

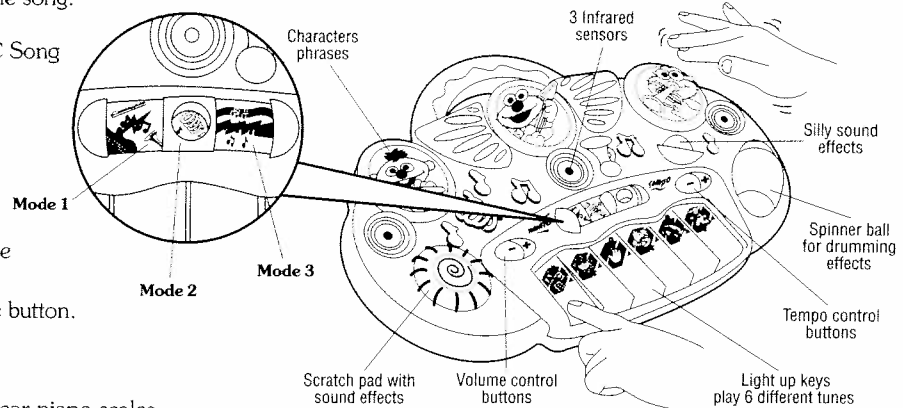
Magical Moves Keyboard

INSTRUCTION SHEET

Pretend to be a rock, jazz or classical musician with the Sesame Street Muppet's interactive Magical Moves Keyboard! Children will learn to change tempos, identify familiar preprogrammed songs, identify 3 different instruments, identify different styles of music and hear fun sound effects. Magical Moves Keyboard has 3 Modes of play.

HOW TO BEGIN PLAY

1. Press any key to begin play. Each key lights up and plays one song. There are 6 preprogrammed songs:
 - Sunny Days • Skip to My Lou • London Bridges • ABC Song
 - If You're Happy and You Know It • This Old Man
2. The "Mode" switch above the keyboard allows you to switch between 3 modes.
 - Mode 1: Phrase/Musical Riff
 - Mode 2: Silly Sound Effects
 - Mode 3: Styles of Music
3. Change the beat of the music by increasing or decreasing the tempo button.
4. Control the loudness by increasing or decreasing the volume button.
5. Add drum effects by spinning the drum roller.
6. Add sound effects by turning the sound effect dial.
7. In any Mode, wave hand quickly over all three sensors to hear piano scales.



Mode 1 Phrase/Musical Riff

1. Slide the Mode switch to **Mode 1**.
2. Press any key and a preprogrammed song will begin to play.
3. **WAVE** your hand over the magical sensor and an instrumental riff will play. Instrumental riffs include:
 - Ernie on Flute
 - Elmo on Guitar
 - Cookie Monster on Trumpet
 Every third time your child **WAVES** his/her hand over the magical sensor one of the Sesame Street Muppets will talk instead of playing an instrumental riff.
4. If your child presses a key during the song, the song continues without interruption. However, the keyboard keys now change to individual notes allowing the keyboard to be played as a piano.
5. To continue listening to instrumental riffs, **WAVE** your hand over the magical sensor.

Mode 2 Silly Sound Effects

1. Slide the Mode switch to **Mode 2**.
2. Press any key and a preprogrammed song will begin to play.
3. **WAVE** your hand over the magical sensor and silly sound effects replace the instrumental riffs. Sound effects include:
 - Ernie playing springs
 - Elmo playing a horn
 - Cookie Monster making spaceship sounds
4. If your child presses a key during the song, the song continues without interruption. However, the keyboard keys now change to individual notes that play as the last sound effect that was triggered.
5. To continue listening to silly sound effects, **WAVE** your hand over the magical sensor.

Mode 3 Styles of Music

1. Slide the Mode switch to **Mode 3**.
2. Press any key and a preprogrammed song will begin to play.
3. **WAVE** your hand over the magical sensor and the style of music will change. The character will call out the style of music before the song begins:
 - Ernie calls out Classical
 - Elmo calls out Rock & Roll
 - Cookie Monster calls out Jazz
4. If your child presses a key during the song, the song continues without interruption. However, the keyboard keys now change to individual notes allowing the keyboard to be played as a piano.
5. To continue changing to a different style of music, **WAVE** your hand over the magical sensor.

Sleep Mode:

1. If the toy remains inactive for 30 additional seconds, it will automatically turn off to preserve battery life.
2. Press any key to start a song.

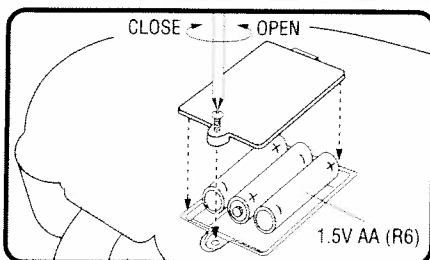
BATTERY INSTALLATION

CAUTION:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before they are charged.
- If removable rechargeable batteries are used, they 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.

- Be sure to insert batteries with the correct polarities and always follow the toy and battery manufacturers' instructions.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.

Should this product cause local electrical interference we recommend moving it away from other equipment.



©2000 Sesame Workshop.

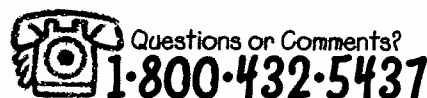
Sesame Street and its logo are trademarks of Sesame Workshop. All rights reserved. Watch Sesame Street on PBS and 123 Sesame on Noggin.

Fisher-Price, Inc., a subsidiary of Mattel, Inc., New York, New York 10010 U.S.A.

Manufactured for Fisher-Price. ©2000 Mattel, Inc. All Rights Reserved.

Fisher-Price and the Fisher-Price logo are U.S. trademarks of Mattel, Inc.

Packing and address should be retained for future reference.



Fisher-Price

ITEM NO. 93521