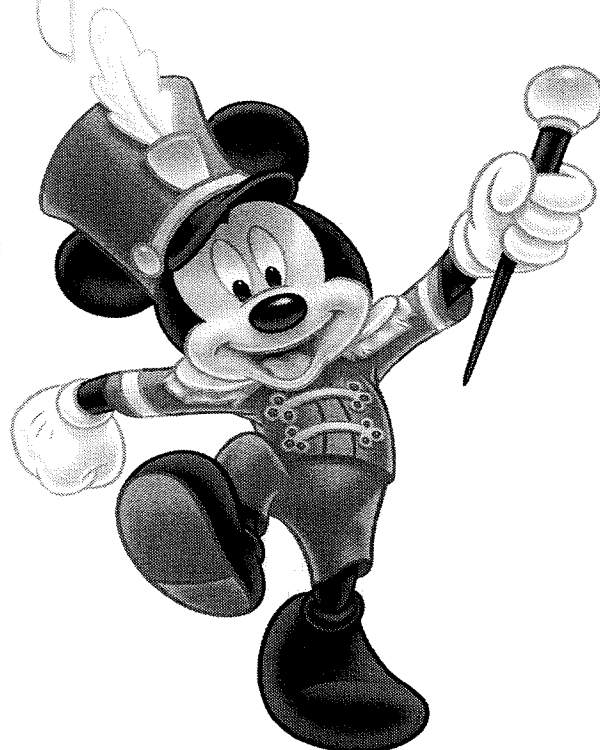




Disney

The Wonderful World of Music™

Game



How to play

Tune into the magic of Disney music, now playing in your living room!

The Wonderful World of Music™ Game brings the magic of Disney music home, with fun for the whole family. Play individually or as teams and answer questions about the music you grew up with! Kids get their own picture cards. Just press a special code into the Melody Maker and listen up...can you guess that song? Is that "Circle of Life" or "The Bare Necessities"? With four different categories, the game can be played again and again. Advance your Musical Note Movers on the game board; first one to the end wins the game! And remember: It's okay to whistle while you play.

Ages: 6+

Players: 2 to 4 Individuals or Teams

Contents

- 1 Electronic Melody Maker
- 1 Game Board
- 4 Musical Note Movers
- 300 Playing Cards (200 adult cards;
100 kids' picture cards) in box

Requires 3 AA batteries (included)

*Please remove all contents from package,
and compare them to the list above.*

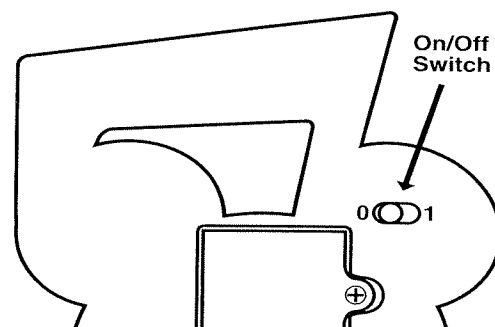
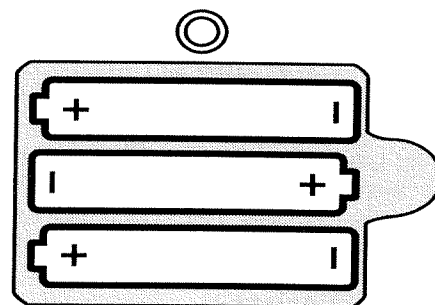
If any items are missing, please call 1-800-524-8697.

*Keep these instructions for future reference
as they contain important information.*

**The game will come with batteries already inserted
into the base of the Melody Maker Music Unit.**

To insert and test new batteries:

- Open battery box door with a screwdriver.
- Replace 3 AA size alkaline batteries in the battery box,
matching the "+" and "-" symbols to the diagram inside.
- Replace the battery box door and tightly screw it shut.



Object:

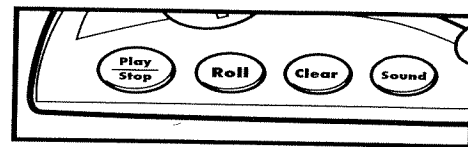
Advance your Musical Note Movers on the game board; first player or team to the finish wins!



Back side of Melody Maker

The magic of Disney music can be brought to life with the Melody Maker!

Melody Maker Functions/Buttons



On/Off: Turn the unit on (1) at the beginning of a game to get out of demo mode and now you're ready to play.

Turn off (0) when you're done playing. After two minutes, the Melody Maker will go to Sleep, in order to conserve battery energy.

To wakeup from Sleep mode, press Clear, Roll or any of the Music Note buttons.

Roll: Drum roll please! Once the player has pressed Clear, you can Roll. The Roll button will flash and randomly land on one of the Music Notes to tell you which color category to play.

