

Fisher-Price®

**GAMES**

**ELECTRONIC**

**Quack Quack  
Goose**

GAME

**AGE: 3+**

**PLAYERS: 1 Player**

**CONTENTS:**

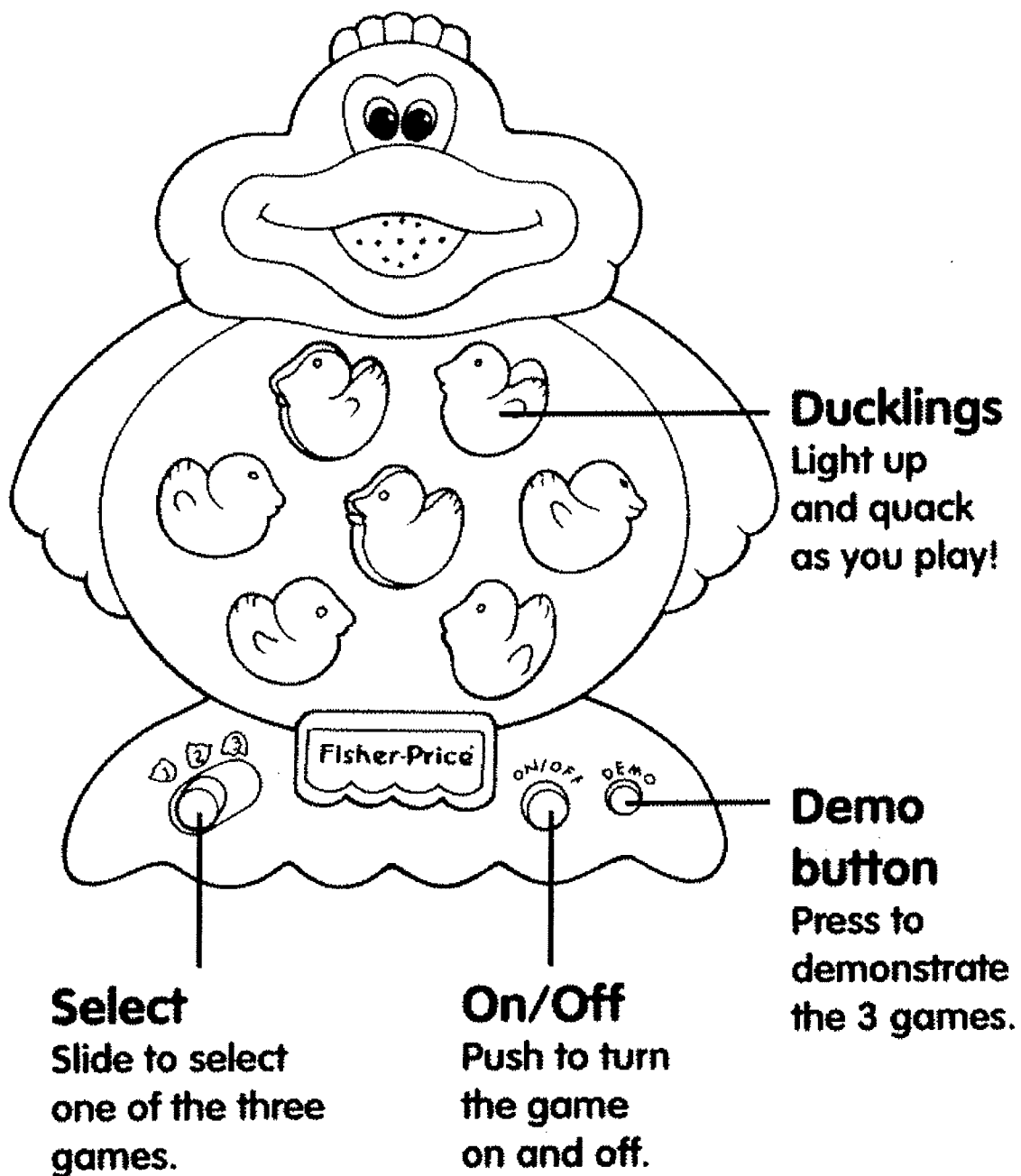
Duck Duck Goose! game unit, 3 "AA" batteries, and Instructions

Mama Goose and her seven little ducklings have three games full of feathered fun for you to play. In Duck Duck Goose find the little goose and catch it before it can get back home. In Find the Duck, Mama Goose has lost her ducklings. Listen for the sound and find the missing duckling. In Ducks in a Row, press the ducklings in the same order they light up to win the game. It's a pond full of fun that will quack you up!

**EXITING DEMO MODE**

Press the On / Off button to exit Demo mode.

# A LOOK AT YOUR GAME UNIT:



# **GETTING STARTED**

## **1. TURNING THE GAME ON**

To turn Mama Duck on, press the ON/OFF button on her left foot.

## **2. CHOOSING A GAME**

Slide the game SELECT switch so that it points at the game you want to play. Mama Duck will say the name of the game you have selected and the game will begin right away.

# **LET'S PLAY!**

## **GAME 1 - DUCK DUCK GOOSE!**

### **OBJECT:**

Press the little ducklings one by one until you find the goose! Then catch him before he can run all the way home.

To play Duck Duck Goose! Slide the SELECT switch to # 1.

