“Let’s play some word games!”
Please keep this manual for future reference, as it contains important information.

Before inserting the software cartridge, turn power off by pressing the On/Off button on the top of Kasey’s foot. Insert the software cartridge into the software port and Kasey automatically turns back on!
Choose an activity from the Main Menu: Animal Cards, Hide and Seek Words, Letter Endings and Picture Sentences. Press a colored selection button to make your choice.

**Animal Cards**  
Press the red selection button.  
Match the animal to its name and learn to spell them!

**Hide and Seek Words**  
Press the blue selection button.  
Chip likes to hide words. Open the cupboard doors to find them!

**Letter Endings**  
Press the yellow selection button.  
Play a game, learn about word endings and sing along with the Letter Fun Song!

**Picture Sentences**  
Press the green selection button.  
Pick a picture to complete the sentence.

**Home Button**  
Press the Home Button to return to the Main Menu at any time.
Let’s listen to a fun song and sing-a-long!

When the music is complete, you can play it again (press the yellow selection button for yes) or you can continue in this activity (press the green selection button for no).
Animal Cards

- First, listen and learn three words and a picture that matches!
- Now, it’s your turn. Find the word that matches the picture in the upper left corner. Press the colored selection button next to your choice.
Animal Cards

- If you choose correctly, you have a match. "Give me five!"
- If you choose incorrectly, Kasey removes that choice. Try again!
Animal Cards

- It’s time to sing and dance with Kasey and Chip™.

- When the music is complete, you can play it again (press the yellow selection button for yes) or you can continue in this activity (press the green selection button for no).
• Let’s listen to a letter song.

• When the music is complete, you can play it again (press the yellow selection button for yes) or you can continue in this activity (press the green selection button for no).
Hide and Seek Words

- Watch as Kasey shows you where the word is hidden.

*Hint:* Pay close attention so that you can help him find it later.

- Push the colored selection button next to where the word is hiding.

apple
ape
rabbit
banana
• If you choose correctly, "Yeah, you got it!"

• If you choose incorrectly, Kasey removes that choice. Try again!

*Hint*: Watch carefully, Kasey may give you a hint!

candy  cookies  diamond  baseball
Let’s listen to a fun song about a family of words that have the same letter endings.

Which word ends with different letters? Press the colored selection button next to your choice.

Hint: When you see this 🤔 on Kasey’s screen, press the red selection button to go directly to Quiz mode.
• If you choose correctly, "You make my circuits happy!"

• If you choose incorrectly, Kasey asks you to look for the word that ends with *two different letters*. 
• Let’s open the door to imagination. It’s time for a fun activity.

“Word games make reading fun!”
• Watch closely. Kasey shows you how to complete a sentence using the pictures.
• Now, it’s your turn. Pick a picture to complete the sentence. Press the colored button next to your choice.
• Listen and see the sentence you created.

• Now, watch as Kasey stacks the words that you chose. "Yeah, you got it!"

Put on a tie.
• Let’s open the door to *imagination*. Stretch and sing-along with Kasey and Chip™.

• When the music is complete, you can play it again (press the yellow selection button for yes) or you can continue in this activity (press the green selection button for no).
Care

- Keep water, sand and dirt off of this cartridge.
- Keep this cartridge away from direct sunlight and excessive heat.
- Do not immerse the cartridge. Simply wipe the outside of the cartridge with a cloth to clean.
- This cartridge has no consumer serviceable parts. Please do not take this cartridge apart.
Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants to the original purchaser that Kasey the Kinderbot™ Reading Words and Sentences™ is free from all defects in material and workmanship when used under normal conditions for a period of one (1) year from the date of purchase.

Should the product fail to perform properly, we will repair or replace it at our option, free of charge. Purchaser is responsible for shipping the product to Consumer Relations at the address indicated above and for all associated freight and insurance cost. Fisher-Price, Inc. will bear the cost of shipping the repaired or replaced item to you. **This warranty is void if the owner repairs or modifies the product. This warranty excludes any liability other than that expressly stated above including but not limited to any incidental or consequential damages.**

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“Bye-Bye!”