

Ages 3-4 Level One

**WARNING**

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

Look for other Talking Alphonie® 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**

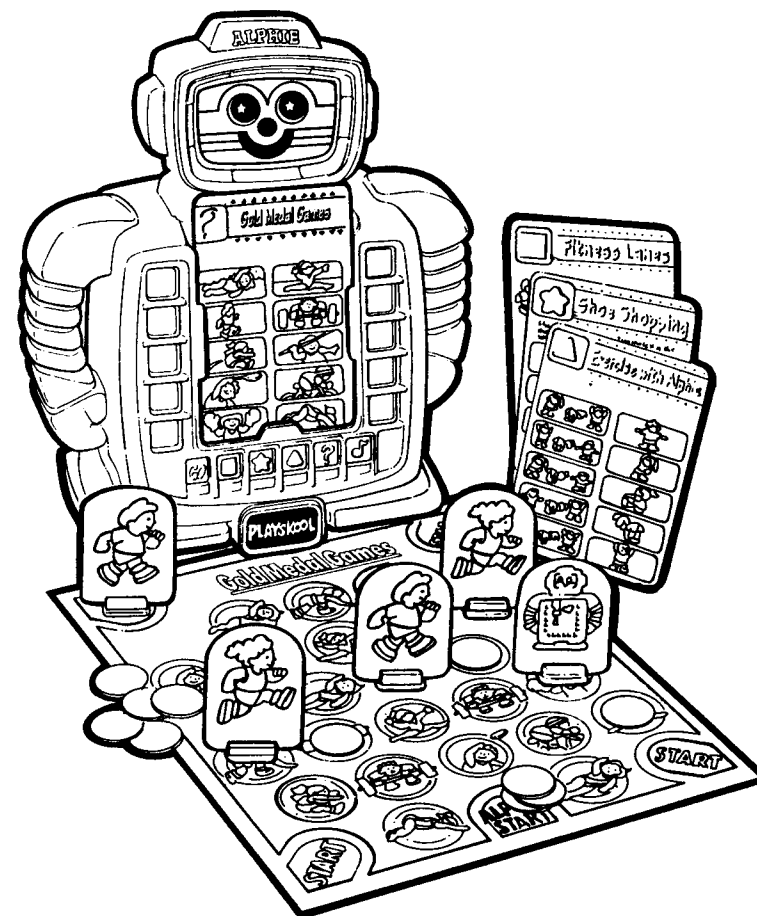
Alphonie's America Junior  
Eating Right  
Families  
Outside  
Healthy Times  
On The Move  
Learning Lights  
Stories and Rhymes

**LEVEL TWO ACTIVITY SETS**

Alphonie's America Senior  
Animal Calls  
Variety Show  
Spelling Fun



# Talking Alphonie® Activity Set



**Healthy Times**  
Instructions for Games

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## GOLD MEDAL GAMES

2-4 players

**YOU NEED:** Talking Alphonie, Gold Medal Games game board, Gold Medal Games game card, 25 gold medal tokens, one game piece for each player and one for Talking Alphonie, and plastic stands for the game pieces.

**OBJECT OF THE GAME:** Collect the most gold medal tokens.

### GET READY TO PLAY:

1. Assemble the game pieces to stands as shown.
2. Each player chooses a game piece and places it in one corner of the game board. Place Alphonie's game piece on the ALPHIE START space.
3. Place one gold medal on each athletic event circle on the game board.
4. Decide who will play first.
5. Press the green "GO" if Alphonie is not already on.
6. Insert the game card into Alphonie.

ASSEMBLED GAME PIECE



### HOW TO PLAY:

1. The first player presses the ?. Talking Alphonie asks the player to find the musical melody; the player tries to make as many moves as he/she can before finding the melody.
2. The player presses a button to choose an athlete on the game card. If Talking Alphonie doesn't play the melody, the player moves to an adjacent athlete on the game board and takes the gold medal token on that athlete. He/she continues choosing athletes, moving to the next athlete and taking a token each time Alphonie does not play the musical melody.
3. When the player finds the musical melody, ALPHIE moves to an adjacent athlete and takes a gold medal token, and the first player's turn is over. The player presses the ? after finding the musical melody, to reset the game.
4. Players take turns moving to athletes until they find the musical melody. Players always press the ? after finding the melody.
5. The game ends when all the tokens have been collected. Players count their piles (and Alphonie's pile, too) to see who has the most tokens.

## PENTATHLON

2-4 players

**YOU NEED:** Talking Alphonie, Pentathlon game board, Pentathlon game card, 25 gold medal tokens, one game piece for each player and one for Talking Alphonie, and plastic stands for the game pieces.

**OBJECT OF THE GAME:** Collect the most gold medal tokens.

### GET READY TO PLAY:

1. Assemble the game pieces to stands as shown.
2. Each player chooses a game piece and places it on Start. Also place Talking Alphonie's game piece on Start.
3. Place all the gold medals in the medal area on the game board.
4. Decide who will play first.
5. Press the green "GO" if Alphonie is not already on.
6. Insert the game card into Talking Alphonie.

ASSEMBLED GAME PIECE



### HOW TO PLAY:

1. The first player presses the ?. Talking Alphonie asks the player to find the musical melody; the player tries to move along the track as many spaces as possible before finding the musical melody.
2. The player presses a button to choose an athlete on the game card. If Talking Alphonie doesn't play the melody, the player moves along the track one space. The player keeps choosing athletes and moving one space until he/she finds the melody.
3. When the player finds the melody, ALPHIE moves directly to the nearest event area and collects a gold medal token. The player's turn ends when Alphonie moves. The player presses the ? after finding the melody, to reset the game.
4. When a player reaches an event area, he/she chooses BOTH pictures of the athlete he/she landed on. If Talking Alphonie does not play the melody, the player does not collect a gold medal token and must move along the track on his/her next turn. If Talking Alphonie plays the melody for one of the pictures, the player collects a gold medal token. The player presses the ? after Talking Alphonie plays the melody, to reset the game.
5. The game ends when all the gold medal tokens have been collected. Players count their piles (count Alphonie's pile, too) to see who has the most tokens.

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