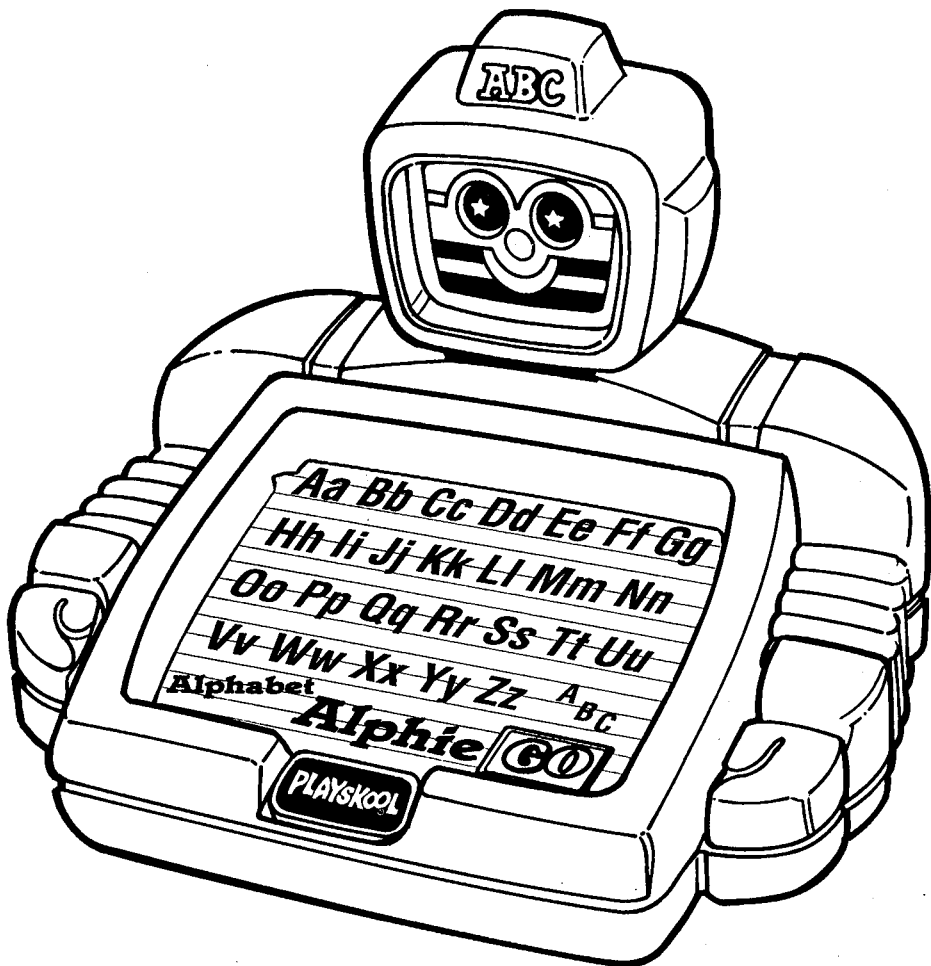


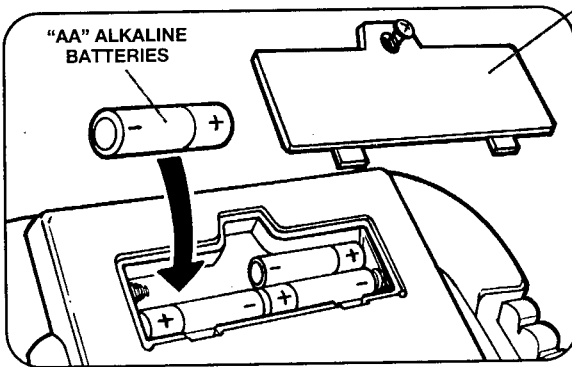


Includes Talking Alphabet Alphie and durable 2-sided activity card.  
Phillips® screwdriver needed for battery and light bulb insertion.

# Talking Alphabet Alphie®



## TO INSERT BATTERIES



BATTERY COMPARTMENT DOOR

### CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions.
2. Never mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Always remove exhausted or dead batteries from the product.
4. Remove batteries if product is stored for a long period of time.

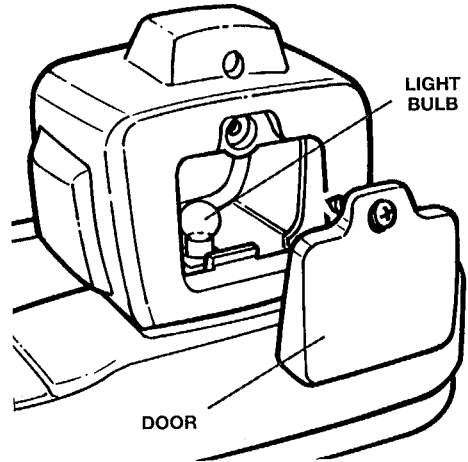
1. Using a Phillips® screwdriver, loosen screw in battery compartment door, and remove door.
2. Insert 4 "AA" alkaline batteries (not included) as shown. Replace door and tighten screw.

## REPLACING BATTERIES

If Talking Alphabet Alphonie speeds up, acts erratically, or stops working, check for proper battery connection. Batteries may need to be replaced.

## TO REPLACE LIGHT BULB

1. When Talking Alphabet Alphonie's face does not light up, the light bulb in his head needs to be replaced. Replace the bulb with a miniature bayonet-type base light bulb (style #503).
2. Using a Phillips® screwdriver, loosen screw in door on back of Talking Alphabet Alphonie's head, and remove door.
3. Grasp light bulb inside head, press down and turn light bulb a quarter turn in a counterclockwise direction, and pull light bulb out of socket.
4. Insert new light bulb into socket and press down on light bulb to fit it firmly into socket. Turn light bulb slightly in a clockwise direction.
5. Replace door and tighten screw.



