

Play, Move, Learn!

The ION Educational Gaming System,
with motion-sensing technology, puts
children live on TV and in the game.

ION

EDUCATIONAL GAMING SYSTEM™

PLAYSKOOL

Questions? Call
1-800-PLAYSKL

Visit us at
playskool.com



AGES 4-5

Learn:
Spelling, Math,
Healthy Habits
and more!



**BIRTHDAY PARTY
SURPRISE™**

ION

EDUCATIONAL GAMING SYSTEM™

PLAYSKOOL

Get up Get active Get smart™

**PUTS YOUR CHILD
ON TV AND
IN THE GAME!**

For use exclusively with
the ION EDUCATIONAL
GAMING SYSTEM.

Thank you for purchasing Blue's Room™ "Birthday Party Surprise™", an action-packed Active Learning Disc for use exclusively with the ION EDUCATIONAL GAMING SYSTEM. Be sure to read and follow all instructions carefully before playing the games!

10 BASIC BODY MOVEMENTS

Follow these 10 basic body movements to play and navigate through each game!

Move your body to control the action!



tag



hide



wipe



fill



pick



steer



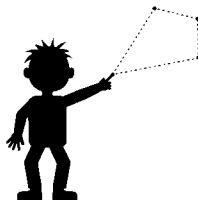
sneak



freeze



dodge



trace

LEVELS OF PLAY

Each game presents three levels of play, which increase in difficulty. At the beginning of each game, please select your desired level: easy, medium, or hard. The game will proceed through several rounds of play at that level. Pressing the Back button will return you to the level selection screen.

5 ACTION-PACKED GAMES

It's Frederica's birthday party, and you're invited! Step inside Blue's Room to prepare for the party and help Blue make a birthday cake! Max out the Boogie Meter in a Boogie Woogie dance game and play a high-energy round of "Doodle, Doodle, Guess!"

GAME 1 – BIRTHDAY CAKE BAKE™*

GAME 2 – BIRTHDAY BOOGIE WOOGIE™*

GAME 3 – BIRTHDAY PARTY PUZZLE SURPRISE™*

GAME 4 – DOODLE, DOODLE, GUESS!™*

GAME 5 – HANDY DANDY JOURNAL™*

GAME 1 – BIRTHDAY CAKE BAKE™*

GAME PLAY

Create a cake with Blue for Frederica's birthday! Whip up the batter by drawing circles around the bowl. Catch the eggs, pour the milk, and wipe the flour. Use your hands to wipe on the icing and decorations. Follow the recipe and be sure to clean up any messes!



Learning Benefits

Math & Logic

- Counting
- Measuring
- Number Recognition

Creativity

- Cooking



Levels of Play

Time to bake! As you follow the recipe, you'll need to identify ingredients by looking at pictures, identifying numerals, and reading words. Look, listen, read and count your way to a completed dish!

GAME 2 – BIRTHDAY BOOGIE WOOGIE™*

GAME PLAY

Dance along with Boogie Woogie and the gang! Listen for Boogie Woogie's directions – dance when you hear “Boogie” and freeze when you hear “Woogie.” Keep going until the whole gang is dancing and the Boogie Meter is full. Be sure to start and stop at the right time!



Learning Benefits

Cognitive Reasoning

- Follow Directions

Healthy Habits

- Physical Fitness

Creativity

- Dance Movements



Levels of Play

Boogie will say “Woogie” more often, so you need good ears and fast feet! Dance to the music as it speeds up and freeze when you hear “Woogie.”

GAME 3 – BIRTHDAY PARTY PUZZLE SURPRISE™*

GAME PLAY

Watch Polka Dots bounce around the room! When she appears, reach out and tag her with your hand to uncover mystery puzzle pieces. Pick out puzzle pieces and create your very own birthday party surprise! Help unwrap the presents by wiping them off with your hands.



Learning Benefits

Cognitive Reasoning

- Visual-Spatial Orientation

LOOK AT
WHAT YOU'LL
LEARN!

Levels of Play

Tag Polka Dots to get the magic puzzle piece, but watch out: Polka Dots moves faster with each level! Reassembling the puzzle gets more challenging with more shape choices to make.

GAME 4 – DOODLE, DOODLE, GUESS!™*

GAME PLAY

Shake your body as Doodleboard draws pictures! Figure out what each picture is and pick the object that matches the picture to uncover special birthday surprises for Frederica. Tag the balloons with your hands as fast as you can to make them pop and swing your arms to break the piñata! Use your hands to “chomp” the food and make it disappear!



Learning Benefits

Math & Logic

- Deductive Reasoning

Cognitive Reasoning

- Matching
- Attribute Recognition
- Object Recognition

LOOK AT
WHAT YOU'LL
LEARN!

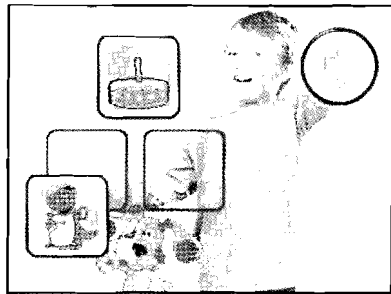
Levels of Play

With more shapes, it becomes more challenging to figure out what Doodleboard is drawing!

GAME 5 – HANDY DANDY JOURNAL™*

GAME PLAY

Join Blue in recapping all of the fun games that you've played by creating your own story in the Handy Dandy Journal.



Learning Benefits

Literacy

- Self-expression

Cognitive Reasoning

- Memory Building

LOOK AT
WHAT YOU'LL
LEARN!

Levels of Play

There are no levels in this game.

TROUBLESHOOTING GUIDE

PROBLEM	SOLUTION
I'm having problems seeing or hearing the game on my television.	• Make sure the AV jack is securely plugged into the "AV Out" port on the ION console. • Make sure the RCA-type connectors are securely plugged in to your TV. • Make sure your power cord is plugged in. • Make sure your ION is turned on. • Make sure your TV is on the correct channel or input setting. • Press the reset button.
I can't see myself on the television, but I see the game.	• Make sure nothing is between you and the camera located on the front of the ION console. • Make sure the camera on the ION is pointed towards you.
The game does not appear correctly on my TV.	• Make sure the disk is inserted properly. • Make sure the disk is clean. • Press the reset button.
When I play the game, it keeps choosing the wrong items or it will not allow me to choose some items.	• Make sure there is nothing else moving in the camera's field of view except for you. • Make sure that the lighting in the room is bright enough and even. • Make sure there isn't a light source behind you (window, lamp, etc.)

IF YOU HAVE ADDITIONAL QUESTIONS CONCERNING ION, CALL
HASBRO CONSUMER AFFAIRS AT 1-800-844-3733.

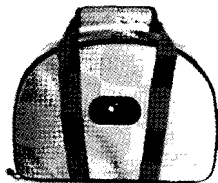
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EDUCATIONAL GAMING SYSTEM™*

Get up
Get active
Get smart™*

The ION EDUCATIONAL GAMING SYSTEM puts
your child on TV and actively in the game!

ION EDUCATIONAL GAMING SYSTEM



Carry Bag

Protect and store your
ION EDUCATIONAL GAMING SYSTEM!

Each Sold Separately.

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COMING SPRING 2007



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