Talking Alphie®
Activity Set

Variety Show
Instructions for Games

Questions? Call:
1-800-PLAYSKOOL™
YOU NEED: Talking Alphie, Shape Maker game board, Shape Maker 
game card, 15 gray shape tokens and 15 white shape tokens.

OBJECT OF THE GAME: Collect the most tokens.

GET READY TO PLAY:
1. Place white tokens in one pile, and 
gray tokens in another pile, beside 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 selects 5 white shape tokens and 5 gray shape tokens, 
and places them on the matching shapes on the board, to make pairs of 
shapes.
2. The player presses the ?; Talking Alphie asks the player to find the 
musical melody. The player chooses a pair of shapes -- a white shape 
on the left side of the card, and a gray shape on the right side of the card 
-- to see if Talking Alphie will play the melody for either of those shapes.
3. If Talking Alphie plays the melody for one of the shapes, the player 
collects that pair of tokens from the board and puts them in his/her 
“keepers” pile.
4. If Talking Alphie does not play the melody for a pair, the player cannot 
collect that pair. He/she has 4 more chances to choose pairs. After trying 
all 5 pairs, the player returns the remaining tokens to the main piles. The 
next player takes a turn, getting 5 tries to find the melody and collect 
tokens.
5. The player can choose the same shape more than once if it appears in 
more than one pair. After Talking Alphie plays the melody, the player 
presses the ?, to reset the game.
6. The game ends when there are no more tokens to collect. Players count 
their piles to see who has the most tokens.
SHAPE FLIP
2-4 players

YOU NEED: Talking Alphie, Shape Flip game board, Shape Flip game card, and 30 yellow tokens.

OBJECT OF THE GAME: Collect the most tokens.

GET READY TO PLAY:
1. Cover the pictures on the game board with the tokens.
2. Decide who will play first.
3. Press the green “GO” if Alphie is not already on.
4. Insert the game card into Alphie and press the button.

HOW TO PLAY:
1. The first player removes 2 tokens from the game board to reveal 2 shapes. If the shapes cannot be matched on the game card, the player replaces the tokens. The next player takes a turn.
2. If the shapes can be matched on the game card, the player presses the button for the shape shown on the left side of the card, then presses the button for the shape shown on the right.
3. If Talking Alphie says “Oops, try again,” the player did not make a match. He/she replaces the tokens on the board, and the turn passes to the next player.
4. If Talking Alphie says “You’re right” or another positive response, the player made a match, and places the 2 tokens in his/her “keepers” pile. The next player takes a turn.
5. The game ends when there are no more tokens to collect. 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.

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