

# Barney's

GREAT ADVENTURE

## Follow the Egg Game

Ages 3 to 6 • 2 to 4 Players



### WARNING:

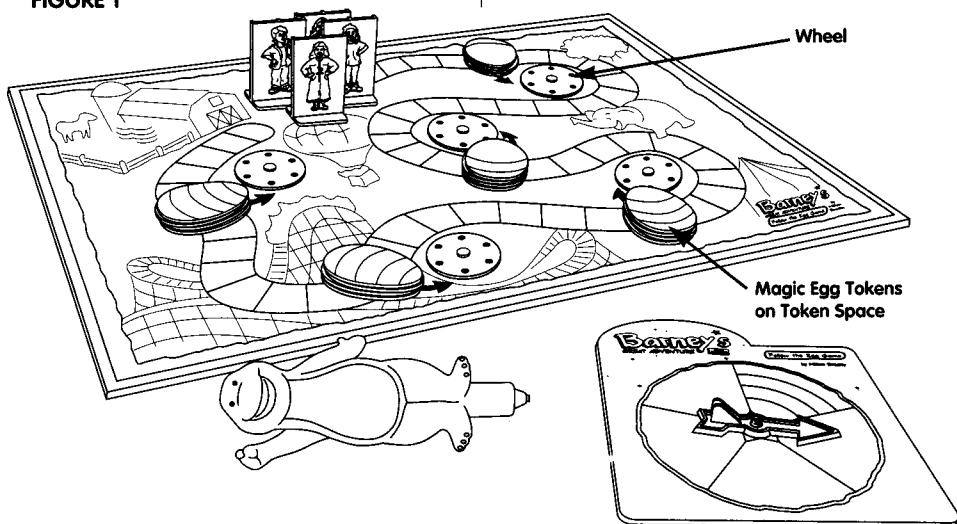
CHOKING HAZARD-Small parts.  
Not for children under 3 years.

## CONTENTS

Electronic Barney wand,  
gameboard,  
4 pawns with stands,  
spinner with 2-piece arrow,  
20 Magic Egg tokens,  
5 wheels,  
5 plastic buttons

Figure 1 shows a game set up and ready for play. Refer to it as you assemble and set up your game.

FIGURE 1

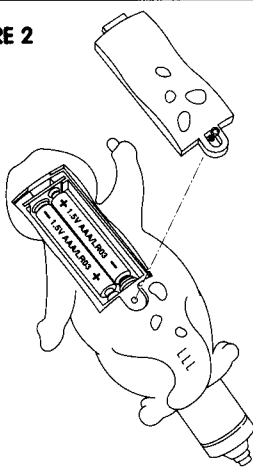


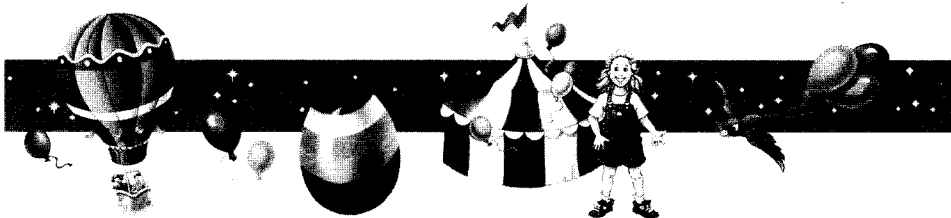
## THE FIRST TIME YOU PLAY

### Insert the batteries

Loosen the screw. Remove the battery door by gently tapping the back of the wand against the palm of your hand. Insert 2 "AAA" size batteries, using the diagram inside as a guide. See Figure 2. Then replace the battery door and tighten the screw.

FIGURE 2





### Test the batteries

Hold the wand upright and press the tip down on a hard, flat surface. See Figure 3. When you press Barney down, you should hear a sound. If you don't, the batteries may be weak or improperly installed.

**FIGURE 3**



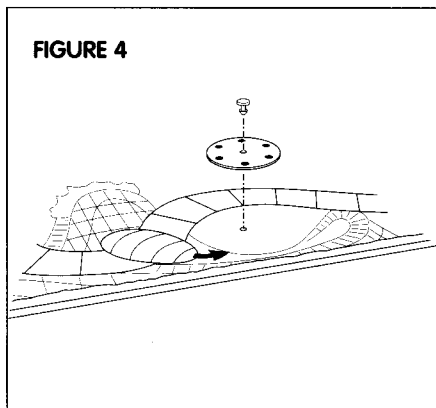
### CAUTION:

- As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.
- Make sure the batteries are inserted correctly and follow the toy and battery manufacturers' instructions.
- Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

### Assemble the 5 wheels

Notice the number on the back of each wheel on the cardboard sheet. Remove one wheel at a time and push a plastic button *down* through the center hole. Then press the button down through the matching numbered gameboard hole. See Figure 4.

