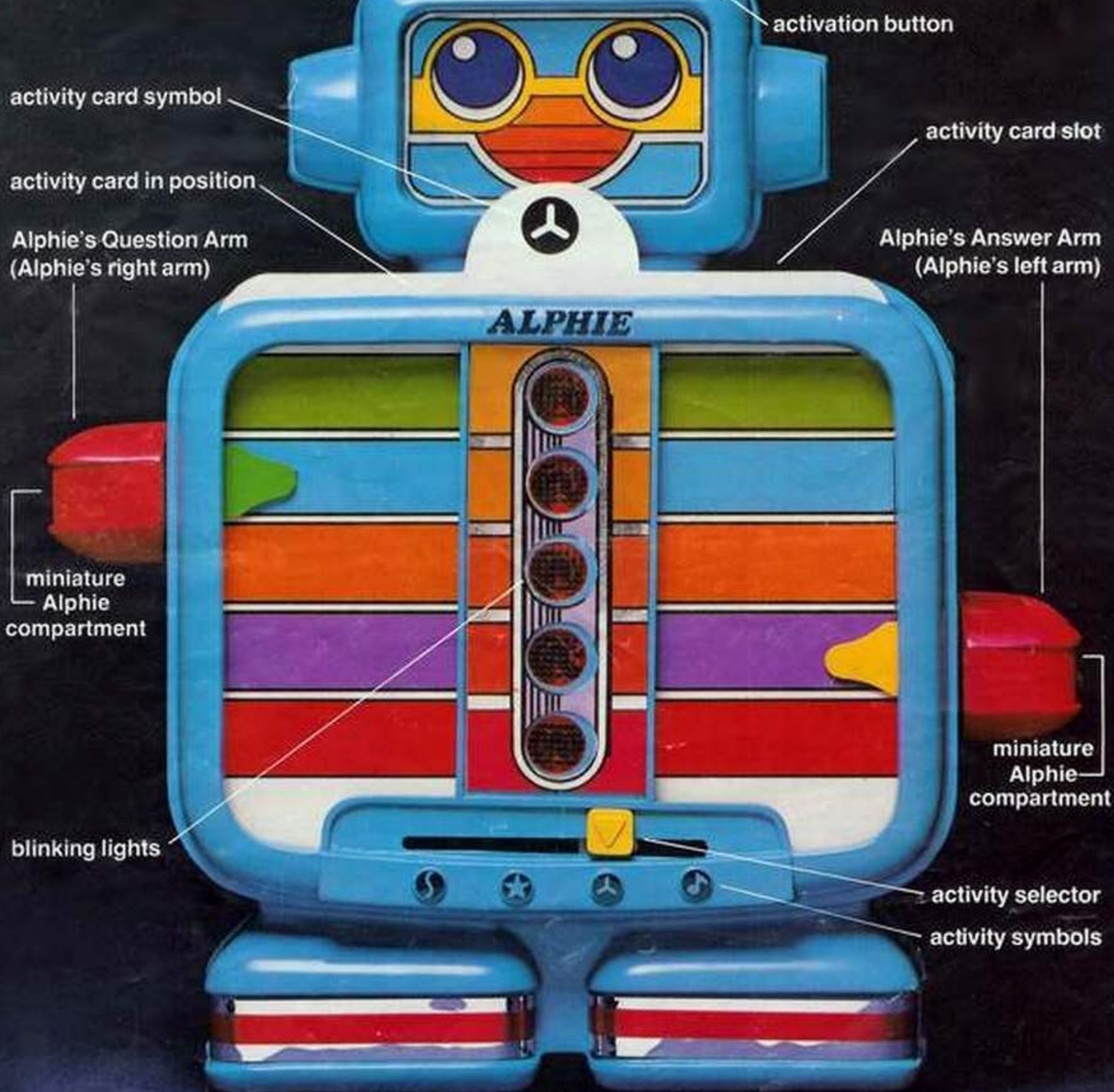


PLAYSKOOL

ALPHIE

THE ELECTRONIC ROBOT



Alphie is a space age toy which uses the latest electronic technology. Programmed for fun and excitement. Alphie offers plenty of action, lights, sounds, music and games—all designed to challenge and appeal to three-to-eight year old children. Alphie is not recommended for children younger than 36 months. Before playing with Alphie, read these instructions carefully.

To Install Battery

Use a 9 volt *alkaline* transistor battery for best results.
(Battery not included)

1. Carefully open door in Alpie's back.
2. Attach battery to connector.
3. Place battery in compartment and replace door.

Alpie has no ON-OFF switch. Press the button on top of his head and he "awakens". If not used within 90 seconds, he "goes back to sleep." This automatic "sleep" feature means the battery will have a longer life.

handle

speaker

battery compartment



What Alpie Does

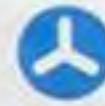
Alpie's memory gives him four (4) different activities.
The four activities and their symbols are:



Question and Answer



Lunar Landing Game





Robot Land Game



Music

To Play Question and Answer



1. Select a card with the  symbol and insert it into the slot. Move activity selector to the matching  symbol. Tap the activation button on Alpie's head to wake him.
2. Move Alpie's *Question Arm* (Alpie's right arm) to an object or word. Alpie will make a "search and question sound."
3. Now move Alpie's *Answer Arm* (Alpie's left arm) to your answer. Alpie will make the "search sound" as he searches his memory.
4. Press the activation button on Alpie's head. If your answer is correct, Alpie will play "Stars and Stripes Forever." If you chose a wrong answer, Alpie will give a "razzberry" sound and blink a light next to the correct answer.



To Play Robot Land Game

To play Robot Land, use the miniature Alpies stored in Alpie's arms, the Robot Land card and Robot Land game board. One, two or more may play. If more than two players, form two teams.

