

Alphie II

INSTRUCTION
SHEET

500

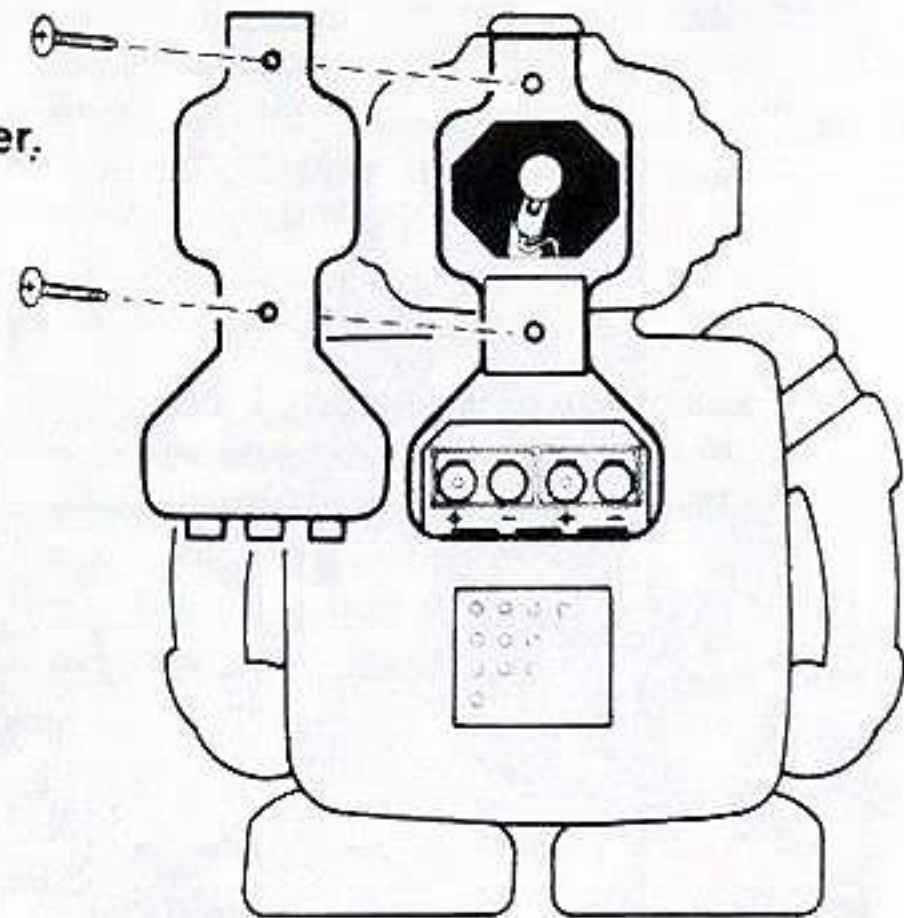
PLEASE READ THE FOLLOWING INSTRUCTIONS AND CHECK DIAGRAMS CAREFULLY BEFORE PLAYING WITH ALPHIE II.

Alphie II is an electronic learning companion... a child's very first computer. He's programmed to teach preschoolers and to play fun games, too! Alphie II is action packed. He responds with light, sound and music.

Alphie II really challenges children 3 to 8 years old. He is not recommended for children younger than 3 years.

TO INSTALL BATTERY:

1. Remove battery cover by loosening both screws on back panel with a phillips screwdriver.
2. Install 4 fresh "AA" alkaline batteries. Match the positive (+) and negative (-) ends of the batteries to the positions marked on the housing.
3. Replace the cover being careful not to overtighten the screws.





TO APPLY ARM AND FOOT DECALS:

(See package illustration)

1. Carefully peel individual labels off the sheet.
2. Align one end in correct position, then press down.

HOW TO PLAY WITH ALPHIE II:

- Always "wake" Alphie by pressing his green  button, then select a mode. If Alphie is "asleep" when you push his  button, he will make a musical sound. If Alphie is already "awake" (from playing with you), he won't make a musical sound. Just go ahead and select a mode button.
- When pushing Alphie's buttons, always depress completely, then quickly release.

- Wait until Alpie's "thinking" sounds are completely finished before pressing another button. If you push a button while Alpie is "thinking," he will pause until you let go of the button, then he will finish his "thinking" sounds.
- For stability, hold Alpie's arm handle with one hand while pushing buttons.

