

Wheels on the Bus™

For 2-4 Players
Ages 3+



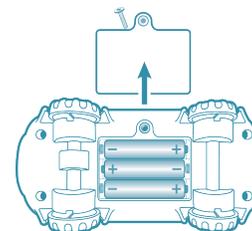
OBJECT

Be the first player to collect one of each of the four different bus tokens.

CONTENTS

- 1 Electronic Singing Bus
- 1 Game Board
- 4 Movers and Mover Stands
- 20 Tokens (5 Wheels, 5 Horns, 5 Wipers, 5 Doors)

BATTERIES



To install batteries, unscrew and open the battery compartment located on the bottom of the game unit. Insert 3 AAA alkaline batteries, aligning the + and - symbols with the markings on the plastic battery compartment. Replace the battery compartment door and tighten the screw. Adult supervision is required when installing batteries.

SET UP

Place the game board in the center of the playing area, and place the bus on the road in any location. Carefully remove the tokens from the sheet, and place them facedown in the middle of the game board. Each player chooses a mover and a mover stand, and places it on the bus stop that matches their color. Each player should sit by the bus stop that matches the color of their mover.

INSTRUCTIONS



Sing the Song and Play Along!

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Caution: changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

IMPORTANT: Wheels on the Bus™ requires 3 AAA batteries (not included). Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries. Remove batteries from the game unit when it is not expected to be in use for several months. Do not dispose of batteries in fire. Batteries are to be disposed of per your municipality, state or provincial regulations. Non-rechargeable batteries are not to be recharged. Rechargeable batteries are only to be charged under adult supervision. Rechargeable batteries are to be removed from the toy before being charged.

Different types of batteries or new and used batteries are not to be mixed. 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.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

We appreciate your comments on this game. Please send your correspondence to: info@goliathgames.com. Our Customer Service Department can be reached Monday through Friday (except during holidays) from 10:00 am CST to 4:00 pm CST at 1(855) 258-8214.



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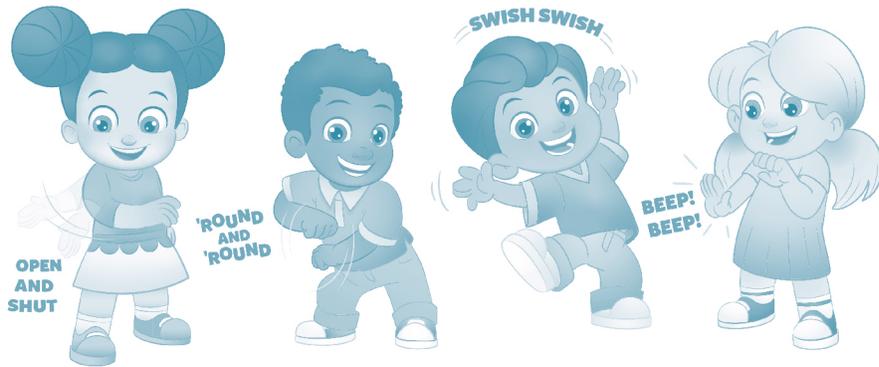
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PLAYING THE GAME

Buckle up – it’s time to play! The youngest player goes first by moving the bus along the road and stopping it at their bus stop. As the bus is moving, it will begin playing the tune of the “Wheels on the Bus™” song. Every player is encouraged to sing and dance along!

When the bus reaches the player’s bus stop, they should press the bus’s hood – while the music is playing – to find out which token to look for. Will it be the wheels? Or maybe the horn? The bus will call out which part of the bus the player will need to find. For example, if the bus plays “The horn on the bus goes beep, beep, beep,” the player needs to find the horn token. **NOTE:** If you need a reminder of which token to look for, just press the hood one more time! (See the figures below for suggested hand movements.)



After the bus has finished singing, the player now has two chances to find a token that matches the motion called out by the bus.

- The player should pick up one token from the center of the game board and turn it over for everyone to see. If the token matches the motion called out by the bus, congratulations! The player gets to keep the token and should place it on the matching space on their bus stop.

- If the token does not match the motion called out by the bus the player should return it, facedown, to the center of the game board. They then get one more try to find the correct token.
- If the player does not find the correct token after two tries, that’s okay! Flip the tokens back over in the center of the board.
- Play continues clockwise.
- **NOTE:** If the bus asks for a part that the player already has, they must try to find and flip over a second one that matches. If they find it, they can flip over a third token. If the third token is a part of the bus they don’t already have, they can keep it – if it is a duplicate, they should flip all three tokens back over.

WINNING THE GAME

The first player to collect one of each of the four different tokens wins! Place your mover on the top of the bus and gently press down. The bus will now play the entire song!