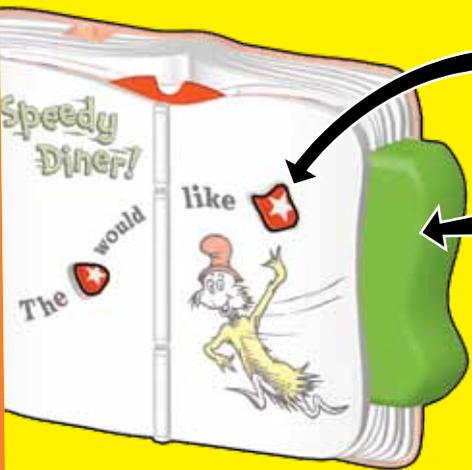


How to Load the Musical Menu

1 Make sure the Musical Menu is in the load position.

You'll see stars ✨ in the windows when it's in the load position.

If it's not in the load position, click the green button until you see stars ✨.



2 Insert a menu card.

ATTENTION:

Do not try to insert or remove the menu card unless the Musical Menu is in the load position.



Make sure the notch is pointing down.

When a menu card is fully inserted, you'll see stars ✨ in the windows.



Dr. Seuss

Green Eggs and Ham Speedy Diner! Rules



object

As a team, earn as many coins as you can by serving customers quickly.

2-3 players: Play as one team.

4-6 players: Take turns playing as two teams. Then compare your scores.

Set Up

1 Customers

Put the Fox, Goat, and Mouse pads in three corners of the play area. The farther they are apart, the more challenging the game!

2 Scoreboard and Coins

Put the Scoreboard and coins in another corner.

3 Foods

Put the food tiles in the middle. This will be the diner kitchen.

4 Your Team

Choose one player to be your team's Chef (the first time you play, let a **grown-up** be the Chef). The rest of the team are Waiters.



Battery Information

The device needs three AA batteries (not included). Follow these steps to install the batteries. Batteries must be installed and removed by an adult.

- Turn device over, remove cover using a standard or Phillips screw screwdriver.
- Insert the batteries as indicated.
- Replace the battery cover and tighten the screw.

Battery Safety:

- Do not put the batteries in backwards.
- Positive (+) and negative (-) ends must be inserted in the correct directions following the polarity (+/-) diagram in the battery compartment.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Rechargeable batteries must be removed before recharging.
- Batteries must be installed and removed by an adult only.
- Rechargeable batteries must be recharged by an adult only.
- Remove exhausted batteries and dispose of properly.
- The supply terminals are not to be short circuited.
- Do not try to recharge non-rechargeable batteries.

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.

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



WARNING: TO AVOID BATTERY LEAKAGE

Please follow these battery usage instructions. Failure to follow these instructions can result in battery acid leakage that may cause burns, personal injury, and property damage.

Musical Menu

Install 3 AA batteries. See back page for battery instructions.



The Musical Menu comes already loaded with a menu card. To learn how to load menu cards, see back page.

open

On Your Team's Turn

Chef:

- Put on the chef hat.
- Is the Musical Menu in the load position? (Do you see stars  in the windows?) If not, click the green button until you see them.
- If there's not a menu card in the Musical Menu, load one now (see back page for directions).
- Switch the Musical Menu on (LO or HI volume).
- Start the game by pushing the green button a few times. **Call out** the order you see in the windows. Say the **customer** (Fox, Goat, or Mouse), the **food**, and the **color**. Example:
 **would like**  **Call out:** "The Fox would like purple pizza!"
- If you see a crossed-out picture in the window, tell the waiters to take that type of food off the customer's plate and back to the diner kitchen. Look at the examples below before playing.
- Keep clicking the green button and calling out orders until you see .



Waiters:

- Listen to the chef and rush the correct foods to the customers.
- Make sure the food is placed with the correct color facing up.

Note: Food tiles have different colors on each side!

- Don't take food away from the customers unless the chef tells you to (see examples below).

- Work as a team!

Examples of menu pictures:

any food



The customer wants **that** food in **that** color.

a crossed-out food, shape, or color



The customer **doesn't want** that food, color, or shape (take any matching foods back to the diner kitchen).

swap



The two customers want to **trade** food with each other.

"Bug Bonus!"



Take  for each bug

When you hear a "Bug Bonus!" announcement from the Musical Menu, look at all the foods on the customers' plates and count how many bugs are face-up. Then, immediately put that many coins on the Scoreboard and keep playing!

End of Game

When the music stops and you see the words , the game is over. Flip the page on the Musical Menu and check your answers.

Listen! The Musical Menu will announce **how fast** you were and **how many** coins your team gets for each customer you served accurately.



Wow! That was	fast	Take	1 coin	for each customer that has just the right things!
	super fast		2 coins	
	super-doooper fast		3 coins	
	super-dee-doooper rocket-booster fast		4 coins	



Then, count all the coins on the Scoreboard to see how well you did. Try to get more coins each time you play!

For a New Game

Advance the Musical Menu until you see stars . Remove the menu card and insert a new one. Put the food tiles back in the diner kitchen and clear the coins off the Scoreboard. Now it's the other team's turn. Or play again and try for a higher score!



See back page for details about how to load a new menu card into the Musical Menu.