

Ages 5-6 Level Two

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

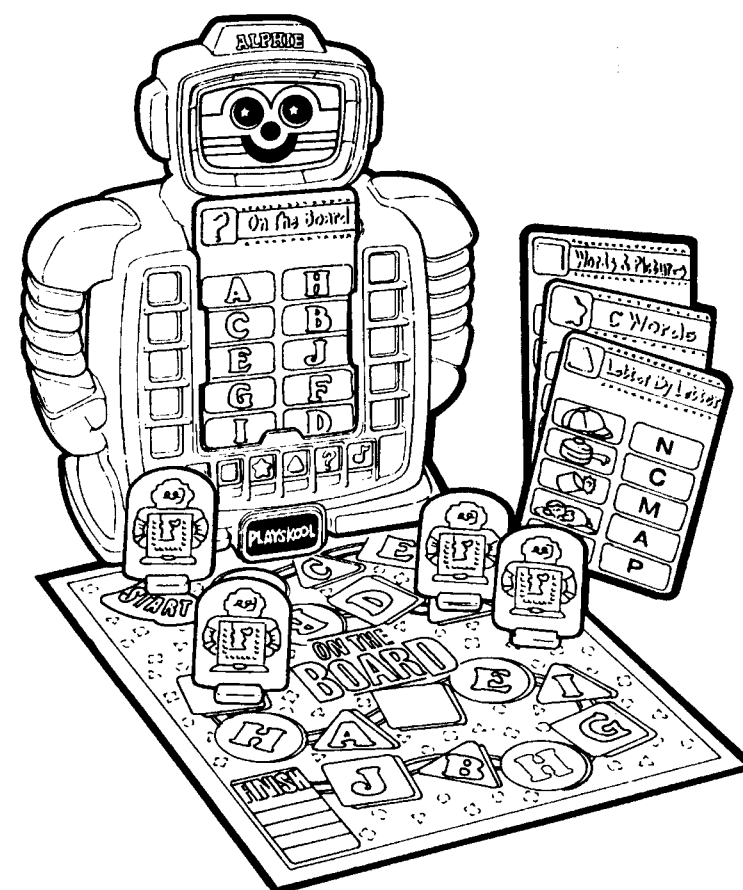
Alphonie's America Junior
Eating Right
Families
Outside
Healthy Times
On The Move
Learning Lights
Stories and Rhymes

LEVEL TWO ACTIVITY SETS

Alphonie's America Senior
Animal Calls
Variety Show
Spelling Fun



Talking Alphonie® Activity Set



Spelling Fun Instructions for Games

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MADE IN USA.

596/527 ASST. P/N 44434412

ON THE BOARD

2-4 players

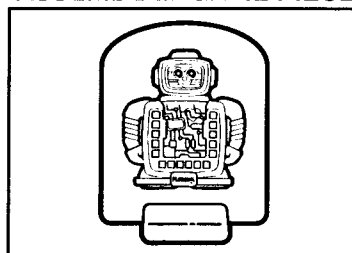
YOU NEED: Talking Alphie, On The Board game board, On The Board game card, 4 game pieces, and plastic stands for the game pieces.

OBJECT OF THE GAME: Be the last person on the game board.

GET READY TO PLAY:

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

ASSEMBLED GAME PIECE



HOW TO PLAY:

1. The first player presses the ?. Talking Alphie asks the player to find the musical melody.
2. The player chooses a letter/color on the game card. If Talking Alphie doesn't play the melody for that selection, the player moves his/her game piece to either the letter or color he/she selected. (Hint: To stay on the board longer, choose letters or colors that are nearest to your game piece.)
3. The player gets a second try, choosing another letter/color on the game card. If Talking Alphie doesn't play the melody for the player's second turn, he/she doesn't have to move. The turn passes to the next player.
4. If Talking Alphie plays the melody, the player takes another full turn. After Talking Alphie plays the melody, the player must press the ? before starting his/her next turn.
5. Remember: To stay on the board longer, make short moves by choosing letters or colors nearest to your game piece.
6. The game ends when only one player is left on the game board.

FOLLOW ME

2-4 players

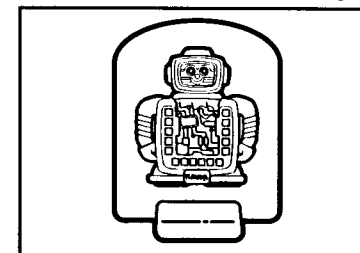
YOU NEED: Talking Alphie, Follow Me game board, Follow Me game card, spinner, one game piece for each player, and plastic stands for the game pieces.

OBJECT OF THE GAME: Be the first player to reach the end of the Letter Path.

GET READY TO PLAY:

1. Assemble the 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 Talking Alphie.

ASSEMBLED GAME PIECE



HOW TO PLAY:

1. The first player spins the spinner for a color, and chooses the letter on the left side of the game card that has that same color.
2. The player chooses the letter on the right side of the game card that directly follows the first letter he/she chose, according to the alphabet.
3. If Talking Alphie says "Oops, try again," the player chose the wrong letter. He/she does not move his/her game piece, and the turn goes to the next player.
4. If Talking Alphie says "You're right" or another positive response, the player chose the right letter, and moves his/her game piece to whichever of the 2 letters is nearest to the player, or to that color. The next player takes a turn.
5. If a player spins white, he/she chooses any color and tries to match any letter pair on the game card. The player must successfully make a letter pair in order to move along the path.
6. Players take turns making letter pairs and moving along the Letter Path. The game ends when a player reaches the end of the path.