**1. Find the Goose**

**Press the lit ducklings one by one. As you press them they will light up and "quack." When you find the goose, he will "honk" and run for home.**

**2. Catch the Goose!**

**The ducklings will light up one after the other as the "goose" races around the circle. To catch the goose, press the lit duckling before the light goes out. But be quick, if the goose gets back to his starting place before you catch him, he wins.**

**3. Lickety split, you're quick!**

**The quicker you catch the goose, the faster he runs the next time! Catch him five times in a row to win the game!**

## **GAME 2 - FIND THE DUCK**

### **OBJECT:**

**Help Mama Duck find her missing ducklings by listening to the noise she plays and finding the duckling with the matching sound.**

**To play Find the Duck, slide the SELECT switch to #2.**

- 1. There's a whole lot of quacking going on! Mama Duck quacks for her ducklings and they all light up one by one and "quack" back with their own unique sound. Listen to the sounds and remember which duckling makes each noise.**
- 2. Little duck lost**  
**When Mama Duck looks for the duckling that makes a specific noise, press that duckling to help her find it. If you can't find the missing duckling, Mama Duck will help you.**
- 3. Top Duck!**  
**Find all seven ducks to win the game!**

## **GAME 3 - DUCKS IN A ROW**

### **OBJECT:**

Watch the ducklings light up and sound off and then press them in the same order.

To play Ducks in a Row, slide the SELECT switch to #3.

1. Noisy little ducklings, all in a row.  
Watch the little ducklings light up and sound off and then repeat the sequence by pressing each duckling in the same order. Each time you do it right, another duckling joins the line.
2. Top Duck!  
Get all seven ducks in a row to win the game!

## **STARTING A NEW GAME:**

Any time you want to start a new game, move the SELECT switch to the game number you want to play.

## **WAKING UP THE GAME:**

If no buttons are pressed for a while, the game will go to "SLEEP MODE." To restart the game, press the ON/OFF button. Make sure the SELECT switch is pointing at the game you want to play.

## **INSTALLING BATTERIES**

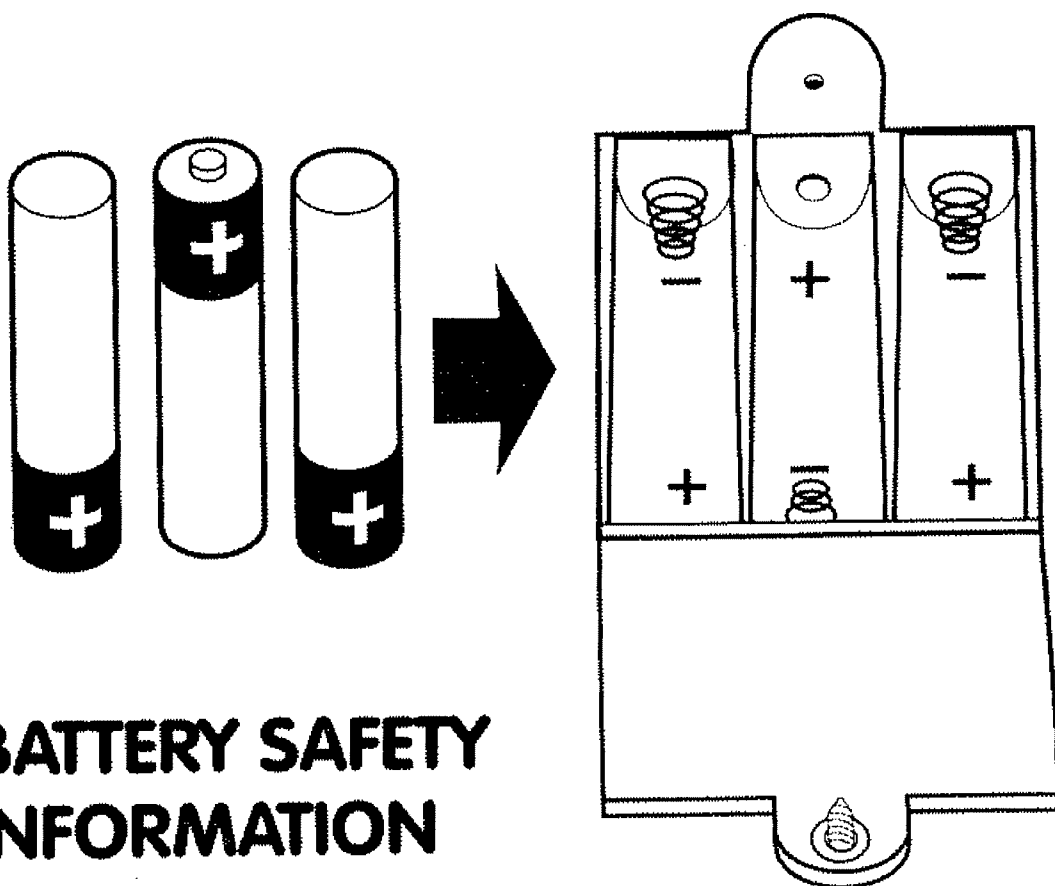
**ADULTS NOTE:** Batteries included are for demonstration purposes only.

For longer life use only alkaline batteries.

This game unit requires 3 "AA" batteries.

- Open the battery compartment door on the back of the unit using a screwdriver.
- Replace batteries as shown. Match direction of "+" and "-" terminals.
- Close the battery compartment and replace the screw.





## **BATTERY SAFETY INFORMATION**

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy 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.

## TROUBLE SHOOTING

- If the unit is not working properly, turn the unit off and on again or try replacing the batteries.
- If lights or sound are weak, replace the batteries.

### 2 YEAR LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free of defects in material or workmanship for two years (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 Adjustment Center, 15930 E. Valley Boulevard, City of Industry, California 91744 for replacement or refund at our option. This warranty does not cover damage resulting from accident, misuse, or abuse. **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.

Send only the product to the address above. Send all correspondence to Consumer Relations, Mattel, Inc., 333 Continental Blvd., El Segundo, CA 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.

0001-1129-G4

# **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.**

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

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## CONSUMER INFORMATION

MATTY MATTEL™ TOYS



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CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

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