

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

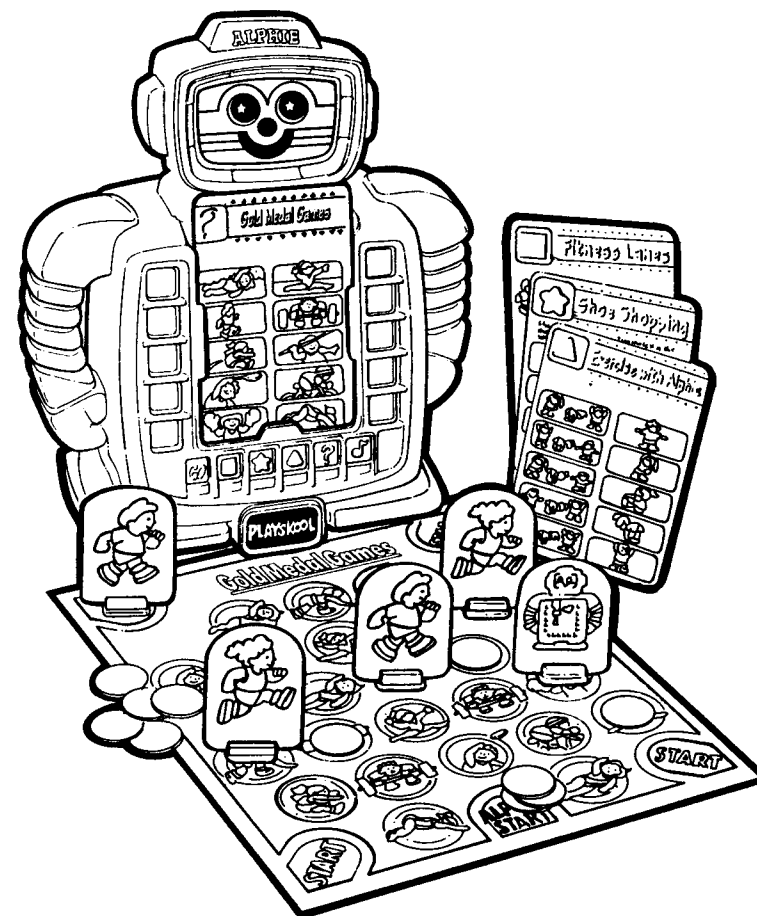
Alphonie's America Junior
Eating Right
Families
Outside
Healthy Times
On The Move
Learning Lights
Stories and Rhymes

LEVEL TWO ACTIVITY SETS

Alphonie's America Senior
Animal Calls
Variety Show
Spelling Fun



Talking Alphonie® Activity Set



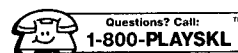
Healthy Times
Instructions for Games

©1993 Playskool, Inc., Pawtucket, RI 02862 USA, a subsidiary of Hasbro, Inc. All Rights Reserved.

®denotes Reg. U.S. Pat. & TM Office.

MADE IN USA.

578/527 ASST. P/N 44434407



GOLD MEDAL GAMES

2-4 players

YOU NEED: Talking Alphonie, Gold Medal Games game board, Gold Medal Games game card, 25 gold medal tokens, one game piece for each player and one for Talking Alphonie, and plastic stands for the game pieces.

OBJECT OF THE GAME: Collect the most gold medal tokens.

GET READY TO PLAY:

1. Assemble the game pieces to stands as shown.
2. Each player chooses a game piece and places it in one corner of the game board. Place Alphonie's game piece on the ALPHIE START space.
3. Place one gold medal on each athletic event circle on the game board.
4. Decide who will play first.
5. Press the green "GO" if Alphonie is not already on.
6. Insert the game card into Alphonie.

ASSEMBLED GAME PIECE



HOW TO PLAY:

1. The first player presses the ?. Talking Alphonie asks the player to find the musical melody; the player tries to make as many moves as he/she can before finding the melody.
2. The player presses a button to choose an athlete on the game card. If Talking Alphonie doesn't play the melody, the player moves to an adjacent athlete on the game board and takes the gold medal token on that athlete. He/she continues choosing athletes, moving to the next athlete and taking a token each time Alphonie does not play the musical melody.
3. When the player finds the musical melody, ALPHIE moves to an adjacent athlete and takes a gold medal token, and the first player's turn is over. The player presses the ? after finding the musical melody, to reset the game.
4. Players take turns moving to athletes until they find the musical melody. Players always press the ? after finding the melody.
5. The game ends when all the tokens have been collected. Players count their piles (and Alphonie's pile, too) to see who has the most tokens.

PENTATHLON

2-4 players

YOU NEED: Talking Alphonie, Pentathlon game board, Pentathlon game card, 25 gold medal tokens, one game piece for each player and one for Talking Alphonie, and plastic stands for the game pieces.

OBJECT OF THE GAME: Collect the most gold medal 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 Start. Also place Talking Alphonie's game piece on Start.
3. Place all the gold medals in the medal area on the game board.
4. Decide who will play first.
5. Press the green "GO" if Alphonie is not already on.
6. Insert the game card into Talking Alphonie.

ASSEMBLED GAME PIECE



HOW TO PLAY:

1. The first player presses the ?. Talking Alphonie asks the player to find the musical melody; the player tries to move along the track as many spaces as possible before finding the musical melody.
2. The player presses a button to choose an athlete on the game card. If Talking Alphonie doesn't play the melody, the player moves along the track one space. The player keeps choosing athletes and moving one space until he/she finds the melody.
3. When the player finds the melody, ALPHIE moves directly to the nearest event area and collects a gold medal token. The player's turn ends when Alphonie moves. The player presses the ? after finding the melody, to reset the game.
4. When a player reaches an event area, he/she chooses BOTH pictures of the athlete he/she landed on. If Talking Alphonie does not play the melody, the player does not collect a gold medal token and must move along the track on his/her next turn. If Talking Alphonie plays the melody for one of the pictures, the player collects a gold medal token. The player presses the ? after Talking Alphonie plays the melody, to reset the game.
5. The game ends when all the gold medal tokens have been collected. Players count their piles (count Alphonie's pile, too) to see who has the most tokens.