Music Notes: In addition to lighting which color category to play, the Notes' four colors are used to enter in each song code. Song codes represent the song that the Melody Maker will play. NOTE: If you enter an incorrect code, you'll hear a couple drum beats. Check your song code and re-enter it. The Music Notes also have numbers on them, which are used to keep score of points earned in the Guess The 'Toon category. Once the music is being played, you can stop the melody by pressing any Music Note button or by pressing the play/stop button.

Play/Stop: Press play to hear the song. You may stop it at any time. Each time the Melody Maker plays a song, it will randomly use a different instrument, from a clarinet to a horn to a piano!

Clear: Clears out the previous song code so you may enter a new one and allows a new player to Roll.

Sound: You may adjust the volume at any time; there are four levels.

Set-Up

- The game is originally in demo mode. To reset, turn the Melody Maker off (0), then on (1) to begin play. Put it into the middle of the playing area for all to reach.
- Decide if you're playing as individuals or as two teams. Each player or team should pick a Musical Note Mover and put it on the Start (the White Rabbit) space on the board.
- The adult cards and kids' picture cards are separated by a divider in the box. Players will draw from the different sides of the box, marked "Adult" and "Kids."

Adult cards

Scoring differs per category. Read each card and follow its directions for how to score/advance on the board.

Categories

DISNEY DITTIES (Red)

All about Disney SONGS, with multiple choice options

GUESS THE 'TOON! (Yellow)

Guess that song AS FAST as you can. Move the number of spaces indicated by the lights.

SING SONG (Green)

Questions about the WORDS to Disney songs. Are those the correct lyrics to that song?

MUSIC MOUSELLANEOUS (Blue)

General trivia about the ARTISTS and others who make the music so magical!

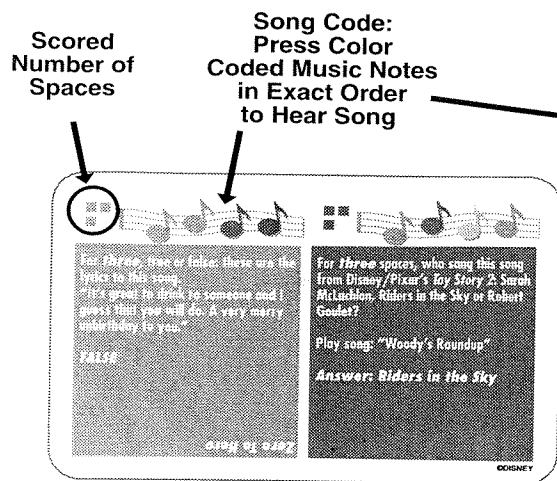
Kids' cards

The kids' cards have a picture on one side and four color-coded questions on the other side. Read those questions to the younger players so they can look at the picture as a clue!

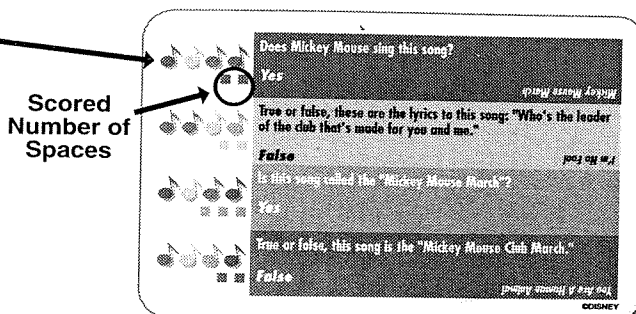
Let's Play!

- To determine who begins play, press the Roll button on the Melody Maker; whoever gets the highest number as indicated by the Music Note buttons goes first. Play continues clockwise and players alternate amongst their team members answering questions.
- On each turn, press the Roll button. The Music Note button that remains lit will determine the color of category the player must answer for that turn.
- Game cards are read by either the player to your left (individual play) or by a member of the opposite team (team play). Don't let others peek!

NOTE: Each card contains questions from each of the four categories. Each category has different scoring, which are printed on the cards. Each question indicates how many spaces will be awarded for answering that question correctly. Each song name is printed for each question, sometimes upside down.



ADULT CARD



KID CARD

Note: If you want to make the game more challenging, you can opt to NOT read the multiple choice answers. It's up to you!

