

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

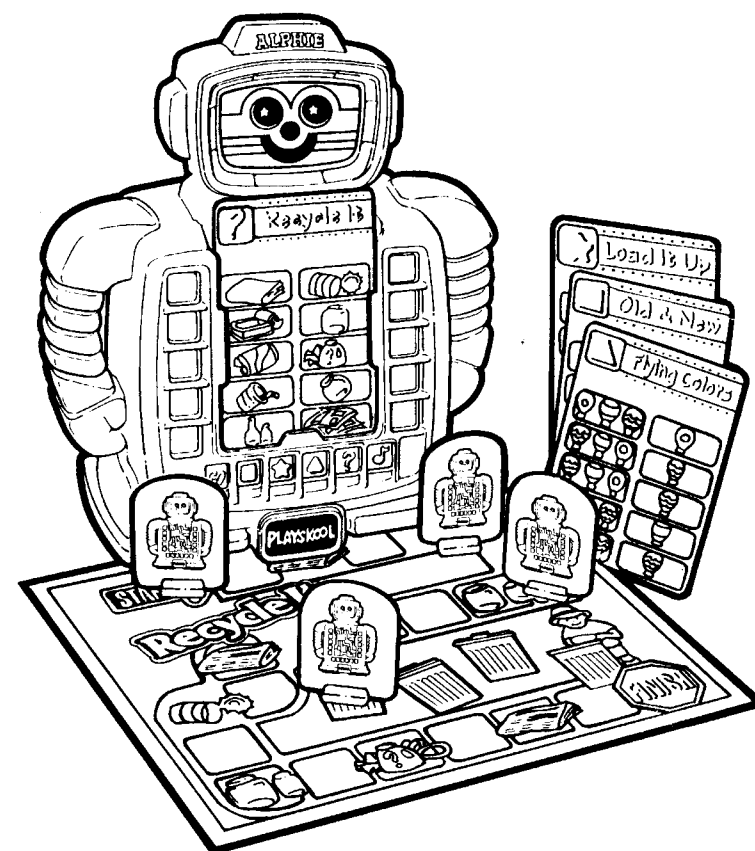
Alphie's America Junior  
Eating Right  
Families  
Outside  
Healthy Times  
On The Move  
Learning Lights  
Stories and Rhymes

#### LEVEL TWO ACTIVITY SETS

Alphie's America Senior  
Animal Calls  
Variety Show  
Spelling Fun



# Talking Alphie® Activity Set



## On The Move

Instructions for Games

## RECYCLE IT!

2-4 players

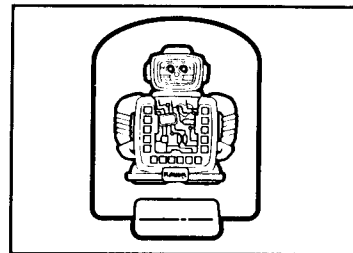
**YOU NEED:** Talking Alphie, Recycle It! game board, Recycle It! game card, one game piece for each player, and plastic stands for the game pieces.

**OBJECT OF THE GAME:** Be the first player to visit every collection space.

### GET READY TO PLAY:

1. Assemble game pieces to stands as shown.
2. Each player chooses a game piece and places it on START.
3. Decide who will play first.
4. Press the green "GO" if Alphie is not already on.
5. Insert the game card into Alphie.

ASSEMBLED GAME PIECE



### HOW TO PLAY:

1. Players try to find the musical melody to move along the game board. To get onto the board, the first player presses the ?, then chooses any 3 pictures on the game card.
2. If Talking Alphie does not play the melody for any of the pictures, the player must wait until his/her next turn to move onto the game board. If Talking Alphie plays the melody for one of the pictures, the player moves onto the first collection space on the game board. The player presses the ? after Talking Alphie plays the melody, to reset the game. The next player takes a turn.
3. Once players are on the board, they move to the next collection space whenever Talking Alphie plays the musical melody. Players always press the ? after they find the melody. Players cannot move unless Talking Alphie plays the melody.
4. The game ends when a player reaches FINISH.

## GET ACROSS TOWN

2-4 players

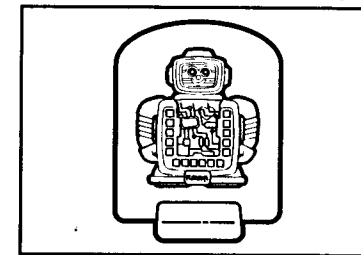
**YOU NEED:** Talking Alphie, Get Across Town game board, Get Across Town game card, one game piece for each player, and plastic stands for the game pieces.

**OBJECT OF THE GAME:** Be the first player to "get across town" (reach the other side of the board).

### GET READY TO PLAY:

1. Assemble the game pieces to stands as shown.
2. Each player chooses a game piece.
3. Decide who will play first.
4. Press the green "GO" if Alphie is not already on.
5. Insert the game card into Talking Alphie.

ASSEMBLED GAME PIECE



### HOW TO PLAY:

1. To get on the board, the first player chooses a picture on the left side of the game card to tell Alphie where he/she wants to move to on the board. Then the player chooses the matching picture on the right side of the game card.
2. If the player makes a match, Talking Alphie says "You're right" or another positive response, and the player moves to the space he/she chose. If the player doesn't make a match, Talking Alphie says "Oops, try again," and the turn passes to the next player.
3. Once players are on the board, they take turns choosing which space they want to move to, and making matches so they can move to that space. Players cannot move onto blank spaces -- they must go around them.
4. The game ends when a player "gets across town" (reaches the opposite side of the board).