



Barnyard Boogie™

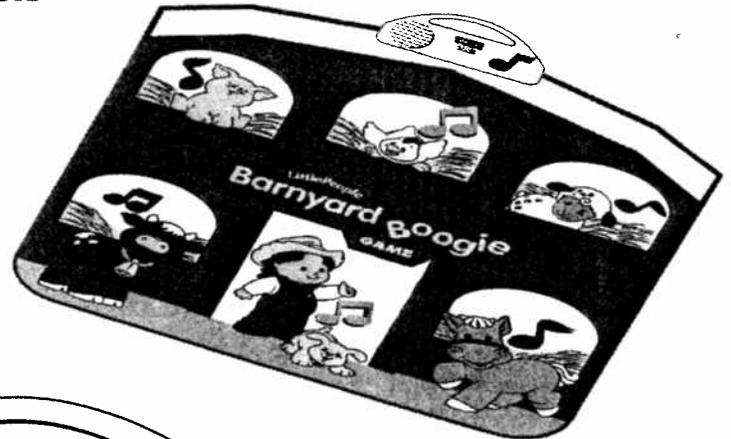
AGES 3+
1 or more
players

Electronic Dance Mat INSTRUCTIONS

CONTENTS:

Little People® Barnyard Boogie™
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.



A LOOK AT YOUR GAME UNIT

GAME CONTROLS

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

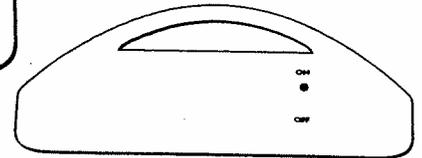
Game 1 – Animal Shapes

Game 2 – Follow Jed

Game 3 – Play a Song

Game 4 – Barnyard Boogie

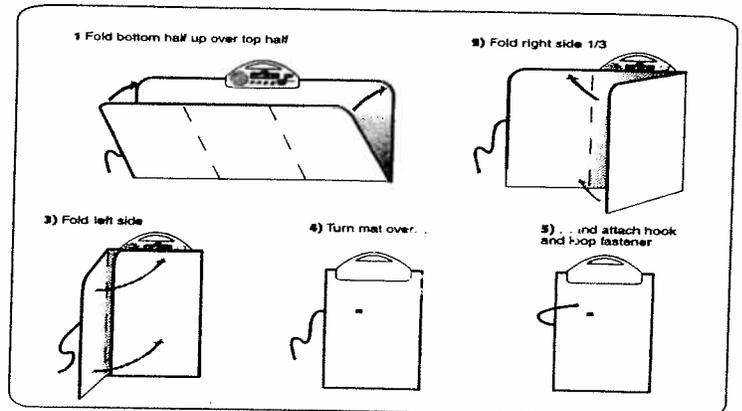
Master Switch – Main on/off switch (On back of unit)



STORAGE AND TRAVEL

Little People Barnyard Boogie folds up for easy storage and travel.

1. Turn the Master On/Off switch to the "off" position.
2. Follow the diagram to fold the mat as shown, then use the hook and loop fastener to keep it in place.



HOW TO PLAY

1. Install the batteries. (See Installing Batteries.)
2. Slide the Master Switch on the back of the game to the "ON" position. Turn the mat over so the picture side is facing up.
3. Press the On/Off button to turn the game on or wake it up from sleep mode.
4. A song will play.
5. Farmer Jed will say, "Pick a game."
6. Press one of the 4 game buttons.
7. If no game is chosen "Game 1" will start automatically.

LET'S PLAY!

Game 1

"Animal Shapes"

The object of this game is to step on the animal shapes and let Farmer Jed tell you what they are.

1. Press the "Game 1" button.
2. Jed will say, "Howdy do I'm Farmer Jed. Step on an animal shape."
3. When you step on a shape the pictured animal will make a sound and Farmer Jed will tell you what the animal is.
4. After you step on 4 shapes in a row Farmer Jed will compliment you. You may continue to play "Animal



Shapes" or choose a new game by pressing one of the other game buttons.

5. If a new shape is not stepped on, Farmer Jed will say, "Step on a shape". If no shape is stepped on Farmer Jed will say, "Goodbye" and the game will go into sleep mode. (See Waking Up The Game.)

Game 2

"Follow Farmer Jed"

The object of the game is to follow Farmer Jed's sequence of shapes as long as possible.

1. Press the "Game 2" button.
2. Farmer Jed will say, "Follow me."
3. Farmer Jed will say, "Step on the animal shapes in the order I say them."
4. Follow the sequence of shapes that Farmer Jed gives you. When you step on the right shapes Farmer Jed will say "Yea."
5. When you correctly step on five shapes in a row, music will play and Farmer Jed will compliment you.
6. Farmer Jed will then say, "Follow me. Step on the animal shapes in the order I say them" and the game will begin again
7. If you step on the wrong shape Farmer Jed will say, "Oops" and repeat the shape. If you step on the wrong shape 5 times Farmer Jed will start the game over.

