

The
Wonderful World of
Disney

TRIVIA

Electronic Game

Ages 6 & Up

AGES
6 & UP

The Wonderful World of Disney TRIVIA

Electronic Game

Players

1 or 2 Players or Teams

Contents

The Wonderful World of Disney Trivia Electronic Game,
(3) "AAA" Batteries, Instructions

Please remove all contents from the package and compare them to the above list. If any of the items are missing, please call 1-800-524-TOYS.

EXITING DEMO MODE

YOUR WONDERFUL WORLD OF DISNEY TRIVIA ELECTRONIC GAME UNIT IS PRE-SET IN DEMO MODE FOR IN-STORE DEMONSTRATION. **ADULT NOTE:** TO EXIT DEMO MODE, PUSH RESET OR REMOVE THE BATTERIES.

A Look at Your Game Unit

Game Controls

On/Off - This turns the game on and off.

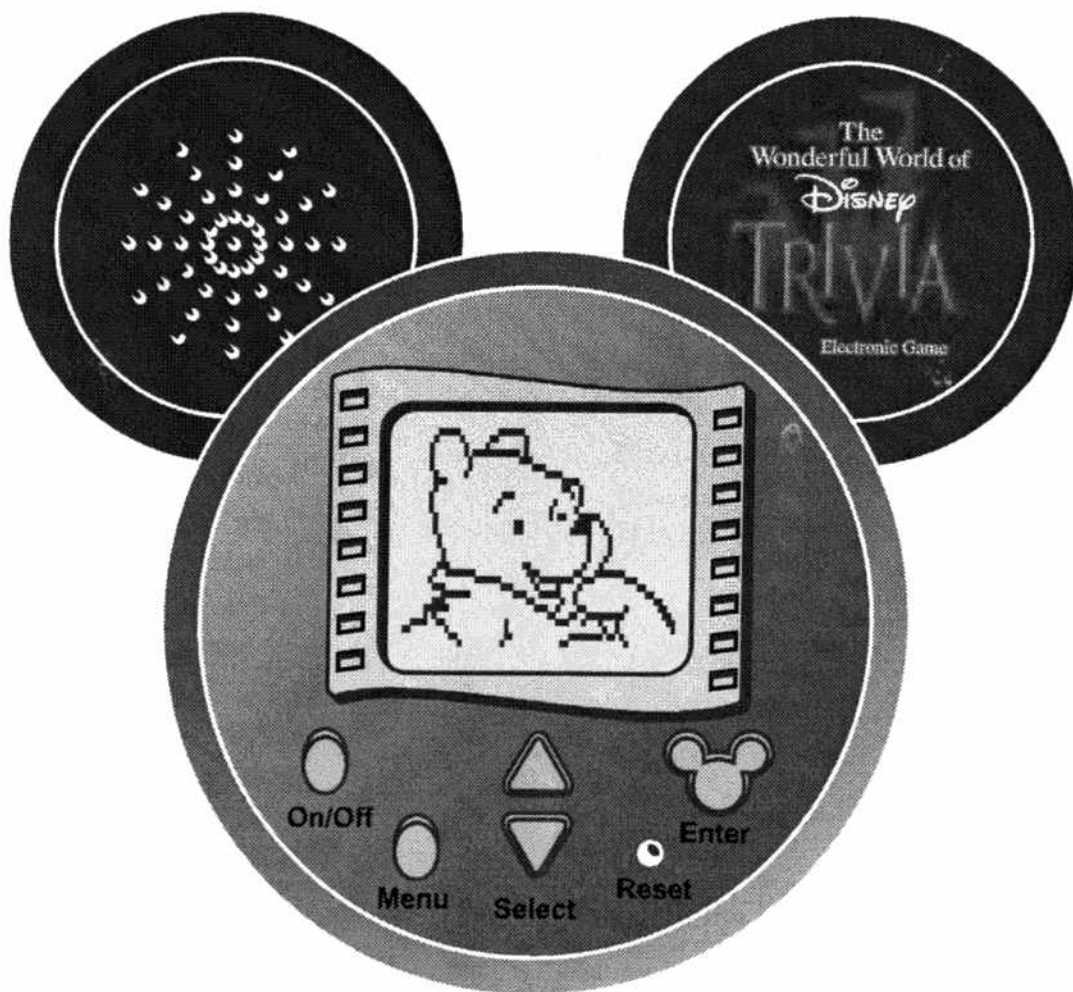
Menu - Returns you to the Menu screen.

Select Up - Toggles up and highlights the selected option.

Select Down - Toggles down and highlights the selected option.

Enter - Confirms the highlighted selection.

Reset - Resets game.



Menu Options

Play - Returns you to the game.

New Game - Gives you the option of choosing a new one- or two-player game.

Gallery - A picture gallery of all the characters in the game.

High Score - Displays the current high score and scorer's initials.

Sound - Volume control. Use the select up and the select down buttons to raise and lower the game's volume.

Contrast - Changes the game screen's contrast.

Songs - A song gallery of all the songs in the game.