## PLAYING THE ACTIVITIES

1. To begin playing with Talking Alphabet Alphonie, always press the "GO" square first to "wake" him up.
2. Talking Alphabet Alphonie's friendly voice and simple directions help kids through the activities. Use these instructions with Talking Alphabet Alphonie to get the most fun out of each activity.
3. Talking Alphabet Alphonie gives kids 3 chances to choose the correct answer. If they give the wrong answer 3 times, Talking Alphabet Alphonie automatically moves on to a new letter or picture.
4. Talking Alphabet Alphonie repeats his directions 3 times, giving kids time to respond each time. If they do not make a selection after the third time, he automatically shuts off. He says "Bye-bye" just before he shuts off.

## LETTER ACTIVITIES

1. Kids can play all the Letter Activities using only the touch pad. Talking Alphabet Alphie always presents the 5 Letter Activities in the same order: Letters, Find a Letter, Try the Alphabet, Words, and Follow Me.
2. To move from one activity to the next, you must press "GO." Wait until Talking Alphabet Alphie stops speaking before pressing "GO." If you press "GO" while he is talking, he will finish what he is saying, and will not move to the next activity until you press "GO" again.
3. To begin playing with Talking Alphabet Alphie, you must "wake him up" by pressing "GO."

### LETTERS

1. To play the first activity, press "GO" again after Talking Alphabet Alphie asks you to "press the blue button" (the "GO" square).
2. Press any letter. Talking Alphabet Alphie says the name of the letter and a word that begins with that letter. For some letters, Talking Alphabet Alphie makes a fun sound that goes with the word!
3. Continue pressing letters to learn their names.

### FIND A LETTER

1. Press "GO" again. Talking Alphabet Alphie will stop playing "Letters" and will ask you to play "Find a Letter."
2. Press the letter Talking Alphabet Alphie asks you to find. If you choose the correct letter, he tells you that you are right. If you choose the wrong letter, he tells you which letter you chose and asks you to try again.
3. Continue trying to find the letters he asks you to locate.

### TRY THE ALPHABET

1. Press "GO" again. Talking Alphabet Alphie will stop playing "Find a Letter" and will ask you to play "Try the Alphabet."
2. Press the letters of the alphabet in order. If you press the correct letter, he says the name of the letter. If you press the wrong letter, he says "Sorry," identifies the letter you chose, and tells you the correct letter to press.
3. Try to go through the entire alphabet.

### WORDS

1. Press "GO" again. Talking Alphabet Alphie will stop playing "Try the Alphabet" and will ask you to play "Words."
2. Talking Alphabet Alphie names a word and asks you to find the letter that begins the word. If you choose the right letter, he tells you that you are right. If you choose the wrong letter, he tells you which letter you chose and asks you to try again.
3. Continue trying to find the letter that begins each word.

### FOLLOW ME

1. Press "GO" again. Talking Alphabet Alphie will stop playing "Words" and will ask you to play "Follow Me."
2. Find the letter that Talking Alphabet Alphie asks you to locate.
3. After you press the letter, he asks you to find two letters: the first letter and a new one.
4. He continues to add one letter at a time until you spell a word. Then he spells the complete word for you and says the word. He may even make a fun sound that goes with the word!
5. Whenever you choose the wrong letter, he tells you what letter you selected and asks you to try again.

## ABC FEATURE

Kids can make Talking Alphabet Alphie recite the alphabet, and try to repeat it with him! Press the "ABC" symbol on his touch pad at any time to hear him say the alphabet. After "waking up" Talking Alphabet Alphie, you do not need to press "GO" before pressing the "ABC" symbol.

## PICTURE ACTIVITIES

Note: You need the activity card to play the Picture Activities.

### PICTURES

1. Place the activity card on Talking Alphabet Alphie's touch pad, with the LETTERS AND PICTURES side facing up.
2. Press "GO" to "wake up" Talking Alphabet Alphie. When he asks you to "press the blue button," press Talking Alphabet Alphie's face on the activity card.
3. Press any picture. Talking Alphabet Alphie tells you the letter that the word begins with, and the name of the picture. He may even make a fun sound that goes with the picture!
4. Continue pressing pictures for Talking Alphabet Alphie to identify for you.

### FIND A PICTURE

1. Make sure the activity card is on the touch pad, with the LETTERS AND PICTURES side facing up. Press Talking Alphabet Alphie's face on the activity card again. He will stop playing "Pictures" and will ask you to play "Find a Picture."
2. Press the picture that Talking Alphabet Alphie asks you to find. If you are correct, he tells you that you are right. If you are wrong, he tells you the letter that begins the name of the picture you selected, and asks you to try again.
3. Continue trying to find the pictures he asks you to locate.

### PICTURE PUZZLE

1. Place the activity card on the touch pad with the BIG PICTURE side facing up. (Note: Press "GO" to "wake up" Talking Alphabet Alphie if you play this Picture Activity first.)
2. Press Talking Alphabet Alphie's face on the activity card.
3. Press pictures to hear what Talking Alphabet Alphie says about them. He may tell you the name of the picture, the sound that goes with the picture, the letter that starts the name of the picture, or a combination of these. You never know what he's going to say next!

### FCC STATEMENT

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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®denotes Reg. U.S. Pat. & TM Office.

**ELECTRONIC MODULE MADE IN MALAYSIA. KEYBOARD MADE IN CHINA.**

**ALL OTHER PARTS MADE IN USA.**

515 P/N 44395100