

PLAYSKOOL'S MAGIC TOUCH TALKING BOOKS

GENERAL OPERATING QUESTIONS

1. The small white button turns the product on and off. There is also automatic shut off.
2. Each time you turn the page you must press the page hopper. The page hopper is located in the top section of the page and in a different location on each page. (It moves from left to right as you move through the book). If you do not press the page hopper, you will hear sounds from the previous page.
3. Most but not every picture on the page has a sound. Encourage kids to touch around the page to hear sounds.
4. If speech becomes garbled or book does not work correctly, change batteries.
5. If you are playing a game or activity and want to move on, just press the page hopper on the page.
6. You can not interrupt a sound, phrase or song. Wait until it is done until you try to press another sound.
7. When playing a game or activity, it will be on both pages that the book is open to (left and right side).

TEAM TONKA

1. During counting activity, count the items that Billy has in his truck and touch the corresponding NUMBER on the page.

MONKEYTAILIA

1. The colored blocks on each page start the activity. This will ask kids to find certain objects on the page.
2. If you are in the activity, but don't want to hear all the questions, just press the page hopper.

LITTLE CRITTER - JUST GOING TO THE MOON

1. Page 9 -- touch Little Critter to start the activity. All planets have their name next to them and are the correct answer for the question "touch a planet".

2. Page 16 -- touch objects in boxes to start activity than match the object in a box to the object in the sky.
3. Page 17 -- touch Critter and he says touch a moon rock. Touch any moon rock on the page. Then it will ask to touch a bigger or smaller moon rock on the page.
4. Page 20 -- follow the order of the color dots to the colors on the key board to play Twinkle Twinkle. The white key on the binding of the book does not have a note.

LITTLE CRITTER - JUST A PIRATE

1. Little Critter always starts the activity.
2. Page 11 - Pick an object in a box to start the activity. Then match object on page.
3. Page 21 - Touch Compass. It will direct kids to move in a direction (North, South, East, West). Move in the direction from the last spot you touched.

101 DALMATIANS IN THE CRUISE CAPER

1. Page 4 - Pressing the telephone starts the activity. Activity is on both pages 4 and 5.
2. Page 6 - When you touch the suitcase it says "Lets Pack." Kids are supposed to touch objects on the page that they would pack for a cruise. Correct responses include camera, umbrella, food, radio,...
3. Page 12 - When kids touch certain objects it will ask them to find a matching object that is either taller or shorter. Examples include Crew Members, Vents on ship, and Ladders.

POOH

1. Page 7 -- When kids touch Kanga she says "Lets make a cake. Touch Lemon, Chocolate, Honey or Cherry". These objects are found on the same page in the cupboard. Kids should press on of these ingredients. After touching the ingredient it will then say "How many spoonfuls?" The spoons are on the table. Press either 1, 2, or 3 spoons. It may ask for another ingredient and then kids should follow the same sequence. Kanga will then tell kids what type of cake they made depending on which ingredients they pressed. For example, "You made a CHERRY surprise cake."
2. Page 19 - Touch Owl to start the "Owl Says" game which is played like Simon Says. Owls will say "Owl Says Touch Poohs -----". (Touch Poohs Arm, Ear, Nose, Tummy,...). Kids should press the correct body part on the big picture of Pooh right below Owl.

3. Page 20 - Touch Kanga and she will say "Guess this song". Then kids will hear a familiar tune (Jack and Jill, Mary Had A Little Lamb, Twinkle Little Star or Hickory Dickory Dock). Kids then should match the tune with the icon that represents the tune at the top of the page. For example, the star for Twinkle, Twinkle or the kids on the hill for Jack and Jill.

MICKEY'S SAFARI PARK ADVENTURE

1. Throughout the book, the Walkie Talkie always starts the activity. When the Walkie Talkie is pressed, it says find the food. Food that the animal on the page eats is hidden throughout the illustrations. Kids should press the hidden food. It will then say "There's more" which prompts kids to keep looking for additional hidden food.

2. Page 19 - If kids press the "?" sign it will say "What makes this sounds" and play an animal sound. Kids then have to find and press the animal on the page that makes that sound.

BERENSTAIN BEARS - WHEN WE GROW UP

1. Pages 5 and 6 - Touch the food on the table and it will ask "Where on the farm does this come from?" Kids then have to find the right source for the food on the page. For example, bread is made from wheat, milk from a cow,... (Note: on the page there is a picture of a Bull and a Cow, Cow is the only correct response for milk.)

2. Pages 9 and 10 - Touch an object in the box and it will ask "What truck carries this load?" Then find the truck with the matching symbol on it.

3. Pages 15 and 16 - Touch artist bear. It will first ask kids to "Touch a Color" Kids can then touch anything on the page and the book will tell it what color it is. After a few times, it will move to a higher level activity and will say "Find the Color---- (green, blue..)". Kids then touch objects on the page that are the correct color. (Note: this can be a long activity. If kids want to stop the activity just press the page hopper).

4. Page 20 - When kids touch toys and objects on the page the book will associate them with the occupations that they have learned about. For example, touch the computer and it will say "Scientist."

BERENSTAIN BEARS VISIT THE BIG MUSEUM

1. Page 5 - Touch Actual Factual Bear and he'll ask trivia about the dinosaurs. Kids should press the picture of the dino they think he is describing.

2. Page 6 and 7 - Touch the skull and bones in the frame and it will ask you to match it with the picture on the dino. Note: you must touch on the bones, not the base to get a correct response.

3. Page 10 - Touch Actual Factual Bear and he will ask kids to find clouds that look like certain objects. Touch the clouds to get a correct response.
4. Page 14 - same as page 10 above
5. Page 18 - Touch animal in picture and it will ask you to then touch an animal that is faster or slower.

BERENSTAIN BEARS VISIT THE BIG CITY

1. Page 10-11 Touch Papa Bear and he'll ask kids to "Find the letter ---" Kids should then touch the bear holding that letter. (Note: one potential confusing point is that the H is on the soccer player. May be confused with an I).
2. Page 18-19 Touch Papa Bear and he'll ask "What cost \$--" (\$10, \$20,...). Kids then match the correct amount with the objects for sale in the store windows.