

ALPHIE II READING READINESS ACTIVITY SET

Get Ready to Read

My Word!

2 Players or 2 Teams of Players

You Need:

Alphie, My Word Game Board, My Word Game Card, Letter/Picture Tokens, Player Tokens

Get Ready to Play:

1. Place the My Word Game Board on a flat surface.
2. Place the Letter Tokens in a pile near the Game Board, letter side facing up.
3. Each player or team chooses a Player Token and a path on the My Word Game Board. Place the Player Tokens on START (where the pointing hand is located).
4. Insert the My Word Game Card into Alphie.
5. "Wake" Alphie by pressing his **[ON]** button.
6. Push Alphie's **[?]** button. Now Alphie is ready to play!

Object of The Game:

See who can collect the most Letter Tokens.

How to Play:

1. Player 1 (or Team 1) moves forward one space, then asks Alphie if he can take the Letter Token which matches the *first letter* of the word on that space.

Example:

If you land on the picture of "sun," you would ask, "Alphie, may I take 'S' for 'sun'?" Then you push the button next to the picture of "sun." (See example on next page.)

My Word

Continued

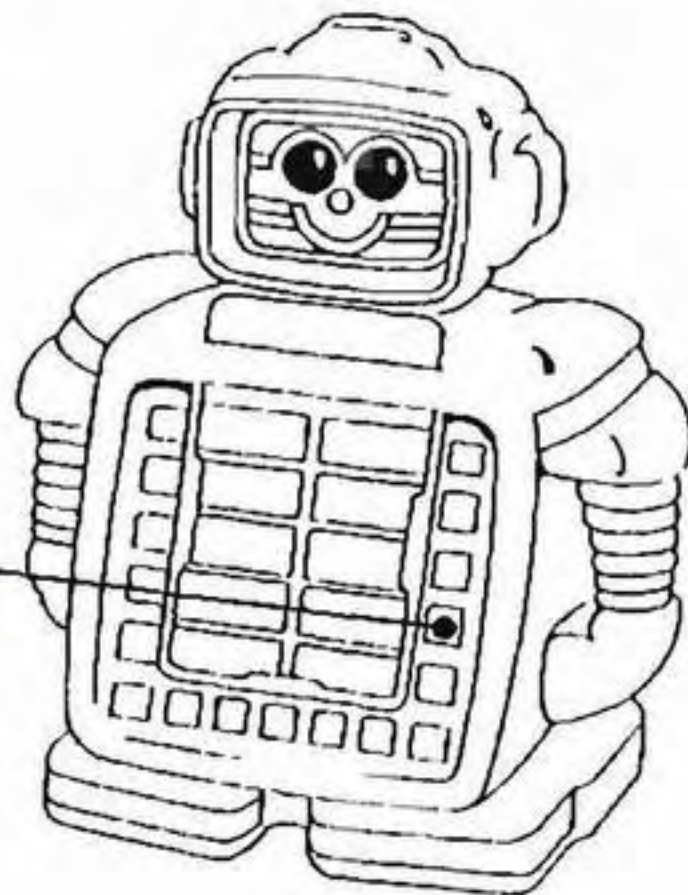
2. If Alpie says "SOR-RY," you stay where you are and Player 2 (or Team 2) takes a turn. But, if Alpie says "YES" by lighting up and playing a tune, you may pick up the matching Letter Token out of the pile.

Example:

"Alpie, may I take 'S' for 'sun'?" Then push the button next to the picture of "sun."

REMEMBER: After Alpie says "YES," ALWAYS push his [?] button before the next turn.

3. ALWAYS move forward one space before asking Alpie for a Letter Token. Continue taking turns and moving around the game board.
4. No player may move to a space occupied by another player. Team players move forward to the next empty space.
5. Both players or teams will finish the game at the same time. Count up your Letter Tokens. Whoever has collected the most Letter Tokens is the WINNER!



Alternate Version:

Object: See who can collect the most Letter Tokens.