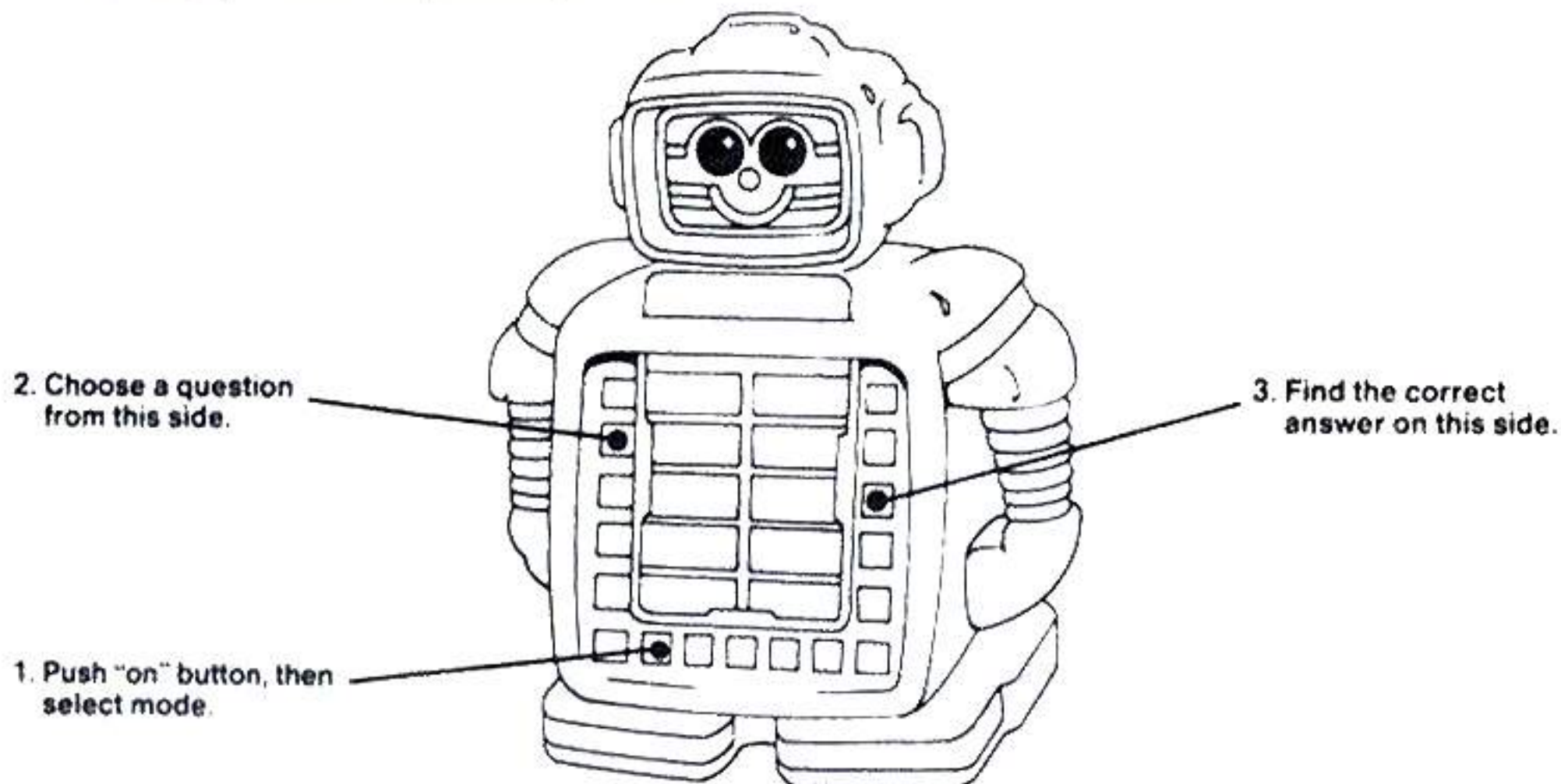
GAMES YOU CAN PLAY WITH ALPIE II:

- Alpie's memory gives him five (5) different functions, or modes. The five modes and their symbols are:




- MATCHING
- ▲ SPELLING
- ♪ MUSIC
- ? GUESSING GAMES
- ★ MATH

■ To play Question and Answer in the Matching Mode: (See diagram below.)




1. Select card with ■ mode symbol and insert in Alpie's card slot.
"Wake" Alpie up by pushing his ON button. Next, press the ■ button.
2. Choose a question on the left side by pushing the red button beside it.
Alpie will make a "thinking" sound. Wait until he is finished "thinking" before selecting another button.
3. Now find the correct answer on the right side. Push the yellow button next to your choice. Alpie will make a "thinking" sound.
4. If your answer is correct, Alpie will make a "happy" sound and his face will light up. If your answer is wrong, Alpie will make a "sor-ry" sound. Repeat steps 2 and 3.






To play in the Spelling Mode:

1. Select card with  mode symbol, insert, push the green  button and then push the  mode button.
2. Choose an item on the left and push its red button.
3. Select three choices on the right and push the three yellow buttons in the correct order. Anytime you choose an incorrect button Alpie will make a "sor-ry" sound. Repeat steps 2 and 3 again.
4. When you choose all three buttons correctly, Alpie will give you a "happy" response.