Object: To be the first to move your miniature Alpie from the Robot Factory along the colored path to the Spaceship XK-3.

1. Insert the Robot Land card with the symbol  and move the activity selector to matching symbol .
2. Each player or team selects a different color miniature Alpie. Place them at START on Robot Land game board.





3. Take turns pushing the activation button on Alpie's head. Alpie will search his memory and then blink a light next to the color he selects.
4. Move to the next space on the game board that matches that color. Follow instructions on the board as you play. The first player to land on the last space wins!



To Play Lunar Landing Game

To play Lunar Landing, use the Alpie puzzle pieces, the Lunar Landing card and Lunar Landing game board. One, two or more may play. If more than two players, form two teams. Each player or team should select a color.

Object: Be the first to land a complete Alpie on the moon by getting all five puzzle pieces in their correct places.



1. Insert Lunar Landing card with the symbol  and move the activity selector to matching symbol .
2. On your turn, press activation button, listen for search sound and then count tones. Move Alpie's Answer Arm (Alpie's left arm) to matching number on activity card.
3. To verify your answer, push button again. If the Answer Arm points to the correct number, Alpie plays "Stars and Stripes Forever." Place puzzle piece with matching number on game board.
4. If incorrect, Alpie gives a "razzberry" and the light indicates the correct answer. You *may not* place a piece on the board.

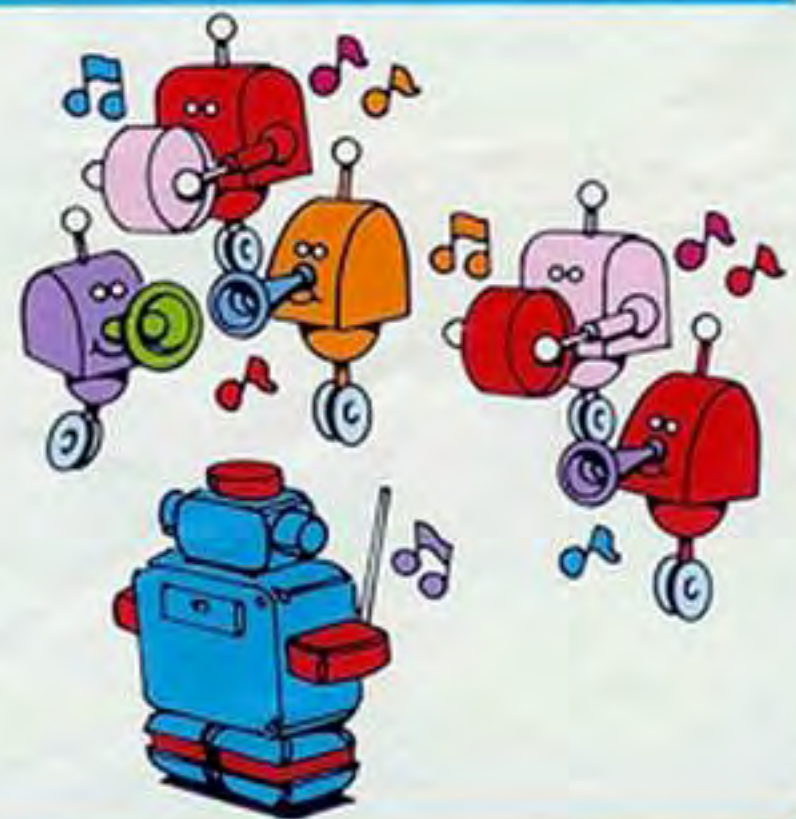
Variation 1. To make the game last longer, after Alpie is complete, *remove* the Alpie pieces from the moon by the same play. (Example: if you hear three tones, remove piece 3.)

Variation 2. Instead of using numbers, match the tones to the number of stars on the reverse side of the puzzle pieces. All other rules are the same.



To Play Music

1. Insert the Music card with the  symbol and move the activity selector to match the symbol .
2. Slide Alpie's Answer Arm (Alpie's left arm) to one of the five songs listed.
3. Press activation button on Alpie's head to play the selected song.
4. Sing along with Alpie!



SPECIAL NOTES

- Remember to "wake" Alpie by pressing the button on his head before you play with him.
- If Alpie speeds up, acts erratically or stops working, check for proper battery connection. Battery may need replacement.
- For Alpie to work properly, do not hold down activation button. Just press and release.
- Once Alpie begins an action, his memory requires him to complete that activity, even if you change the position of the arms or the activity selector.
- To perform properly, Alpie's arms and activity selector must be firmly in position. Activating Alpie with the arms or activity selector between positions will cause excessive battery drain.
- Sand, dirt and water will damage Alpie.

90 DAY LIMITED WARRANTY

This electronic toy from Playskool, Inc. is warranted to the original purchaser for a period of 90 days from the original purchase date—under normal use and service—against defective workmanship and materials (batteries excluded).

This warranty is void if the toy has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Playskool, Inc. shall not be liable for loss of use of the toy or other incident or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, your toy will either be repaired or replaced without charge to the purchaser when returned, shipping prepaid, to Playskool, Inc. with proof of purchase date to the address listed below. In the event that your toy is replaced, the replacement toy will be continued on the original warranty or for 30 days, whichever is longer.

Important—before returning your toy for repair, carefully read the mailing instructions below. Check the battery and be sure that you do not return it with the toy.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

MAILING INSTRUCTIONS

If the original package is available, re-pack Alpie in its original corrugated insert and box. If the original box is not available, wrap Alpie carefully, making sure to surround it with adequate padding. Do not send the battery along with the toy. Mail to:

Playskool, Inc.
Attn: Quality Control
4501 W. Augusta Blvd.
Chicago, Illinois 60651