How to Play:

1. Set up Alpie and Game Board as described above.
 2. Each player or team moves forward by choosing any object on the board, then asking Alpie if he can jump to that space.
 3. If Alpie says "NO," stay where you are. If Alpie says "YES," move token to the space you chose and collect the matching Letter Token.
 4. You may move only in the direction of the pointing hand.
 5. The game is over when a player collects the token in the last space before "FINISH." But, remember, the player with the most tokens is the WINNER!
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Alphie's Alphabet Game

2 to 4 Players

You Need:

Alphie, Alphabet Game Board, Alphabet Game Card, Letter/Picture Tokens

Get Ready to Play:

1. Place the Alphabet Game Board on a flat surface.
 2. Sort Game Tokens by color. Each player chooses a color.
 3. Arrange your tokens, in any order, on your matching color game square...letter side facing up.
NOTE: Each square will have 1 extra Letter Token. Place it aside.
 4. Insert the Alphabet Game Card into Alphie.
 5. "Wake" Alphie by pressing his [ON] button.
 6. Push Alphie's [?] button. Now Alphie is ready to play!
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Object of The Game:

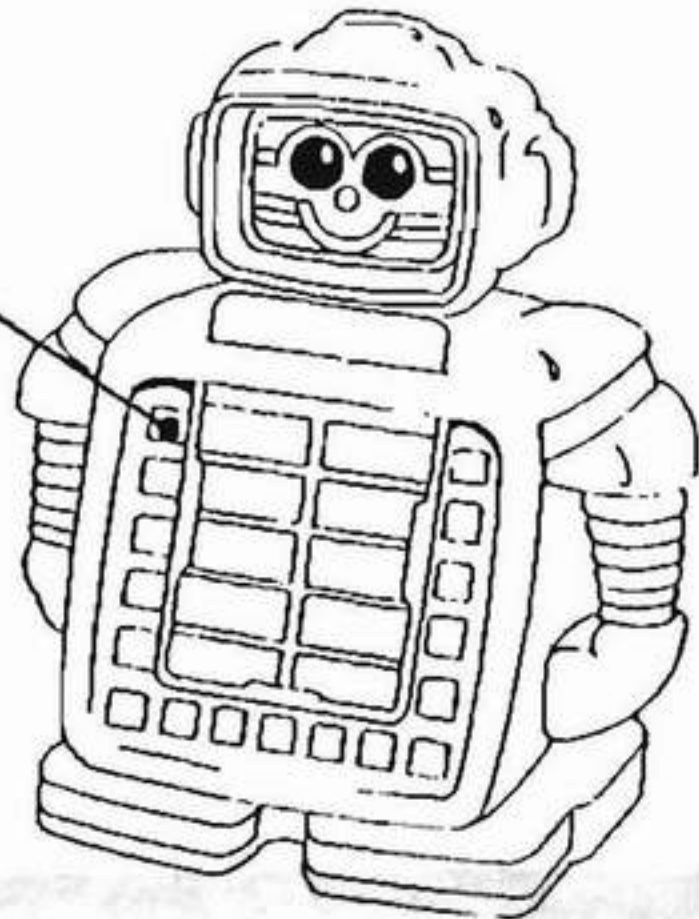
To be the first player to get Tic-Tac-Toe... 3 pictures across, 3 down, or 3 diagonally.

How to Play:

1. Which letter is Alphie thinking about? To guess, push the button next to the letter of your choice. If Alphie says "SOR-RY," the next player takes a turn by trying a *DIFFERENT* letter.

Example:

"Alphie, may I take 'C' for 'cat'?" Then push the button next to the letter "C."



2. Take turns guessing different letters until Alphie says "YES" with his light-up face and happy tune.
 3. When Alphie says "YES," *ALL* players who have that letter on their Game Board may turn the Letter Token over to the picture side.
REMEMBER: After Alphie says "YES," *ALWAYS* press Alphie's [?] button before guessing again.
 4. The first player to turn over 3 pictures in a row...either 3 across, 3 down, or 3 diagonally...is the **WINNER!**
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Alphie's Alphabet Game

Continued

Alternate Version:

Object of The Game:

To be the first person to get Tic-Tac-Toe... 3 letters across, 3 down, or 3 diagonally.

How to Play:

1. Insert the MY WORD Game Card into Alphie.
2. Set up game tokens as above, only place the *picture* side up.
3. Take turns guessing which object Alphie is thinking about. When Alphie says "YES," turn over the token so that the letter is showing. The first player to get 3 letters in a row...3 across, 3 down, or 3 diagonally...is the WINNER!