

ALPHIE II READING & MATH
ACTIVITY SET**Foods For Thought****Toss the Salad**

2 to 4 players

You Need:

Alphie II, Toss the Salad Game Board and Game Card, Lettuce Movement Cards, Salad Vegetable Tokens, Player Tokens.

Get Ready to Play:

1. Shuffle all of the Lettuce Movement Cards and place them number side down in the center of the board. (To be reshuffled and reused.)
2. Each player chooses a numbered token and a salad vegetable of corresponding colors.
3. The numbers on the player tokens will designate player order.
4. Wake Alphie by pressing his ON button, then push his ? button.
5. REMEMBER: After Alphie says "YES", you must press his ? button; otherwise, he will keep repeating the same answer. When less than four people are playing, press ? after each round of play.

Object of the Game:

To add your vegetables to the salad bowl and reach FINISH.

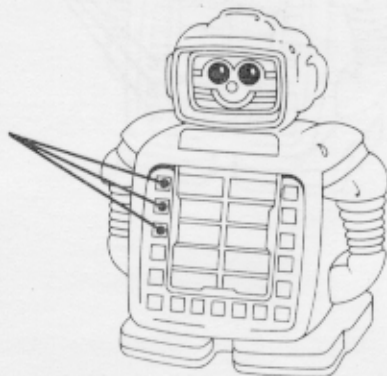
How to Play:

1. Players take turns taking a Lettuce Movement Card and moving the number of spaces indicated on the card.
2. If you land on a "Toss the Salad" space (the spaces where the knife and fork are located), you may switch places with any other player on the board, unless the player has already placed his vegetable on the salad board and is safe from being tossed.
3. Each time you complete your move, you ASK ALPHIE if you may add your vegetable to the salad bowl by pressing the buttons next to the matching vegetables on the game card.

EXAMPLE:

"Alphie, may I play my tomato?"
You have 3 chances to ASK ALPHIE. Be sure to press ALL 3 buttons—one at a time—beside the tomato.

4. If Alphie says "YES" to your request to play your Vegetable Token, place it in a matching space on the Game Board. Then press Alphie's ? button.





Alphie's Restaurant

2 to 4 players

You Need:

Alphie II, Alphie's Restaurant Game Board and Game Card, Menu Movement Cards, Plate Tokens, Player Tokens

Get Ready to Play:

1. Shuffle all of the Menu Movement Cards and place them on the Game Board, shape side down. (To be reshuffled and reused.)
 2. Each player chooses a numbered token and a plate of corresponding colors. Place your plate in the center of the Game Board.
 3. The numbers on the Player Tokens will designate player order.
 4. Wake Alphie by pressing his ON button, then push his ? button.
 5. REMEMBER: After Alphie says "YES", you must press his ? button; otherwise, he will keep repeating the same answer. When less than four people are playing, press ? after each round of play.
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Object of the Game:

Complete the path directed by the food shapes and take a plate to your place at the table.

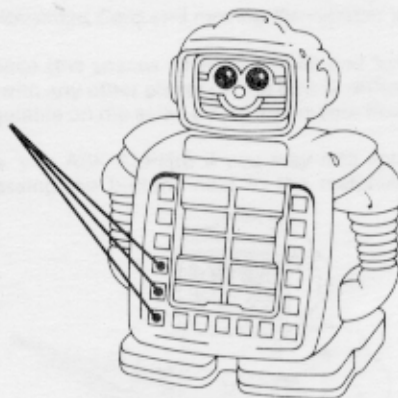
How to Play:

1. Players take turns taking a Menu Movement Card and moving the tokens to the nearest food on the Game Board that's the same shape as the shape on the Menu Movement Card. For example, if you draw a card with a circle on it, you may move your marker to the first space that pictures a food with a circular shape (like an apple).
2. Each time you complete your move, you ASK ALPHIE if you may take your place at the table by pressing the buttons next to the matching color plates on the Game Card.

EXAMPLE:

"Alphie, may I take my pink plate to the table?" You have 3 chances to ASK ALPHIE. Be sure to press ALL 3 buttons—one at a time—beside the pink plate.

3. If Alphie says "YES", place your Plate Token on the matching plate in the place on the Game Board. Then press Alphie's ? button.



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