

Ages 3-4 Level One

WARNING
Contains small parts which may present a choking hazard to children under three.

Look for other Talking Alphonie® Activity Sets!

LEVEL ONE activity sets are geared for **AGES 3-4**, and teach basic concepts that are the building blocks of learning. Kids learn math concepts by "adding" pictures instead of numbers, and reading concepts by repeating pictures in a certain sequence.

After children learn basic concepts, they progress to **LEVEL TWO** activity sets geared for **AGES 5-6**. Kids apply the concepts they learned in **LEVEL ONE** sets to pictures, letters and numbers, as they try simple addition, subtraction and word building.

LEVEL ONE ACTIVITY SETS

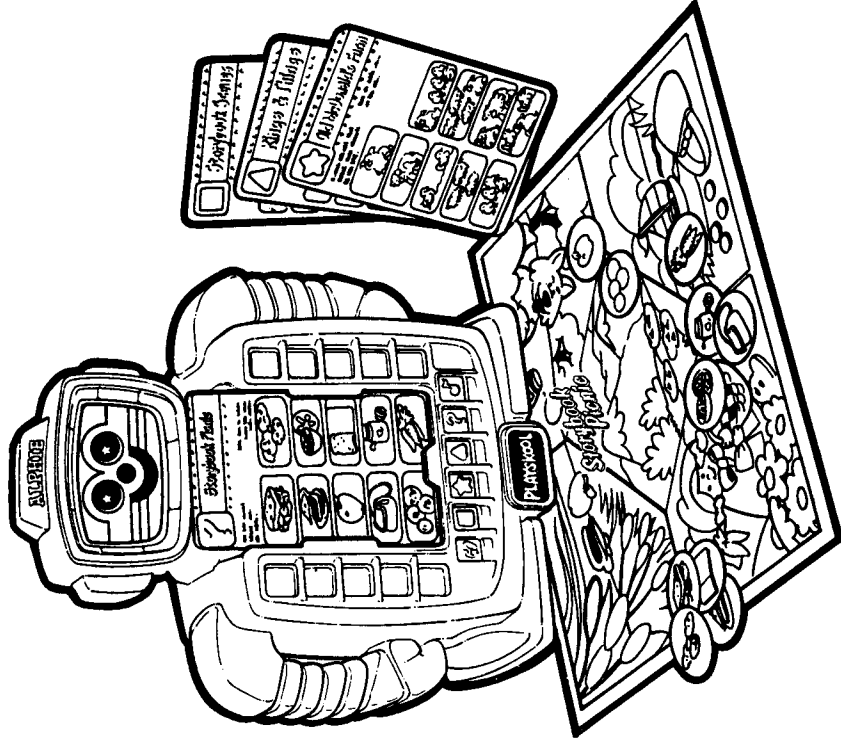
- Alphonie's America Junior
- Eating Right Families Outside
- Healthy Times On The Move
- Learning Lights Stories and Rhymes

LEVEL TWO ACTIVITY SETS

- Alphonie's America Senior
- Animal Calls Variety Show
- Spelling Fun

PLAYSKOOL®

Talking Alphonie® Activity Set



Stories and Rhymes

Instructions for Games

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 583/527 ASST. P/N 44434410

FUN RHYMES 2-4 players

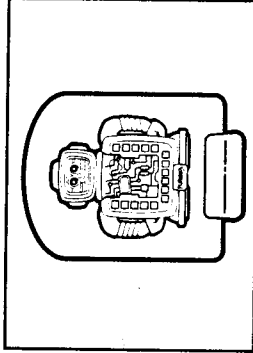
YOU NEED: Talking Alphie, Fun Rhymes game board, Fun Rhymes game card, 10 plain tokens, one game piece for each player, and plastic stands for the game pieces.

OBJECT OF THE GAME: Collect the most tokens.

GET READY TO PLAY:

1. Assemble the game pieces to stands as shown.
2. Each player chooses a game piece and places it on one of the START spaces on the game board.
3. Place all of the tokens in a pile next to the game board.
4. Decide who will play first.
5. Press the green "GO" if Alphie is not already on.
6. Insert the game card into Alphie, then press the button.

ASSEMBLED GAME PIECE



HOW TO PLAY:

1. The first player moves his/her game piece one space. The next player moves his/her game piece one adjacent space. Players continue to take turns moving their game pieces one adjacent space.
2. When a player moves onto a space that has the same picture/word as the space another player is on, the player who moved onto the space has made a "tag." The player who made the "tag" now tries to match the "tagged" word with a rhyming word. First, the player chooses the "tagged" word on the left side of the game card. Then, he/she chooses the rhyming word on the right side of the game card.
3. If the player makes a match, Talking Alphie says "You're right" or another positive response. The player moves to a new space and collects a token. If the player does not make a match, Talking Alphie says "Oops, try again." The player must wait until his/her next turn to try to "tag" and match rhyming words.
4. The game ends when there are no more tokens to collect. Players count their piles to see who has the most tokens.

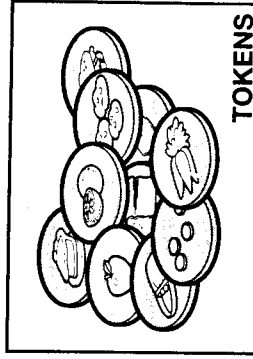
STORYBOOK PICNIC 2-4 players

YOU NEED: Talking Alphie, Storybook Picnic game board, Storybook Picnic game card, and 10 picture tokens.

OBJECT OF THE GAME: Collect all 5 objects the girl dropped, by retrieving the tokens before Talking Alphie plays the musical melody.

GET READY TO PLAY:

1. Place all of the tokens in a main pile next to the game board.
2. Decide who will play first.
3. Press the green "GO" if Alphie is not already on.
4. Insert the game card into Talking Alphie.



TOKENS

HOW TO PLAY:

1. The first player takes 5 tokens from the pile, places one on each area of the board, and presses the ?. Talking Alphie asks the player to find the musical melody.
2. The player chooses one of the pictures on the game card that matches one of the tokens he/she placed on the board. If Talking Alphie does not play the melody, the player takes the matching token from the board. The player has 4 more choices. If Talking Alphie plays the melody for any of the choices, the player's turn ends and he/she removes all the tokens from the board and replaces them in the main pile. The player presses the ? to reset the game, and the turn passes to the next player.
3. If Talking Alphie does not play the melody after any of the 5 choices, the player wins the game.