

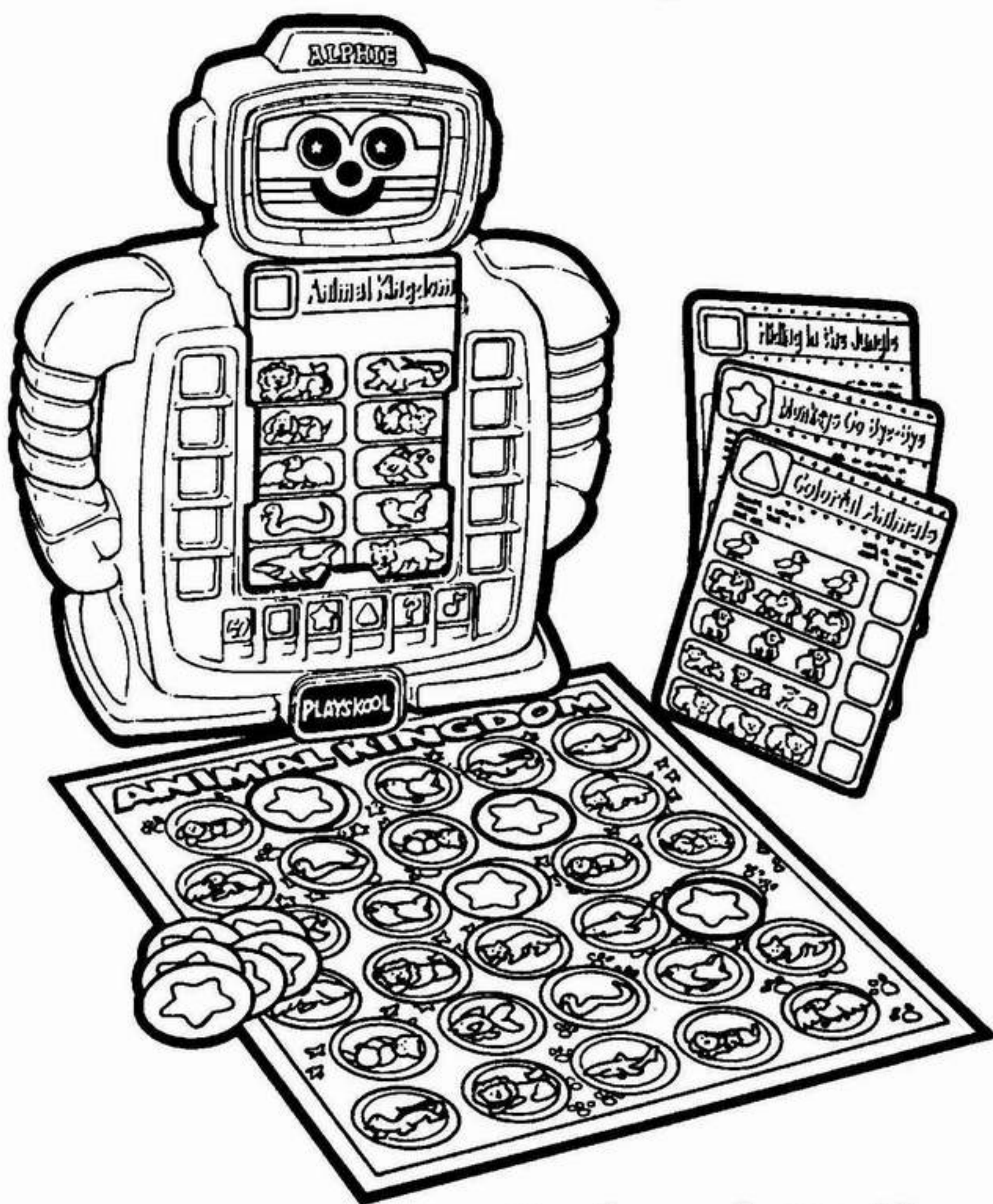
Ages 5-6 Level Two

WARNING

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



Talking Alphonie[®] Activity Set



Animal Calls

Instructions for Games

ANIMAL KINGDOM

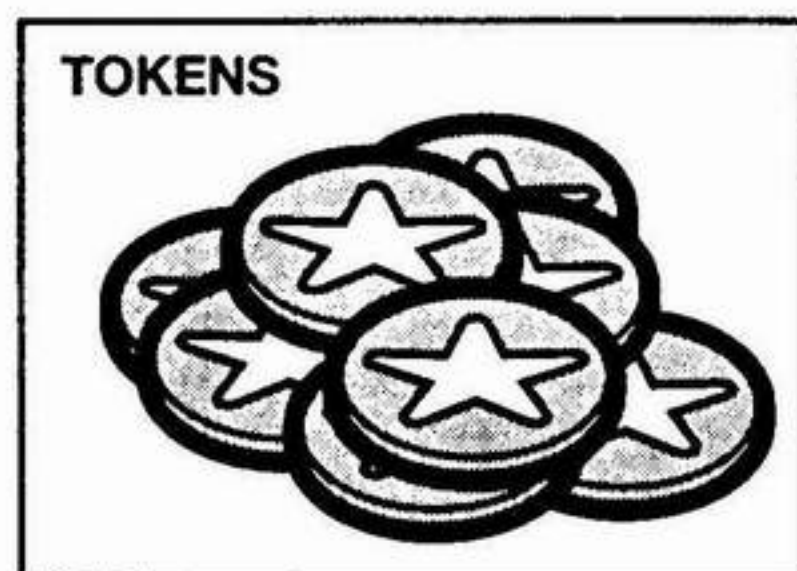
2-4 players

YOU NEED: Talking Alpie, 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 Alpie is not already on.
4. Insert the game card into Alpie, 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 Alpie 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 Alpie 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

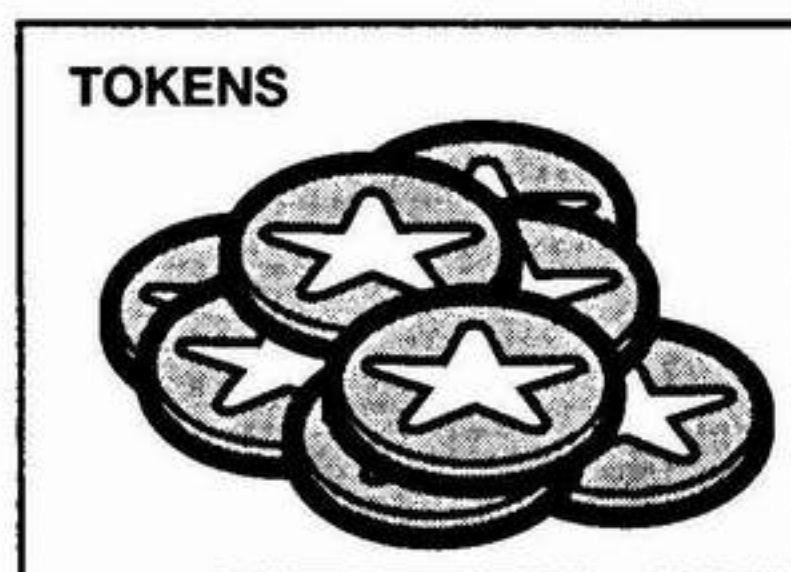
2-4 players

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.

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