up.

On your turn, turn over ONE of the tiles. If you found the Z, congratulations! You've just completed the alphabet. Place the Z on the matching gameboard space and press Professor Oliver Owl's arm. Now sing along to the ABC song!

If you didn't turn over the Z, leave the tile turned over and let the next player try. Keep taking turns until someone finds the Z to complete the alphabet.



**Advanced ABC Game: If you already know your alphabet...**

Place all of the tiles (including the 4 blank ones) off to the side of the gameboard and mix them up. Remember: these tiles are letter-side down! Press down on Professor Oliver Owl's arm when you're ready.

The **oldest** player goes first. Play then passes to the left.

Professor Oliver Owl will ask you to find a letter. You get two chances to find it. Turn over any **ONE** letter tile.



- If the tile is the same as the one Professor Oliver Owl asked for, put it on the matching gameboard space and press Professor Oliver Owl's arm. This ends your turn.
- If you don't find it on your first try, you get a second chance. Your turn ends after your second try. If you didn't find the right letter, turn the tiles back over (letter-side down) and press either one of the ladybugs to let the next player try. Make sure all players see the tiles before you turn them back over.

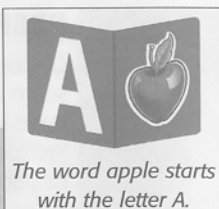


**MOM:** *If your child is having a hard time finding a letter, it may help if you remind him/her that the letter tiles match the color of their gameboard spaces.*

You have until the music stops to find the right letter. If the music stops before you find the right letter, your turn ends. The player on your left goes next. Professor Oliver Owl will repeat the letter for the new player.



**MOM:** *If your child wants to keep looking for the letter, let him/her keep turning over tiles until they find the right one. Move on to the next player after the letter has been found.*



The word apple starts with the letter A.



Keep taking turns until there are only 5 tiles left. Mix these 5 up and continue. If you're the player who finds the Z and places it on the gameboard to complete the alphabet, you WIN! Now sing along to the ABC song!

**Mixed-Up ABC Game**  
**Find the mixed up letter tiles to complete the alphabet.**

Press the RED ladybug to begin. Follow the same instructions as the **If you already know your alphabet...** version, except that Professor Oliver Owl will mix up the letters instead of asking for the ABC's in order.

If you're the player who finds the Z to complete the alphabet, you WIN! Now sing along to the ABC song!



**REPEAT**

If you missed what Professor Oliver Owl said, press the LEAF button and he will repeat his last phrase.

**TROUBLESHOOTING**

- If a problem occurs, reset Professor Oliver Owl by sliding the ON/OFF switch OFF and back ON.
- If the problem continues, remove the batteries, and replace with new ones.



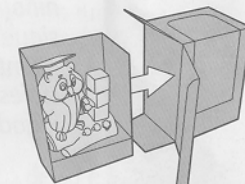
**SLEEP**

If unused for approximately 1 minute, Professor Oliver Owl will go to sleep. Press his arm to wake him and resume your game. If unused for approximately 5 minutes, Professor Oliver Owl will shut down. Slide the ON/OFF switch OFF and back ON to start a new game.



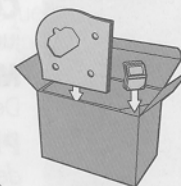
**STORAGE**

To store your game, place Professor Oliver Owl in the cardboard sleeve and slide it back into the box. Then slide the gameboard behind the sleeve and store the letter tiles underneath. Remove the batteries if you're storing the game for an extended time.



**FCC Statement**

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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

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 Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2



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