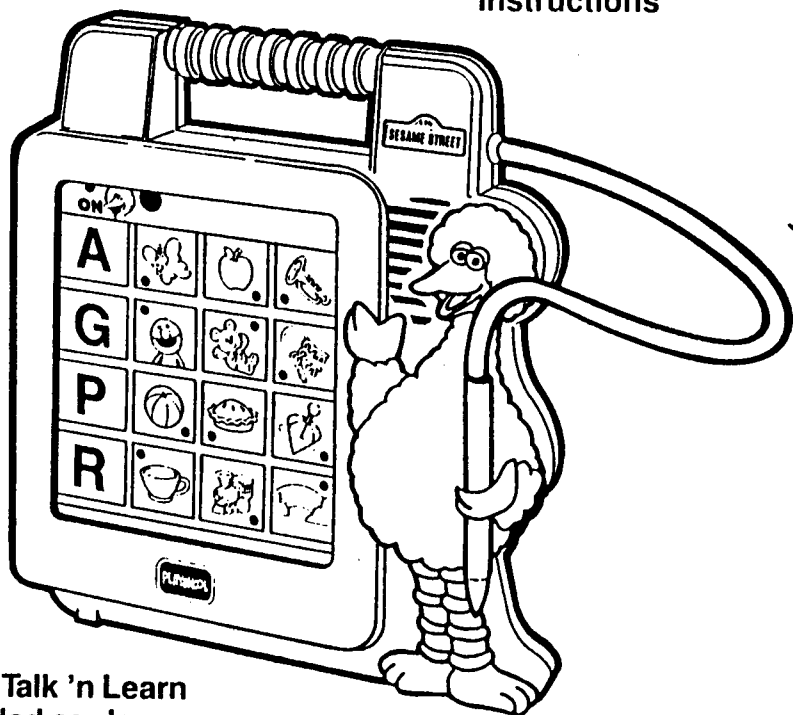


**PLAYSKOOL**

**SESAME STREET**

# Big Bird's Talk 'n Learn™

Instructions



**Includes:**

- Big Bird's Talk 'n Learn
- 15 two-sided cards

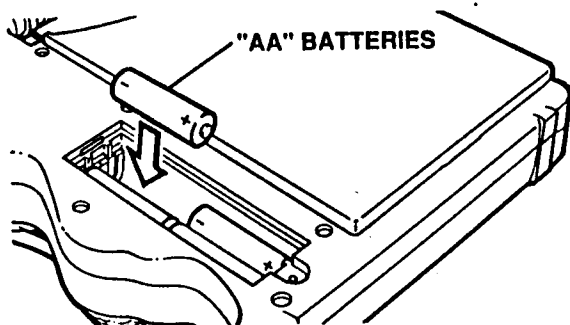
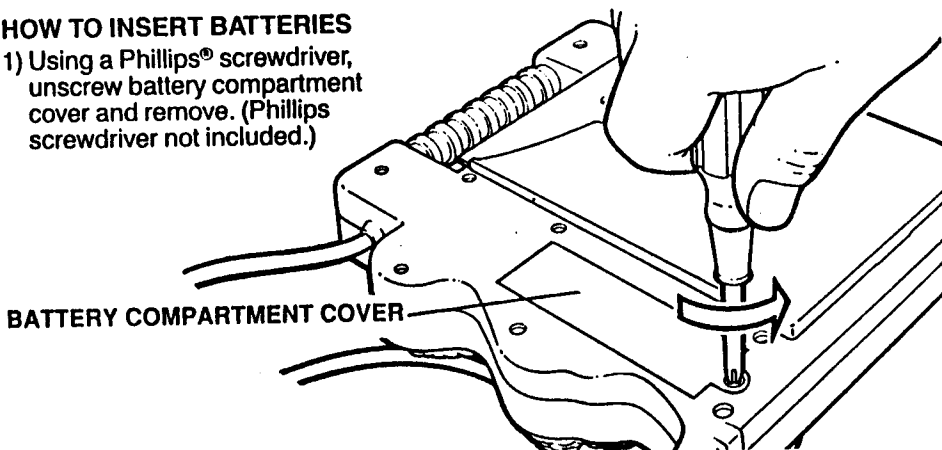
Preschoolers' favorite Sesame Street® friend, Big Bird, will help teach them basic skills while playing lots of exciting games with this fun activity toy. Big Bird's friendly voice will guide preschoolers through Talk 'n Learn's many delightful activities. It's simple to use and lots of fun, too! Big Bird's Talk 'n Learn . . . a perfect match, everytime!

### CAUTION: VOID BATTERY LEAKAGE

- Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions.
- Never mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
- Always remove exhausted or dead batteries from the product.
- Test the batteries by inserting the magic pointer into the ON circle.

