

# ALPHIE II

## READING & MATH ACTIVITY SET

### Seasons and Change

### Ready, Set, Grow

2 to 4 Players

#### You Need:

Alphie II, Ready, Set, Grow Game Board and Game Card, Color Circles.

#### Get Ready to Play:

1. Place all of the Color Circles, colored side down, in the center of the board.
2. Each player chooses 5 circles and places them on his Grow Chart. Keep them colored side down and do not look at them.
3. Decide who will play first, then turn the circles over.
4. Wake Alphie by pressing his **[ON]** button, then push his **[?]** button.
5. REMEMBER: After Alphie says "YES," you must press his **[?]** button; otherwise, he will keep repeating the same answer. When less than four are playing, press **[?]** after each round of play.

#### Object of The Game:

To remove all of the Color Circles from your Grow Chart, *in order*, 1-5.

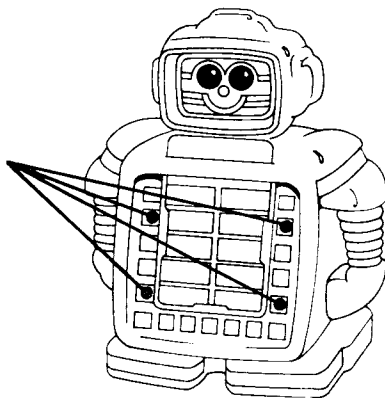
#### How to Play:

1. The first player ASKS ALPHIE if he may remove the circle on space #1 from his Grow Chart. He ASKS ALPHIE about one of the colors on that circle. If Alphie says "SOR-RY," then he asks about the other color.

#### Example:

"Alphie, may I take a circle with red on it?" If Alphie says "SOR-RY," then ask "May I take a circle with orange on it?"

You have 4 chances to ASK ALPHIE. Be sure to press ALL 4 buttons—one at a time—beside red and orange.



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## ***Ready, Set, Grow***

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### *Continued*

2. When Alphie says "YES," remove the first circle. If the next circle also has the color Alphie said "YES" to, remove that one, too. Remove as many circles with that color as possible, without skipping over any. Remember, circles must be removed in order, 1-5. Then press Alphie's  button for the next player.

BONUS: Any other players also may remove as many circles of that color, in order, as possible during the first player's turn.

3. After the first player completes his turn, or if Alphie says "SOR-RY" to all 4 chances, the next player takes his turn.
4. As the game continues, a player may have to ASK ALPHIE about a color to which Alphie has already said "SOR-RY" during that round. Press Alphie's  button and finish your turn.
5. The winner is the first player to remove all of his Color Circles, *in order*, from his Grow Chart. More than one player may win the game.

# Signs of the Seasons

2 to 4 Players

## You Need:

Alphie II, Signs of the Seasons Game Board and Game Card, numbered Signs of the Season cards, Fun Shapes, round Player Tokens.

## Get Ready to Play:

1. Shuffle the Sign of the Season cards and place them, number side down, on the Game Board. (When all the cards are used, reshuffle and use them again.)
2. Each player chooses a player token and the matching Fun Shape. Place your player token on "START" and keep the Fun Shape beside you to use later.
3. Decide who plays first. From then on, players follow each other in order of the seasons.
4. Wake Alphie by pressing his **[ON]** button, then push his **[?]** button.
5. REMEMBER: After Alphie says "YES," you must press his **[?]** button; otherwise, he will keep repeating the same answer. When less than four people are playing, press **[?]** after each round of play.

## Object of the Game:

To place your Fun Shape on the board before you reach "FINISH."

## How to Play:

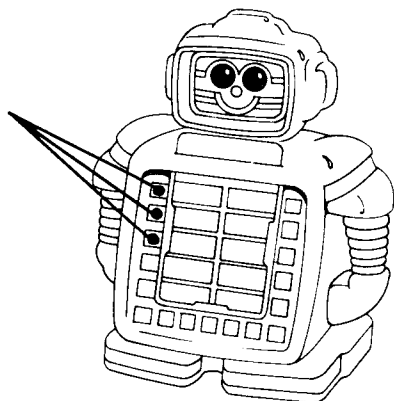
1. The first player takes a card and moves the number of spaces on the card.
2. The second player takes a card and moves that number of spaces.
3. To move, a player counts only the *empty* spaces, jumping over any space occupied by another player.
4. Whenever a player jumps over another player or players, he ASKS ALPHIE if he may place his Fun Shape on the Game Board.

### Example:

"Alphie, may I play my Summer Fun Shape?"

You have 3 chances to ASK ALPHIE. Be sure to press ALL 3 buttons—one at a time—beside the matching summer pictures.

BONUS: If another player's Fun Shape is included on the same Game Card space when Alphie says "YES" that player also may place his Fun Shape on the board.



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# Signs of the Seasons

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## Continued

5. Even though you may jump over more than one player in a turn, you still have only one set of 3 chances to ASK ALPHIE.
  6. As the game continues and some players have already placed their Fun Shape on the Game Board, Alphie may say "SOR-RY" to *all* those players still ASKING ALPHIE. Press [?] after each round of play.
  7. To win, you must place your Fun Shape on the board *before* you finish the path. If you reach "FINISH" without playing your Fun Shape, then you are out of the game. Sometimes nobody wins.
- NOTE: If a player has to jump over another player and lands on "FINISH," he still may ASK ALPHIE on that turn only.
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### Variation:

1. To move, a player counts *each* space on the board.
2. Whenever a player lands on a space occupied by another player, that player is "captured." Then the player capturing the other does three things:
  - (1) Moves the captured player back the same number of spaces he just moved forward. For example, if the advancing player moved forward 4 spaces, the captured player *must* move back 4 spaces.
  - (2) ASKS ALPHIE if he may play his Fun Shape.
  - (3) Takes another card and moves again.
3. Each time a player captures another player, he may do all three things again. Be sure to press [?] before ASKING ALPHIE again.
4. A player must have his Fun Shape on the board before he can move to FINISH. This may mean he has to wait at the finish line until another player captures him and moves him back, giving him more opportunities to ASK ALPHIE.
5. Sometimes a player nearing FINISH draws a number larger than the number of spaces left to move. Any other player he captures at the finish line still must move back the larger number of spaces as shown on the card.
6. The winner is the first player to move into finish after his Fun Shape is on the board.