How to Adjust Your Game Unit

Sound - To adjust the sound volume of your game, highlight **Sound** on the main menu and push enter. You may then raise or lower the volume with the select buttons. To confirm your selection and return to the main menu, push the **Enter** button.

Contrast - To adjust your screen's contrast, highlight the **Contrast** option on the main menu and push **Enter**. Using the select buttons you may change the contrast of the screen until you have it where you want it. To confirm your selection and return to the menu screen, push **Enter**.

Object of the Game

1 Player

In the one-player mode, your goal is to answer as many questions as possible and get the high score. The more questions you answer correctly, the higher you will score. If you miss the answers to five questions, the game is over and you may start again.

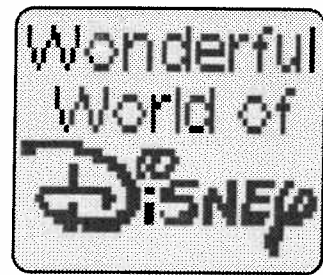
2 Players or Teams

The first player or team to answer ten questions correctly is the winner.

How to Play

1. Push the **On/Off** button to turn the game on, to wake it up from sleep mode, or to take you back to where you left off.

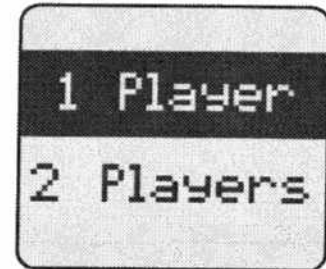
2. After the opening animation and credits, the menu screen will appear. Use the **Select Up** or **Select Down** buttons, highlight **New Game** and push **Enter**.



3. Choose the **1 or 2 Player** game by using the select buttons to highlight the type of game you want to play and push **Enter** when you have made your choice.

NOTE:

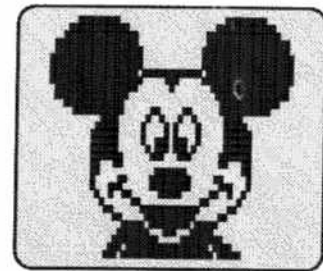
You may return to this option at any time to start a new game. To start a new game in the middle of your current game, push the **Menu** button, choose **New Game** and push **Enter**. Highlight **1** or **2 Player** and confirm your selection by pushing the **Enter** button. This will immediately start a new game.



Let's Play!

1 Player


1. As soon as you push **Enter** to select **1 Player**, a picture of a Disney character will appear on the screen. Once you recognize the character, push the **Select Down** button and a question will appear.



2. Read the question, and then scroll down with the **Select** button to see the multiple-choice answers or multiple-choice pictures.

3. To choose your answer, highlight it by using the **Select** buttons to scroll up or down, and push **Enter** to confirm your choice.

4. If you wish to see the picture or question again before entering your answer, you may do so by using the **Up** or **Down SELECT** buttons.



Who is
my best
friend?

5. If you answer correctly, you will get a sound confirmation and your score. If you choose the wrong answer, a screen with 5 Mickey Tokens will appear. For every wrong answer you give, one of the Mickey Tokens will disappear until there are none left and the game is over.

2 Players

1. Player one begins the game.
2. Select **2 Player** by highlighting it and pushing **Enter**. As soon as you push **Enter**, a Disney character will appear on the screen. When you recognize the character, push the **Select Down** button and a question will appear.
3. Read the question, and then scroll down with the **Select** button to see the multiple-choice answers or multiple-choice pictures.
4. To select your answer, highlight it and push **Enter** to confirm your choice.

5. If you answer correctly, an animated scene of a Mickey Token being stacked on a scoring post will play and your score will flash. If you answer incorrectly, you will hear a sound effect indicating you missed the question.

6. When you have answered the question, pass the game to player 2. Play continues in this manner until one player or team has won the game.

Winning the Game!

1 Player

You may play as long as you continue to answer questions correctly. If you get 5 wrong answers, the game is over, the game ending animation will play and you may begin a new game.

2 Players or Teams

The first player or team to answer 10 questions correctly wins. If both players/teams answer 10 questions correctly, the game goes to the "Tie Breaker." In "Tie Breaker" the game will continue to ask questions but will stop keeping score. A winner is declared when a player (or team) gives an incorrect answer and their opponent is able to give a correct answer.

High Score

In the 1 Player game you will have the opportunity to leave your mark by achieving the high score.

1. When you get the high score, "New High Score" will appear accompanied by a musical burst.
2. Continue to adding points to your high score until you get five wrong answers.
3. After your game is over, an animated scene will play followed by a screen where you may enter your initials. Using the **Select Up** or **Select Down** button, scroll through the letters until you find the one you want and push **Enter**. Follow the same process until you have entered your three initials. You will be asked to confirm your selections. If you have entered your initials correctly, highlight "Y" and push **Enter**. If you wish to make a change, highlight "N" and push **Enter**.

Special Menu Screen Options

Gallery

The Gallery contains pictures of all the Disney Characters that appear in the game. From the main menu, highlight "Gallery" and push **Enter**. You may

then use the **Select** buttons to scroll up and down through the different characters.