NOTE: This game can also be played as a two-player game.

1. Hold down the Game Two button until Farmer Jed says "Player one".
2. The game will then go through the same sequence as the one player game. When player one completes their sequence then Jed will say, "Player two"
3. When both players complete the sequence the game will begin again. You may continue to play "Follow Farmer Jed" or you may choose another game by pressing one of the other game buttons.

Game 3

"Play a Song"

The object of the game is to play different songs by stepping on different shapes.

1. Press the "Game 3" button.
2. Farmer Jed will say, "Lets play a song. Step on a note to pick a song."
3. When you step on one of the notes a short part of the song will play and then Farmer Jed will say, "Step on the notes to play the song."
4. You may play the song either by repeatedly stepping on a single note or any combination of notes.
5. When you have finished the song Farmer Jed will compliment you and say, "Lets play a song. Step on a note to pick a song." You may choose another song by pressing a new shape or a new game by pressing one of the game buttons.

NOTE:

There is a different song associated with each animal shape.

Jed/dog – "Old Macdonald"

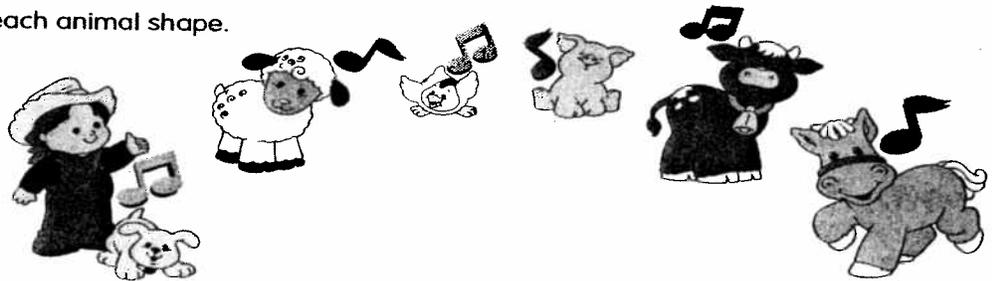
Sheep- "Polly Wolly Doodle"

Chicken- "Camptown Races"

Pig- "Jimmy Crack Corn"

Cow- "Oh My Darling Clementine"

Horse –"William Tell Overture"



Game 4

"Barnyard Boogie"

The object of the game is to play music using the instruments on Farmer Jed's Musical Song and Dance Mat.

1. Press the "Game 4" button.
2. Farmer Jed will say, "Let's boogie. Step on the notes to boogie."
3. The animal shapes become notes that you step on and play a song.
4. You may continue to play music or you may choose a new game by pressing one of the other game buttons.

WAKING UP THE GAME:

If no buttons are pressed for more than 30 seconds, the unit will go into "SLEEP MODE." To "wake" the game, simply press the ON/OFF button.

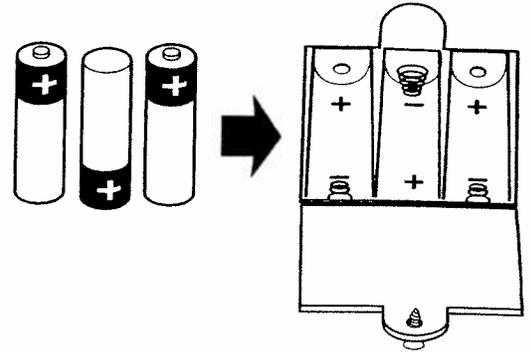
CLEANING

- Wipe the vinyl surface with a damp cloth.
- Do not immerse any portion of Little People Barnyard Boogie in water..

INSTALLING BATTERIES

Requires 3 "AA" Batteries

- Open the battery compartment door on the back of the unit using a phillips screwdriver. (Not included.)
- Replace batteries as shown. Match direction of "+" and "-" terminals.
- Close the battery compartment.
- 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 batteries safely. Do not dispose of in a fire as batteries may explode or leak.

TROUBLE SHOOTING

- If the unit is not working properly, press the reset button or try replacing the batteries.
- Keep these instructions for future reference as they contain important information.

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.

WARRANTY

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 90 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 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 Affairs, Mattel, Inc., 333 Continental Blvd., El Segundo, California 90245-5012, U.S.A. Or you may telephone us toll-free at 1-800-524-TOYS, Monday - Friday, 8:00 a.m. - 5:00 p.m. PST; 11:00 a.m. - 8:00 p.m. EST.

www.fisher-price.com

© 2002 Mattel, Inc., El Segundo, CA 90245 U.S.A.
All Rights Reserved.

Retain this address for future reference:
Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB
UK Help Line 01628500303
Mattel Australia Pty., Ltd., Richmond, Victoria 3121.
Consumer Advisory Service 1800 800 812 (valid only in Australia).
Mattel East Asia Ltd, World Finance Centre, Harbour City, Tsimshatsui, HK.

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

1 (800) 524-TOYS



CONFORMS TO THE SAFETY
REQUIREMENTS OF ASTM F963.

We are dedicated to quality products.