For Disney Ditties (Red), Sing Song (Green) & Music Mousellaneous (Blue)

- Always press clear on the Melody Maker at the beginning of each turn.
- The card reader selects a card from the box—adult or kids' cards. He'll read aloud the colored question that matches the lit note on the Melody Maker to the turn player.
- For each question, there is a four-digit colored song code, printed at the top of each adult question and on the side of the kids' questions. This code represents the song that the Melody Maker will play. The card reader should enter the four-digit song code before he reads the question. NOTE: If you make a mistake, just press clear and enter it again! If you enter an incorrect code, you'll hear a few drum beats. Try again!
- Next to the song code is the number of spaces players may advance if they answer correctly.
- Once the turn player has heard the question and any clues, the card reader presses the play button to hear the music!
- Once the music is being played, you can stop the melody by pressing any Music Note button or by pressing the play/stop button. You may repeat the song by pressing those buttons too.
- If you're reading an adult card, follow the directions for each question.
- In most categories, the correct answer is noted in bold and with an *asterisk.
- If you answer correctly, advance your mover on the game board as indicated. If a player does not answer correctly, he may not advance his mover.

For Guess the 'Toon (Yellow)

- If you rolled yellow on the Melody Maker, then it's time to guess the 'toon as fast as you can!
- Once the card reader presses clear at the beginning of the turn and enters in the four-digit song code, read the question and all its multiple choice answers.
- Press play. Time is now ticking and the lights on the Music Note buttons will descend from four to one! The longer the Melody Maker plays the tune, the lower the number goes and the fewer spaces you may advance your mover.
- The turn players can stop the music by pressing any Music Note button or the play/stop button. You may resume playing the song by pressing the play/stop button or any Music Note button. Now, it's time to give your ONE guess. Note: You may only hear the melody once, so listen carefully!
- The correct answer is noted in bold and with an *asterisk.
- If you're correct, advance the number of spaces indicated by the lit Music Note button.
- If you're incorrect or don't know, the trailing player/team may try to steal the question. Just two choices left: it's a 50-50 chance now! The opposing player or team may move one space if he answers correctly. If the turn player is on the trailing team, then that turn is over.

Kids' Cards

- Just like on the adult cards, players should roll and the lit Music Note button will determine which question you'll read.
- The card reader should enter in the song code next to the question. Underneath the song code is the number of spaces players may advance if they answer correctly.
- Then read that question to the child, who can look at the picture on one side of the card as a clue.
- Press play. Can you guess the answer: true or false, yes or no?
- If the child is correct, he/she advances the number of spaces on the board as indicated on the card.
- If a player does not answer correctly, he may not advance his mover.

Continuing Play

- Alternate taking turns going clockwise and amongst teams.
- Players may share spaces on the board as they advance. Play continues until that one player/team is the first to reach the last space on the board. Get to Mickey, who's waiting for you at the finish!

Winning:

The first player or team to the end of the game board wins!

BATTERY SAFETY INFORMATION

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the game before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- 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 batteries safely. Do not dispose of in a fire as batteries may explode or leak.

Note:

- For longer life use alkaline batteries.
- Replace batteries when the music distorts.

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 USA. 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 USA. Or you may phone us toll-free at 1-800-524-8697, Monday – Friday, 8:00 a.m. – 6:00 p.m. Eastern Time. Outside USA, see telephone directory for Mattel

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333 Continental Blvd., El Segundo, CA 90245 USA

1 (800) 524-TOYS



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REQUIREMENTS OF ASTM F963.

We are dedicated to quality products.



Song writing credits Créditos musicales

Arabian Nights

Music by/Música de Alan Menken, Words by/Letra de Howard Ashman

The Ballad Of Davy Crockett

Words by/Letra de Tom Blackburn, Music by/Música de George Bruns

Bare Necessities

Words and Music by/Letra y música de Terry Gilkyson

Be Our Guest

Music by/Música de Alan Menken, Words by/Letra de Howard Ashman

Be Prepared

Words by/Letra de Tim Rice, Music by/Música de Elton John

Beauty and the Beast

Music by/Música de Alan Menken, Words by/Letra de Howard Ashman

Bella Notte

Words and Music by/Letra y música de Sonny Burke and/y Peggy Lee

Belle

Music by/Música de Alan Menken, Words by/Letra de Howard Ashman

Best of Friends

Words by/Letra de Stan Fidel, Music by/Música de Richard Johnston

Bibbidi-Bobbidi-Boo

Words by/Letra de Jerry Livingston, Music by/Música de Mack David and/y Al Hoffman

Boo Bop Bopbop Bop

Words and Music by/Letra y música de Al Kasha and/y Joel Hirschhorn

Can You Feel the Love Tonight?

