

# Barney™

## TRAVEL GAME

**For 1 or more players / Ages 3 to 6**

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SCROLL-O-MATIC is Tonka Corporation's registered trademark for its scrolling game equipment.

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**Learning fun—  
on a 6-foot scroll**

Learning is fun with help from Barney™ and Baby Bop™, and there's no reading required. Children will love turning the knobs to move the 6-foot scroll and change the picture in the window. The fun continues as they play four different activities: What's Missing? What Matches? What Belongs? and What Doesn't Belong? The answer to each question is revealed by one more turn of the knob.

These 15 different games help your preschooler practice important learning skills, and they grow with the child as the activities get more challenging.

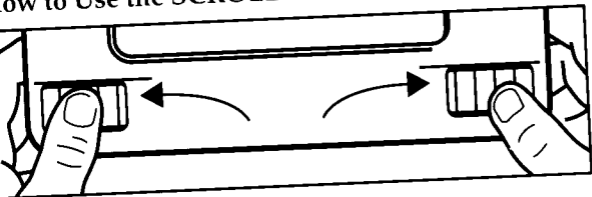
**Here are some of the important learning skills the Barney Travel Game helps teach:**

- Memory
- Matching
- Counting
- Color recognition
- Shape recognition
- Basic deduction

**Game Includes:**

SCROLL-O-MATIC® case with 6-foot scroll

## How to Use the SCROLL-O-MATIC® Case



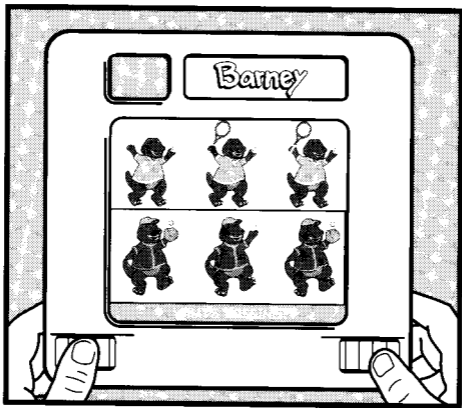
To scroll **FORWARD**:  
Turn the **LEFT** knob  
to the **LEFT**.

To scroll **BACK**:  
Turn the **RIGHT** knob  
to the **RIGHT**.

**CAREFUL:** Do **NOT** turn both knobs inwards at the same time, or you risk making the scroll bunch up inside the case.

**What's the Answer?** Turn the left knob to scroll forward and reveal the answer to each question.

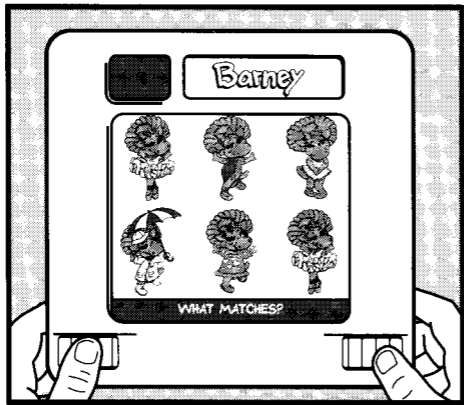
⚡ **STOP!** This marks the end of the scroll. Do not try to go past this point. Go back the other way and play some more!



## WHAT'S MISSING?

Something is missing from one picture in each series. For extra fun: Have your child tell you what Barney is doing.

- Practice problem solving and visual perception.



## WHAT MATCHES?

Which two pictures are the same? Have your child tell you what makes the other pictures *not* match.

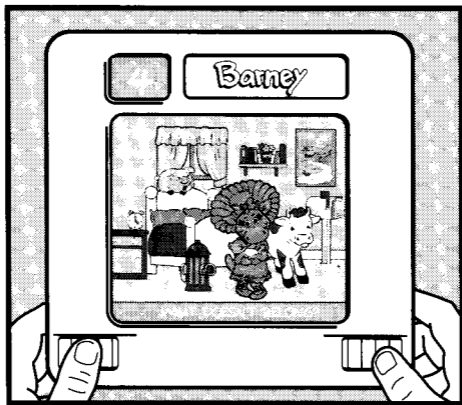
- Practice matching and color, number and shape identification.



## WHAT BELONGS?

The small window shows how many of the articles pictured on the right would logically be found in this scene. Which fit the picture? Where *would* you find the other items?

- Practice identification and counting.



## WHAT DOESN'T BELONG?

A cow in the bedroom? Check the number in the small window, then find that many things that just don't belong! Where *would* you find the items that don't belong here?

- Practice problem solving and counting.



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We will be happy to hear your questions or comments about this game.

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