Songs

The “Songs” option allows you to listen to all the songs from the game. From the main menu, highlight “Songs” and push **Enter**. You may then use the **Select** buttons to scroll up and down through the songs and listen to the ones of your choice.

High Score

You may find out who holds the current high score for a single player game by highlighting this option and pushing **Enter**.

Returning to the Game

If you have to stop in the middle of a game, you may turn the game off and return to your same game by pressing the **On/Off** button.

Waking up the Game

If no buttons are pressed for more than 60 seconds, the unit will go into “SLEEP MODE.” To “wake” the game, simply press the **On/Off** button.

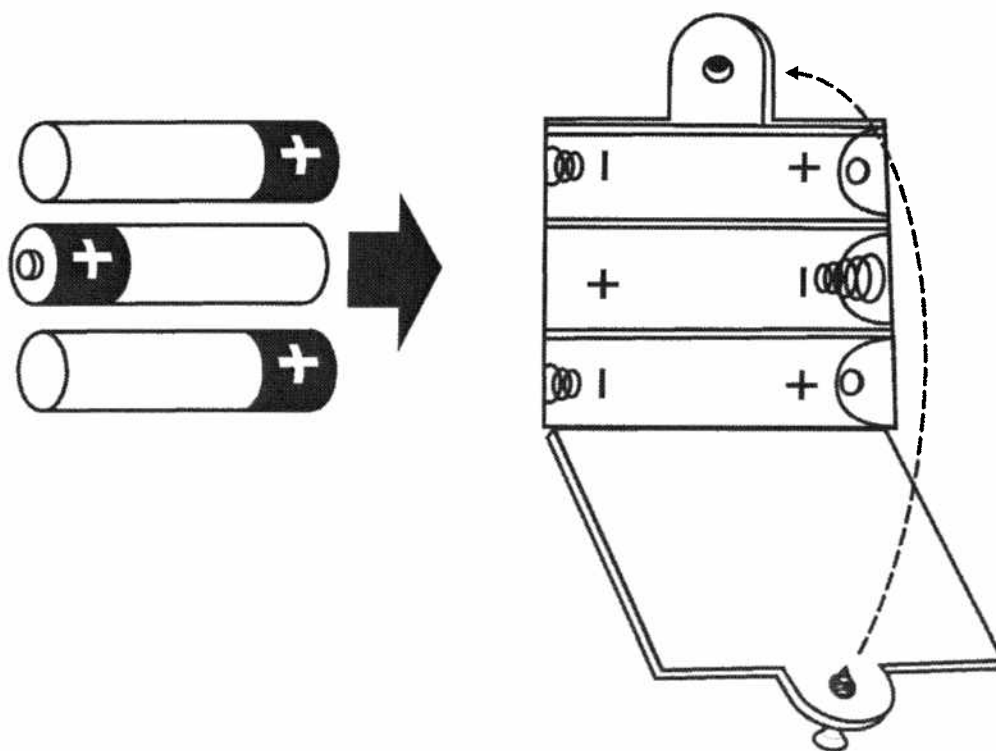
Installing Batteries

This game unit requires 3 “AAA” batteries.

1. Open the battery compartment door on the back of the unit using a phillips screwdriver.
2. Replace batteries as shown. Match direction of “+” and “-” terminals.
3. Close the battery compartment and replace the screw.
4. For longer life, use only alkaline batteries.

Adults Note:

Batteries included are for demonstration purposes only.



Battery Safety Information

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- For longer life use only alkaline batteries.
- ADULTS NOTE: Batteries included are for demonstration purposes only.

Troubleshooting

1. If the unit is not working properly, press the reset button or try replacing the batteries.
2. If LCD screen or Sound is weak, replace the batteries.

FCC Statement

Note: 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.

90 DAY LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free of defects in material or workmanship for ninety days (unless specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid, to Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052 for replacement or refund at our option. This warranty does not cover damage resulting from unauthorized modification, accident, misuse or abuse. In no event shall we be responsible for incidental, consequential, or contingent damages (except in those states that do not allow this exclusion or limitation). **VALID ONLY IN U.S.A.** This warranty gives you specific legal rights and you may also have other rights which vary from state to state. Some states do not allow the exclusion of incidental or consequential damages, so the above exclusions or limitations may not apply to you.

Send only the product to the address above.

Send all correspondence to Consumer Relations, Mattel, Inc., 333 Continental Blvd., El Segundo, California 90245-5012 U.S.A. Or you may phone us toll-free at 1-800-524-TOYS, Monday-Friday, 8:00 a.m.-6:00 p.m. Eastern Time. Outside U.S.A., see telephone directory for Mattel listing.

CONSUMER INFORMATION

MATTY MATTEL™ toys



YOU CAN TELL IT'S MATTEL!™ CALL us toll-free or write with any comments or questions about our products or service. Monday-Friday, 8:00 a.m.-6:00 p.m. Eastern Time. Outside U.S.A., see telephone directory for Mattel listing. **Consumer Relations, Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 USA.**

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Mattel, Inc.,
2001
El Segundo, CA
90245 U.S.A.
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