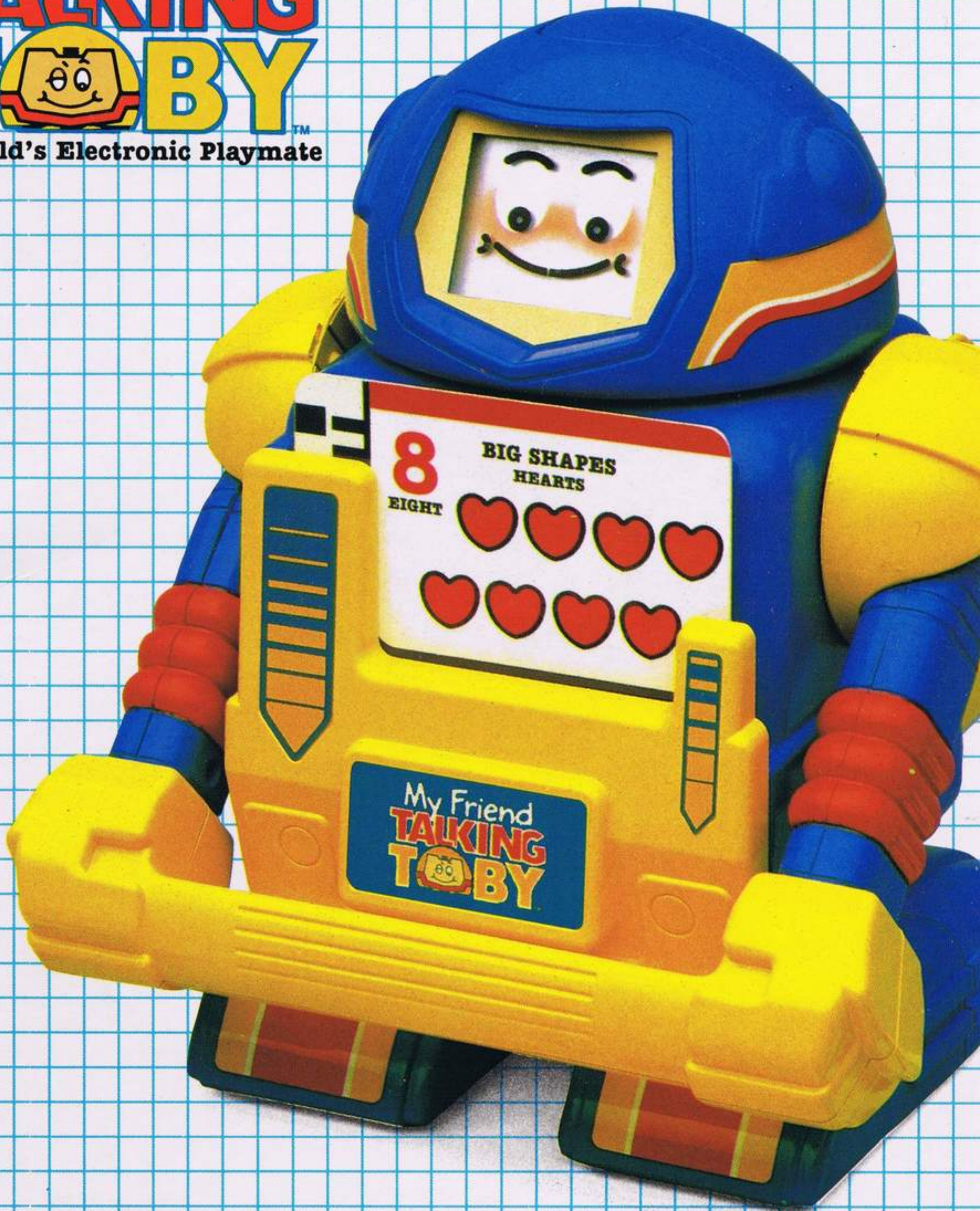


# My Friend **TALKING** **TOBY**<sup>TM</sup>

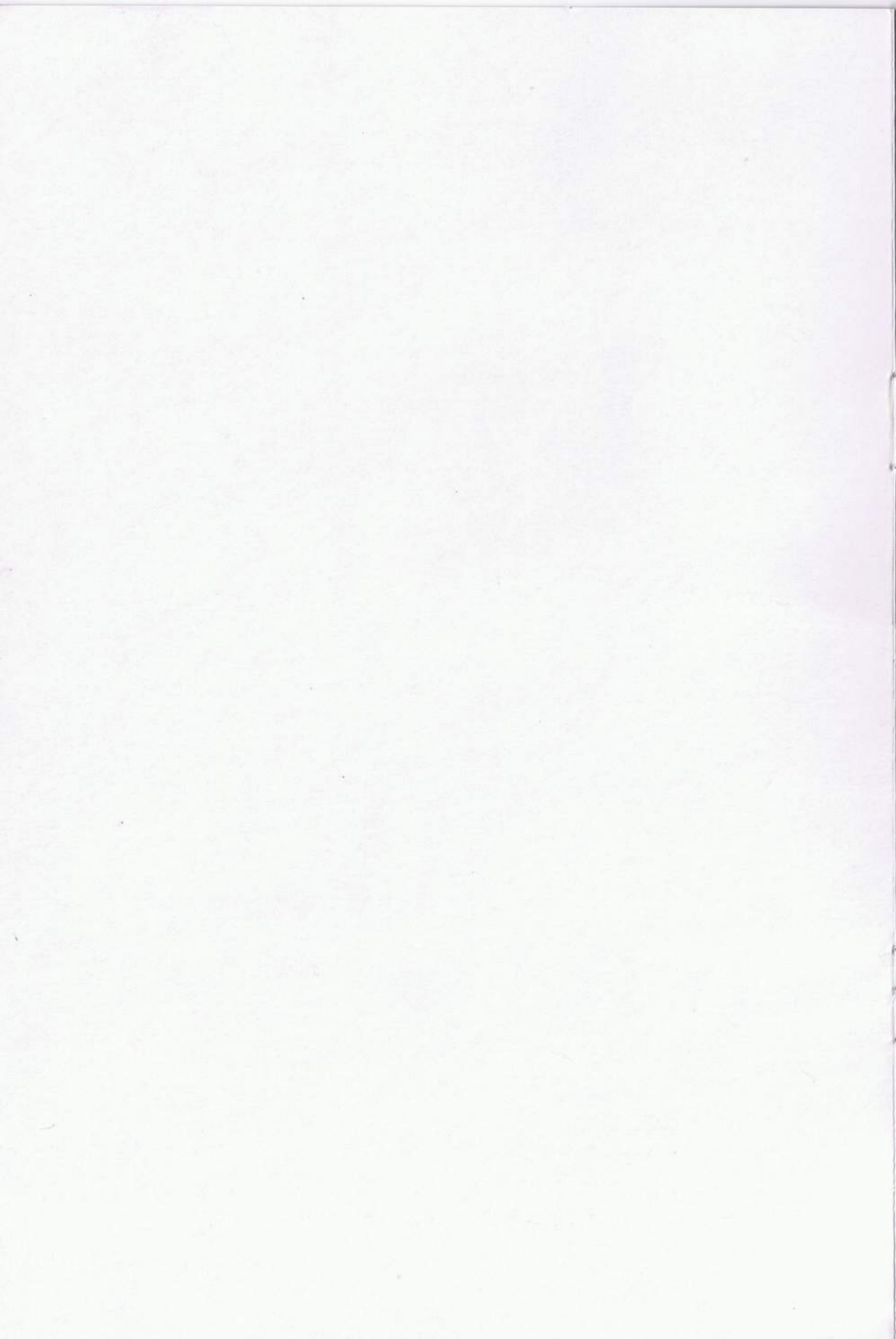
A Child's Electronic Playmate



**COLECO**  
Play and Learn  
**Electronics**

**Parent Guide**  
**Instruction Manual**









# Play and Learn Electronics

Dear Parent,

Congratulations! My Friend TALKING TOBY™ electronic playmate will provide your child with hours of educational fun. The TALKING TOBY voice and delightfully synchronized facial expressions bring him to life for kids — he's a real playmate! And TALKING TOBY games can entertain up to four children at one time!

Don't forget! TALKING TOBY electronic playmate is expandable! TALKING TOBY Expansion Games more than double the number of exciting learning games TALKING TOBY owners can play. See the back cover for details.

Please use this book to help your child enjoy TALKING TOBY electronic playmate to the fullest!

Best wishes,  
TALKING TOBY (Himself!)

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## **Taking Care of Your TALKING TOBY Electronic Playmate**

