

Ages 5-6 Level Two

WARNING

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

Look for other Talking Alpie® 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

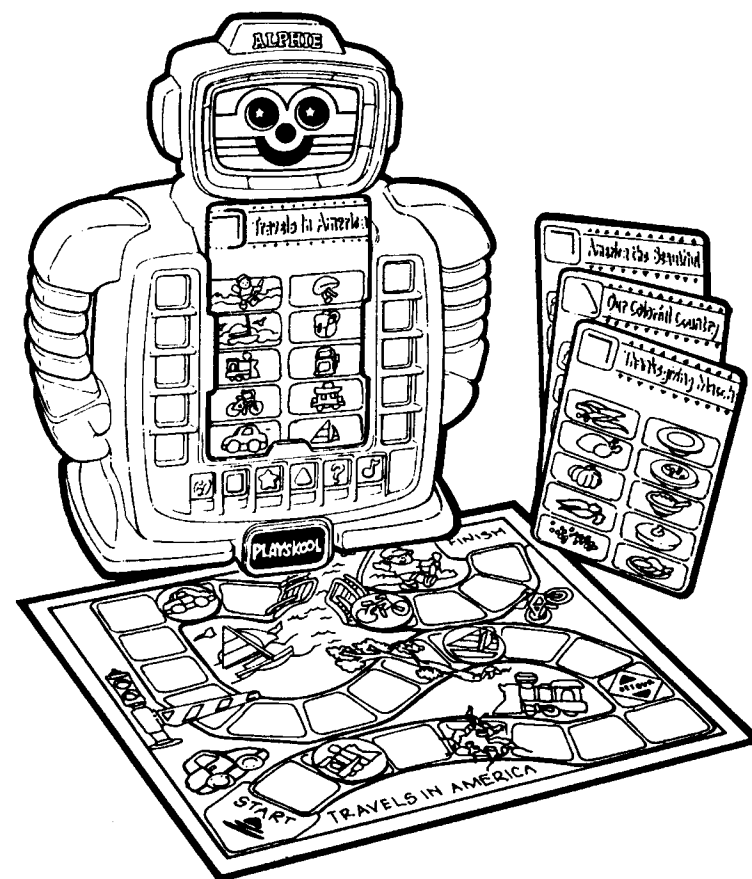
Alpie's America Junior
Eating Right
Families
Outside
Healthy Times
On The Move
Learning Lights
Stories and Rhymes

LEVEL TWO ACTIVITY SETS

Alpie's America Senior
Animal Calls
Variety Show
Spelling Fun



Talking Alpie® Activity Set



Alpie's America Senior Instructions for Games

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MADE IN USA.

576/527 ASST. P/N 444244.13

TRAVELS IN AMERICA

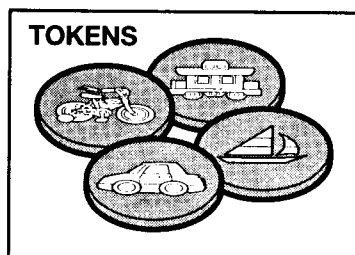
2-4 players

YOU NEED: Talking Alphie, Travels In America game board, Travels In America game card, spinner and one token for each player (use the bike, train, car and boat).

OBJECT OF THE GAME: Be the first person to reach FINISH.

GET READY TO PLAY:

1. Each player chooses a token and places it on START.
2. Decide who will play first.
3. Press the green "GO" if Alphie is not already on.
4. Insert the game card into Alphie, and press the ☐ button.



HOW TO PLAY:

1. The first player spins the spinner and moves his/her token to the first square with the matching color.
2. If a player lands on a plain square, he/she is free to play on his/her next turn.
3. If a player lands on an obstacle picture, he/she must spin the matching color to move forward (the matching color for the bridge is blue):
 - *If the player is on a colored obstacle and spins the wrong color: wait until the next turn and try again.
 - *If the player spins yellow: move off the obstacle immediately.
 - *If the player is on a colored obstacle and spins the matching color: Choose the picture on the left side of the card that's the same color as the obstacle the player is on, then choose the matching picture on the right side. If Talking Alphie says "Oops, try again," the player remains on the obstacle and tries again on his/her next turn. If Talking Alphie says "You're right" or another positive response, the player moves off the obstacle.
4. Players take turns moving across the board. The game ends when a player reaches FINISH.

MILEAGE PLUS

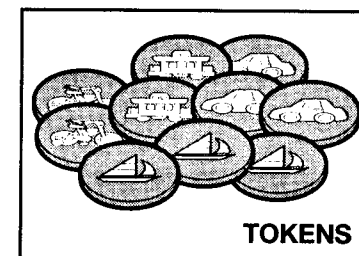
2-4 players

YOU NEED: Talking Alphie, Mileage Plus game board, Mileage Plus game card, one game piece for each player (each player chooses either a boat, car, train or bicycle token), and 10 mileage tokens (use the 10 boat, car, train and bicycle tokens).

OBJECT OF THE GAME: Collect the most mileage tokens.

GET READY TO PLAY:

1. Each player places his/her game piece on the Airport.
2. Decide who will play first.
3. Press the green "GO" if Alphie is not already on.
4. Insert the game card into Alphie.



HOW TO PLAY:

1. The first player presses the ?. Talking Alphie asks the player to find the musical melody.
2. The player chooses a city to see if Talking Alphie will play the melody. If Talking Alphie doesn't play the melody, the player has a second chance to find it before his/her turn is over. If Talking Alphie doesn't play the melody on the second try, the turn passes to the next player. If Talking Alphie plays the melody on the second try, the player moves to that city on the game board, or to a city of the same color. The next player takes a turn, getting two chances to find the melody.
3. If Talking Alphie plays the melody on the first try, the player moves to that city on the game board, or to a city of the same color. The player also takes another turn, pressing the ? before choosing a city. After the player's second turn, the next player takes a turn.
4. Players must press the ? after Talking Alphie plays the musical melody, to reset the game.
5. Each time players fly around the country and pass FINISH, they collect a mileage token. The game ends when all the mileage tokens are gone. Players count their piles to see who has the most tokens.