

Look for other Talking Alphie® 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

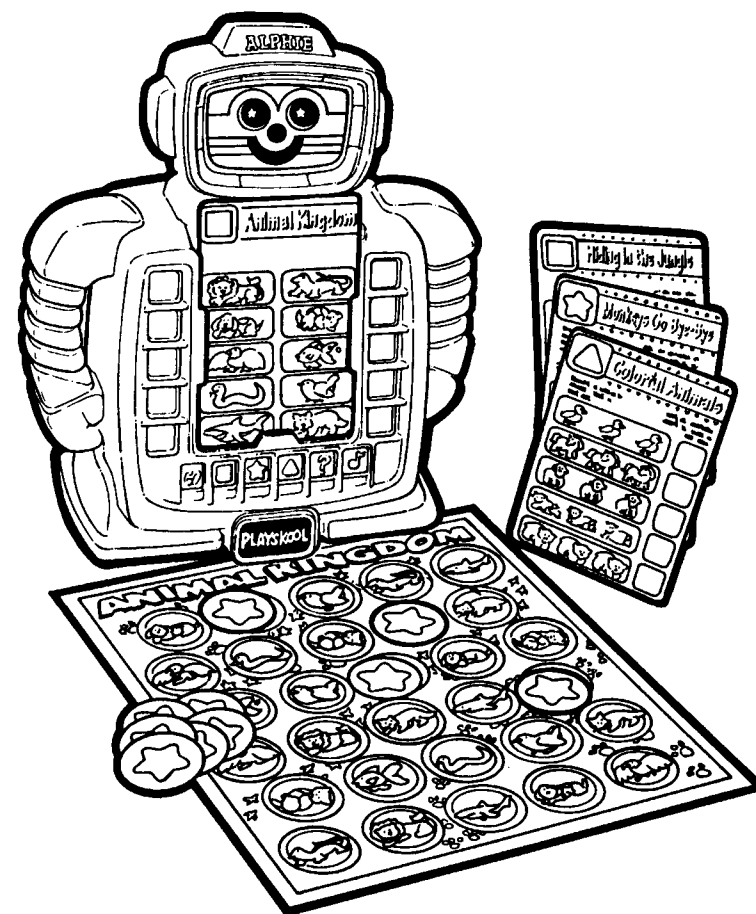
Alphie's America Junior
Eating Right
Families
Outside
Healthy Times
On The Move
Learning Lights
Stories and Rhymes

LEVEL TWO ACTIVITY SETS

Alphie's America Senior
Animal Calls
Variety Show
Spelling Fun



Talking Alphie® Activity Set



Animal Calls Instructions for Games

ANIMAL KINGDOM

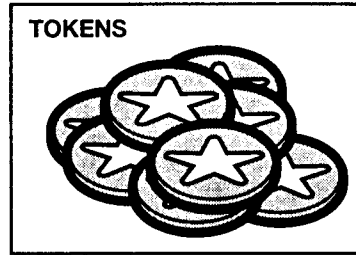
2-4 players

YOU NEED: Talking Alphie, Animal Kingdom game board, Animal Kingdom game card, and 30 star tokens.

OBJECT OF THE GAME: Collect the most tokens.

GET READY TO PLAY:

1. Cover the pictures on the game board with tokens.
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 removes 2 tokens to see if the same animal family is pictured underneath. If the pictures match, the player chooses the 2 animals on the game card that belong in that animal family.
2. If the player chooses the correct animals, Talking Alphie says "You're right" or another positive response. The player keeps the 2 tokens, and the next player takes a turn.
3. If the player chooses incorrectly, Talking Alphie says "Oops, try again." The player replaces the tokens on the game board, and the turn passes to the next player.
4. The game ends when there are no more tokens to collect. Players count their piles to see who has the most tokens.

LOST ANIMAL

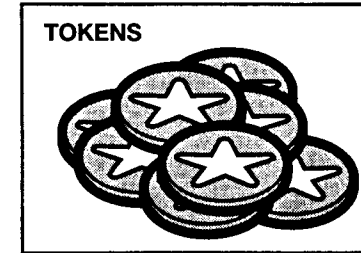
2-4 players

YOU NEED: Talking Alphie, Lost Animal game board, Lost Animal game card, and 30 star tokens.

OBJECT OF THE GAME: Collect the most tokens.

GET READY TO PLAY:

1. Place the tokens in one 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 Alphie.



HOW TO PLAY:

1. The first player presses the ?. Talking Alphie asks the player to find the musical melody (the "lost animal"); the player has to guess which area the "lost animal" is in.
2. The player chooses one of the areas (Woods, Mountains, Lake, Cornfield or Town). If Talking Alphie doesn't play the musical melody, the player takes a token from the pile and puts it in that area. If Talking Alphie plays the musical melody, the player collects all the tokens in that area. After Talking Alphie plays the melody, the player presses the ?.
3. Players take turns guessing where the "lost animal" is. They add tokens to their "keepers" pile if they find the musical melody, or place tokens in the area on the board if they don't find the melody. To vary the game, players can have a certain number of guesses per turn.
4. The game ends when all the tokens are in "keepers" piles. Players count their piles to see who has the most tokens.