### HOW TO INSERT BATTERIES

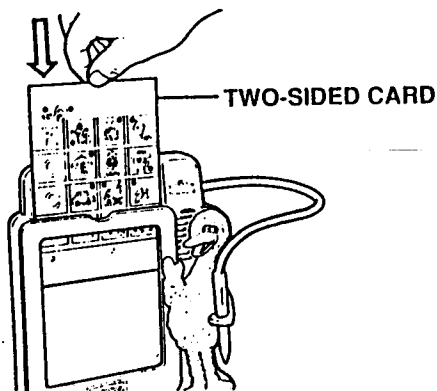
- 1) Using a Phillips® screwdriver, unscrew battery compartment cover and remove. (Phillips screwdriver not included.)



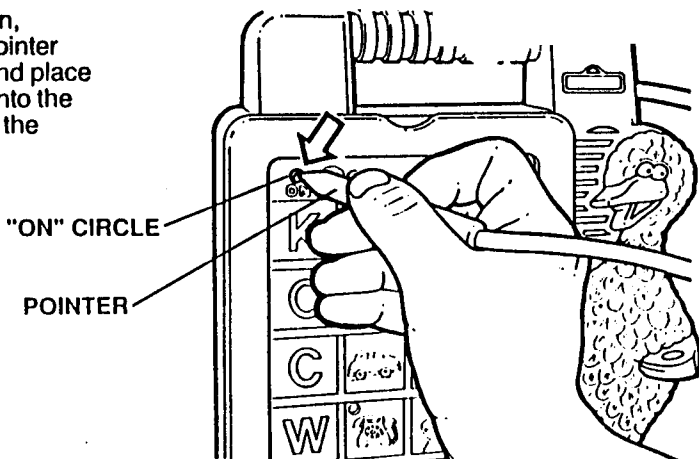
- 2) Place 4 "AA" size alkaline batteries (not included) into the compartment as shown. Be sure to place the positive (+) and negative (-) ends of the batteries in their proper location. Replace battery compartment cover and reinsert screw.

### LET'S BEGIN

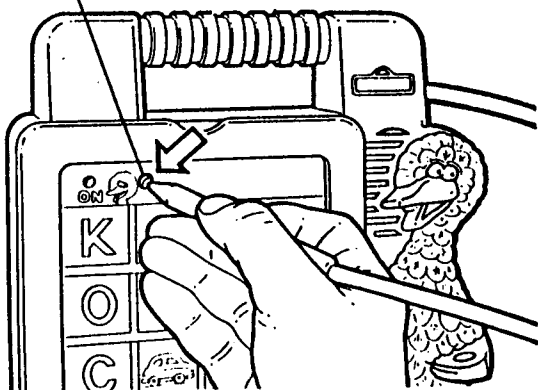
- 1) Select one of the 15 two-sided activity cards and insert into the slot as shown. Each card has 4 games on each side.



- 2) To activate Talk 'n Learn, remove the "magic" pointer from Big Bird's hand and place the end of the pointer into the circle marked "ON" in the card. Big Bird will say "Hi kids! Lets play!"



GREEN CIRCLE



Next, press the green circle. Big Bird will then guide you through each fun-filled activity. To conserve battery life, Big Bird's Talk 'n Learn will automatically turn itself off after 3 minutes of non-use. This will be signaled by a brief musical sound.

- 3) Depending upon which card you have inserted into the slot, Big Bird will tell you to play one of six different activities. They are:

- |                                       |                                     |
|---------------------------------------|-------------------------------------|
| 1) Which Two Are The Same?            | 4) Match The Fronts With The Backs. |
| 2) Match The Number With The Picture. | 5) Where Do They Work?              |
| 3) Match The Letter With The Picture. | 6) Which One Does Not Belong?       |

- 4) Follow Big Bird's friendly directions as he leads you through each of the four games. When you choose the correct answer, Big Bird will respond favorably with one of five sayings, such as, "You're right! That's great!"

If the answer you have chosen is incorrect, Big Bird will urge you to try again by saying one of five encouraging responses like "Sorry. Try again."

### SPECIAL REMINDERS ABOUT BIG BIRD'S TALK 'N LEARN WHILE YOU PLAY

- The "magic" pointer is conveniently held in Big Bird's hand.
- Keep the 15 two-sided cards in the convenient storage pocket on back.
- The carry handle makes Talk 'n Learn easy to take with you.
- You can answer the questions as many times as you wish.
- You do not have to answer all the games on any particular card that you are playing. You can stop the activity at any time and substitute one two-sided card for another.

### FCC STATEMENT

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 television or radio reception. It 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. If this game 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 the receiver.

Connect the equipment into an outlet or circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.

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Reg. U.S. Pat. & TM Office.

**ELECTRONICS AND BIG BIRD MADE IN CHINA. ALL OTHER COMPONENTS MADE IN U.S.A.**

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