

Gloworm Light & Learn Game

A NOTE TO THE PARENT:

Gloworm Light & Learn is a fun way for your child to develop color, number, letter, and shape discrimination skills. The 10 two-sided learning cards provide your child with three levels of learning. Difficulty level is indicated by card color, and by a letter on the bottom left of each card, next to the logo. The difficulty level coding is as follows:

- Yellow - Easy (E)
- Blue - Medium (M)
- Green - Difficult (D)

Each card includes an illustration of one or more Glo Friends, an instructional Gloworm poem, and five exercises relating to a particular learning activity. Your child will have all the fun of guessing the right answers, plus the positive reinforcement of making the Gloworm probe light up with every correct answer!

OBJECT: Light up the Gloworm by guessing the correct answer.

CONTENTS: • 10 two-sided learning cards
• 1 Gloworm probe • 1 battery/probe holder
• 1 cardboard platform • 1 circuit board

GAME SETUP

1. Take out the learning cards, and separate each card along the perforated lines. Carefully punch out any cardboard circles remaining in the card holes.
2. Lift up and remove the cardboard platform from the box. Carefully punch out any cardboard circles remaining in the holes, and set the platform aside.
3. Remove the Gloworm probe from the plastic bag, and set it aside.
4. Fold the battery/probe holder along the score lines as shown in Figure 1. Then insert the battery/probe holder into the spaces provided in the circuit board, as shown in Figure 2. The holder will make it easy to insert the batteries, and easy to store the Gloworm probe when you put it away.
5. Place 2 "C" cell batteries (not included) into the battery holder, as shown in Figure 2. Make sure both batteries are facing in the same direction.
6. **TESTING THE PROBE:** Once the batteries are in

FIGURE 1
Fold battery/probe holder.

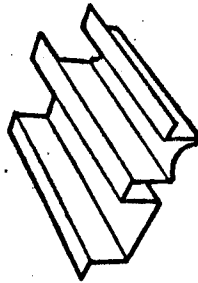
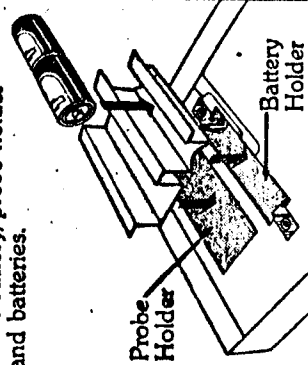


FIGURE 2
Insert battery/probe holder and batteries.



place, test the probe by touching the metal contact point on the bottom of the probe to the battery contact furthest from the probe wire attachment (shown in Figure 3). When the probe touches the contact, the Gloworm's face should light up. In the event that it doesn't, check the batteries to make sure they're properly in place. Then, if necessary, test the bulb in the Gloworm probe. To test the bulb, follow the steps below, which are illustrated in Figure 4.

- A. Open the probe by removing the two screws in the back.
 - B. Tighten the bulb by turning it clockwise.
 - C. Reassemble the probe by fitting the two halves together and replacing the two screws. Make sure the knot remains inside the probe.
- To replace a broken or burned out bulb, use only 14A, 2.5 volt flashlight-type screw base bulb.

7. Replace the cardboard platform by fitting it over the circuit board in the box bottom. Place the platform so that the rectangular hole fits directly over the probe compartment.

GAME PLAY

1. Select a card, and place it on the platform so that the holes in the card line up with the holes in the platform underneath.
2. Read the title of the card, and the directions in the poem below it.
3. Now look at the illustration in the first box in the top row. This is the question box. Then try to find the illustration that signifies the right answer—it's in one of the four answer boxes to the right of the question box.
4. When you think you've found the right answer, touch the probe to the hole in the answer box. If the Gloworm's face lights up, you're right! If not, try again until you find the correct answer.
5. Once you've completed the first exercise, go on to the exercise below it, and continue until you've completed all five of the exercises on the card. Then flip the card over, and begin again on the other side—or remove the card from the platform and begin a new card.

FIGURE 3

Test probe by touching battery terminal.

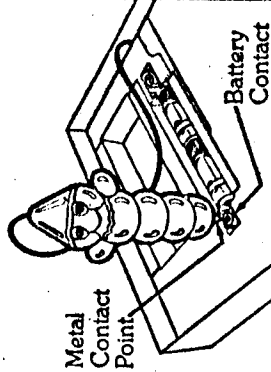


FIGURE 4

Probe disassembly.