Your TALKING TOBY friend will be a companion for years of learning fun if he's properly cared for. Remember these important care instructions:

1. Replace the batteries at the first sign of erratic operation.
2. Your friend doesn't like high temperatures. Be sure not to leave him in direct sunlight!
3. Don't press heavily on the TALKING TOBY face, and be careful not to drop him!
4. Clean your electronic playmate with a soft dry cloth — he's allergic to cleaning agents!

### **Your Warranty**

TALKING TOBY electronic playmate comes with a limited, 90-day warranty. If your TALKING TOBY unit should fail due to defects in materials or workmanship within 90 days from the date of purchase, Coleco may fix it for you. See the enclosed warranty card for specifics.

### **Making Your Electronic Playmate Come to Life**

#### **1. Batteries**

TALKING TOBY requires 4 C-cell batteries.

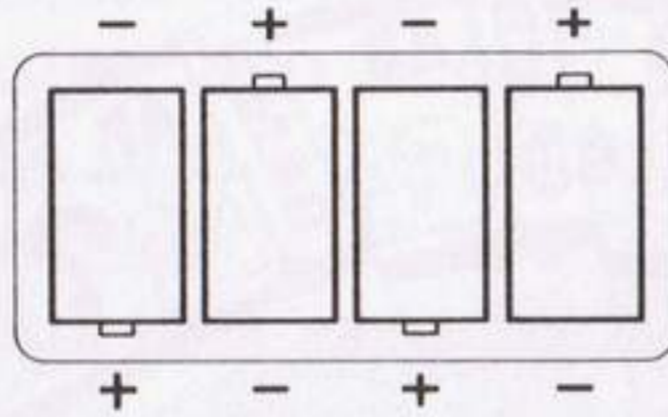
We strongly recommend that you use alkaline batteries.