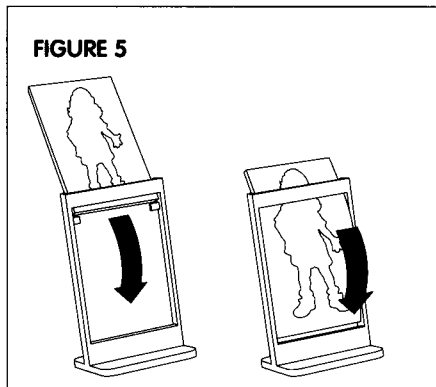
**FIGURE 4**



### Assemble the pawns

Slide each pawn into a pawn stand. See Figure 5. Any pawn can go into any stand.

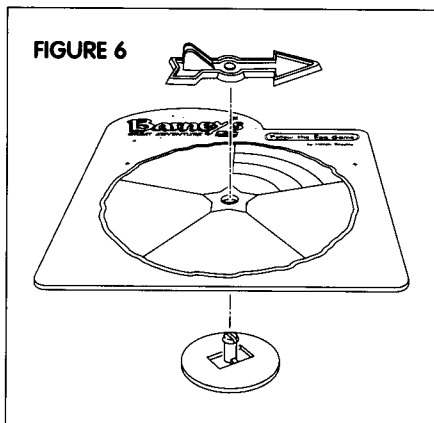
**FIGURE 5**





## Assemble the spinner

Carefully separate the spinner arrow from its runner, and discard the waste. Assemble the spinner as shown in Figure 6.



## SET UP THE GAME

**The pawns:** Choose a pawn and place it on the START space. All players do the same. Place any unused pawns out of the game.

**Barney:** Place Barney on his side near the gameboard.

**The Magic Egg tokens:** Separate the egg tokens into five piles of matching-colored eggs. There should be the same number of tokens in each pile as there are players in the game:

2-player game: 2 tokens per pile.

3-player game: 3 tokens per pile.

4-player game: 4 tokens per pile.

Now place each pile of tokens on its matching token space on the gameboard. Figure 1 shows where each pile belongs.

Place any unused egg tokens out of the game.

## HOW TO PLAY

### Object

Collect 5 Magic Egg tokens (one token from each pile), and be first to reach the Finish Space!

The youngest player takes the first turn. Play passes to the left.

### On Your Turn

Spin the spinner, then move your pawn ahead on the path, according to the movement rules below.

### MOVEMENT RULES

- If you spin a solid color, move your pawn ahead to the next *open* space of that color.
- If you spin the rainbow, move your pawn ahead to the next open space of *any* color!
- Only one pawn at a time is allowed on each path space. But any number of pawns can occupy an Egg Token space.
- You can't pass over an Egg Token space when moving. You must stop there! See EGG TOKEN SPACES, on the next page.

## EGG TOKEN SPACES

Whenever your pawn reaches an Egg Token space, stop moving and place your pawn there. Now try to collect a token! Here's how:

1. Give the wheel next to the token space a spin.
2. Take the Barney wand and, holding it upright, press down on any one of the dots on the wheel. Figure 7 shows how to do this.

FIGURE 7



- **Collecting a Token:** If Barney's light blinks and he makes a happy sound, you get to collect a token from that pile! Good for you! Place your token in front of you, and keep your pawn on the token space. Your turn is over.

On your *next* turn, spin the spinner and move ahead on the path toward the next token space.

- If Barney's light doesn't blink and he makes a sad sound, too bad! You can't collect your token yet. Leave your pawn on the token space. Your turn is over.

On your next turn, don't spin the spinner. Instead, give the wheel a spin, and try to collect a token by pressing Barney on any dot. Keep trying once per turn until you collect a token. Then on your next turn, spin the spinner and move ahead on the path toward the next token space.

## Finding Twinken

Continue taking turns moving your pawn ahead on the path, stopping at every Magic Egg Token space along the way to collect a token.

When you collect a token from the last pile of Magic Egg Tokens, turn it faceup. There's Twinken! This is the last token you collect before moving toward the Finish Space.



## HOW TO WIN

After you collect the Twinken token, keep moving turn by turn toward the multi-colored Finish Space. You land on the Finish Space by spinning *any* color on the spinner. The first player to reach the Finish Space wins the game!

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