Words by/Letra de Tim Rice, Music by/Música de Elton John

Candle on the Water

Words and Music by/Letra y música de Al Kasha and/y Joel Hirschhorn

Chim Chim Cher-ee

Words and Music by/Letra y música de Richard Sherman and/y Robert Sherman

Circle of Life

Words by/Letra de Tim Rice, Music by/Música de Elton John

Colors of the Wind

Music by/Música de Alan Menken, Words by/Letra de Stephen Schwartz

Cruella De Vil

Words and Music by/Letra y música de Mel Levin

A Dream is a Wish Your Heart Makes

Words by/Letra de Jerry Livingston and/y Al Hoffman, Music by/Música de Mack David and/y Al Hoffman

Ev'rybody's Got a Laughing Place

Words by/Letra de Ray Gilbert, Music by/Música de Allie Wrubel

Ev'rybody Wants to Be a Cat

Words by/Letra de Floyd Huddleston, Music by/Música de Al Rinker

Feed the Birds

Words and Music by/Letra y música de Richard Sherman and/y Robert Sherman

Following the Leader

Words by/Letra de Winston Hibler and/y Ted Sears, Music by/Música de Oliver Wallace

Friend Like Me

Music by/Música de Alan Menken, Words by/Letra de Howard Ashman

Gaston

Music by/Música de Alan Menken, Words by/Letra de Howard Ashman

A Girl Worth Fighting For

Words by/Letra de David Zippel, Music by/Música de Matthew Wilder

God Help the Outcasts

Music by/Música de Alan Menken, Words by/Letra de Stephen Schwartz

Good Company

Words and Music by/Letra y música de Robert Minkoff and/y Ron Rocha

A Guy Like You

Music by/Música de Alan Menken, Words by/Letra de Stephen Schwartz

Hakuna Matata

Words by/Letra de Tim Rice, Music by/Música de Elton John

He's a Tramp

Words and Music by/Letra y música de Sonny Burke and/y Peggy Lee

Higitus Figitus

Words and Music by/Letra y música de Richard Sherman and/y Robert Sherman

Honor To Us All

Words by/Letra de David Zippel, Music by/Música de Matthew Wilder

How D'ye Do and Shake Hands

Words by/Letra de Cy Coben, Music by/Música de Oliver Wallace

I Just Can't Wait to Be King

Words by/Letra de Tim Rice, Music by/Música de Elton John

I Love to Laugh

Words and Music by/Letra y música de Richard Sherman and/y Robert Sherman

I Wan'na Be Like You

Words and Music by/Letra y música de Richard Sherman and/y Robert Sherman

I Wonder

Words by/Letra de Winston Hibler and/y Ted Sears

Music by/Música de George Bruns

I Won't Say (I'm In Love)

Music by/Música de Alan Menken, Words by/Letra de David Zippel

I'll Make a Man Out of You

Words by/Letra de David Zippel, Music by/Música de Matthew Wilder

I'm Late

Words by/Letra de Bob Hilliard, Music by/Música de Sammy Fain

I'm No Fool

Words and Music by/Letra y música de Jimmie Dodd

It's a Small World

Words and Music by/Letra y música de Richard Sherman and/y Robert Sherman

Jolly Holiday

Words and Music by/Letra y música de Richard Sherman and/y Robert Sherman

Just Around the Riverbend

Music by/Música de Alan Menken, Words by/Letra de Stephen Schwartz

Kiss the Girl

Music by/Música de Alan Menken, Words by/Letra de Howard Ashman

Les Poissons

Music by/Música de Alan Menken, Words by/Letra de Howard Ashman

Let's Get Together

Words and Music by/Letra y música de Richard Sherman and/y Robert Sherman

Let's Go Fly a Kite

Words and Music by/Letra y música de Richard Sherman and/y Robert Sherman

Little April Shower

Words by/Letra de Larry Morey, Music by/Música de Frank Churchill

Little Black Rain Cloud

Words and Music by/Letra y música de Richard Sherman and/y Robert Sherman

Looking For Romance

Words by/Letra de Larry Morey, Music by/Música de Frank Churchill

Love

Words by/Letra de Floyd Huddleston, Music by/Música de George Bruns

Love is a Song

Words by/Letra de Larry Morey, Music by/Música de Frank Churchill

The Mickey Mouse March

Words and Music by/Letra y música de Jimmie Dodd

My Own Home

Words and Music by/Letra y música de Richard Sherman and/y Robert Sherman

Oh, Sing Sweet Nightingale

Words and Music by/Letra y música de Jerry Livingston, Mack David and/y Al Hoffman

Old Yeller

Words by/Letra de Gil George, Music by/Música de Oliver Wallace

Once Upon a Dream

Words and Music by/Letra y música de Sammy Fain and/y Jack Lawrence

One Jump Ahead

Music by/Música de Alan Menken, Words by/Letra de Tim Rice

One Last Hope

Music by/Música de Alan Menken, Words by/Letra de David Zippel

Oo-De-Lally

Words and Music by/Letra y música de Roger Miller