To play songs in the Music Mode:

1. Select card with  symbol, insert, push the  button, then push the  mode button.
2. Choose a song and push the yellow button next to your choice. Alpie will play for you. Sing along!

To play Musical Chairs in the Music Mode:





1. Select  Musical Chairs card and insert. Push the  button, then the  button.

2. Push any red button. Song will play, then stop at random.

This mode can be used to play the traditional game of Musical Chairs. Set up a line of chairs which contains one less chair than the number of children playing. After pushing any red button to begin a song, the children march around the chairs in a single-file line. When the music stops, each child scrambles for a chair. The child left without a seat is "out." Remove one chair, then push another red button to continue the game. The one child left at the end of the game is the winner.

For a "quiet" version of Musical Chairs, substitute marbles, wood blocks or any other small objects for the chairs. When the music stops, each child grabs one item from the center pile. The child left without an object is "out." Continue play until there is a winner.

To play the Guessing Game:

1. Who will be the first to guess Alpie's favorite color? Select  card and insert. Push  button and  button.
2. Each child takes a turn and says: "I think Alpie's thinking of..." and names a color.
3. Push button next to choice.
4. Keep guessing until Alpie gives a "happy" response. Once you've guessed correctly, push the  button to begin a new round of Alpie's Guessing Game. (You'll find that Alpie has changed his mind about his favorite color!)

★ To solve Math problems:

1. Select card with ★ symbol, insert, then push (ON) button.
Push ★ button.
2. Always start each problem by pushing the top red key. Then choose another number on the left by pushing the adjacent red button.
3. Find the answer on the right and push its yellow button.
4. Alphie will tell you if you are right or wrong. If you are wrong, repeat steps 2 and 3 and guess again.

Special Notes:

- Always use high-quality "AA" alkaline batteries for best function. Alphie will not operate efficiently without alkaline batteries.
- Remember to "wake" Alphie by always pushing the (ON) button first, then the appropriate mode button.
- Alphie is so smart, he even shuts himself off after 2-3 minutes if no one is playing with him.
- Push and release all buttons. Do not hold down.
- Alphie will always complete an activity you have programmed, even if buttons are pushed while he is "thinking."
- Sand, dirt and water will damage Alphie and his cards.
- Store all cards in Alphie's card slide areas when not in use, to avoid misplacement.
- If Alphie speeds up, acts erratically, or stops working, check for proper battery connection. Batteries may need replacement.
- Light bulb is accessible when battery cover is removed. Replace with a miniature bayonet lamp #503, #47, or #44.

FCC Notice:

This toy has been designed to meet all applicable FCC rules. Because of this, there is very little chance that this toy could cause interference to television or radio reception. However, the FCC has asked all electronic toy manufacturers to give you the following information:

If you notice interference with radio or television reception while this toy is on, move the toy away from the television or radio. If the toy is the cause of the interference, then moving the toy away from the radio or television should eliminate the problem.

If you are having problems with your radio or television reception, you may find the following booklet helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the US Government Printing Office, Washington, D.C. 20402.

90 Day Limited Warranty:

The Alphie II is warranted by Playskool, Inc. 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 materials.

Playskool, Inc. shall not be liable for loss of use of the toy or other incidental 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 limitations or exclusion may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, the toy will either be repaired or replaced with a reconditioned product of an equivalent quality (at Playskool, Inc.'s option) without charge to the purchaser when returned with proof of purchase date shipping prepaid to the address listed below. In the event that the toy is replaced, the warranty on the replacement will be continued for 90 days.

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

POST WARRANTY REPAIR POLICY—After the 90 day warranty period has expired, Playskool, Inc. shall for a period of one year from the date of purchase, either repair your product or replace it with a reconditioned Alphie II on the condition that you return your product, shipping prepaid, to the address listed below along with proof of purchase date and your check or money order in the amount of \$6.25. Playskool, Inc. shall not be obligated to perform this service if the Alphie II has been abused, misused, improperly serviced or damaged due to accident.

GENERAL INSTRUCTIONS—IMPORTANT! Before returning the Alphie II for repair, we recommend that you test your toy with fresh, strong batteries. Even new batteries may be defective or weak, and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS

PLEASE READ CAREFULLY AND RETAIN THIS IMPORTANT INFORMATION FOR FUTURE REFERENCE—REMOVE THE BATTERIES. DO NOT RETURN THEM! If the original packaging is available, repack the Alphie II in its packing and box. If not available, wrap carefully, making sure to surround the product with adequate padding. If the 90 day warranty period has expired and your purchase date is still within our one year time limit, send in \$6.25 and proof of purchase. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with the Alphie II.

PLAYSKOOL, INC.
Attn: Electronic Warranty Repair
443 Shaker Rd.
East Longmeadow, MA 01026

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