Remove the battery-compartment cover on the back of the unit. Insert the batteries in the positions provided for them, making sure the polarity arrangement is correct.

The TALKING TOBY face will immediately "come to life" and he will introduce himself. If nothing happens when you insert the batteries, check to make sure that the battery "+" and "-" ends have been



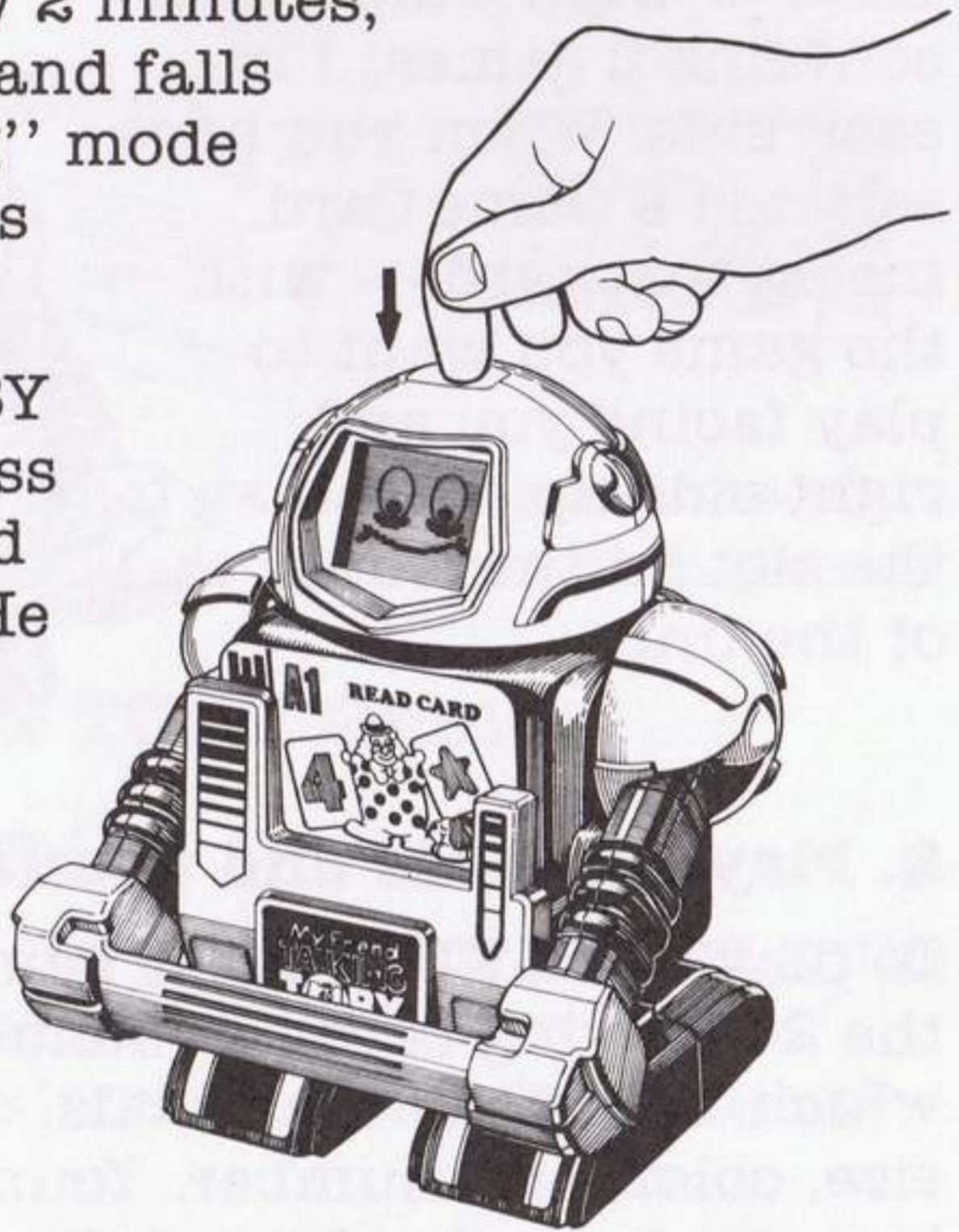
positioned correctly and that all the batteries are making good contact with the battery contact plates.



## 2. Reset Button

Your TALKING TOBY electronic playmate has a built-in battery conservation feature. If he is not used for approximately 2 minutes, he says “Good night,” and falls asleep. In its “sleeping” mode the unit uses much less battery energy.

To make TALKING TOBY “wake up,” simply press the reset button located on top of his “head.” He will introduce himself all over again and you’re ready for more learning fun.



**NOTE:** Don't press the TALKING TOBY reset button while he's talking or “reading” a card — you might confuse him!

## Getting Ready to Play and Learn

### 1. Game Cards

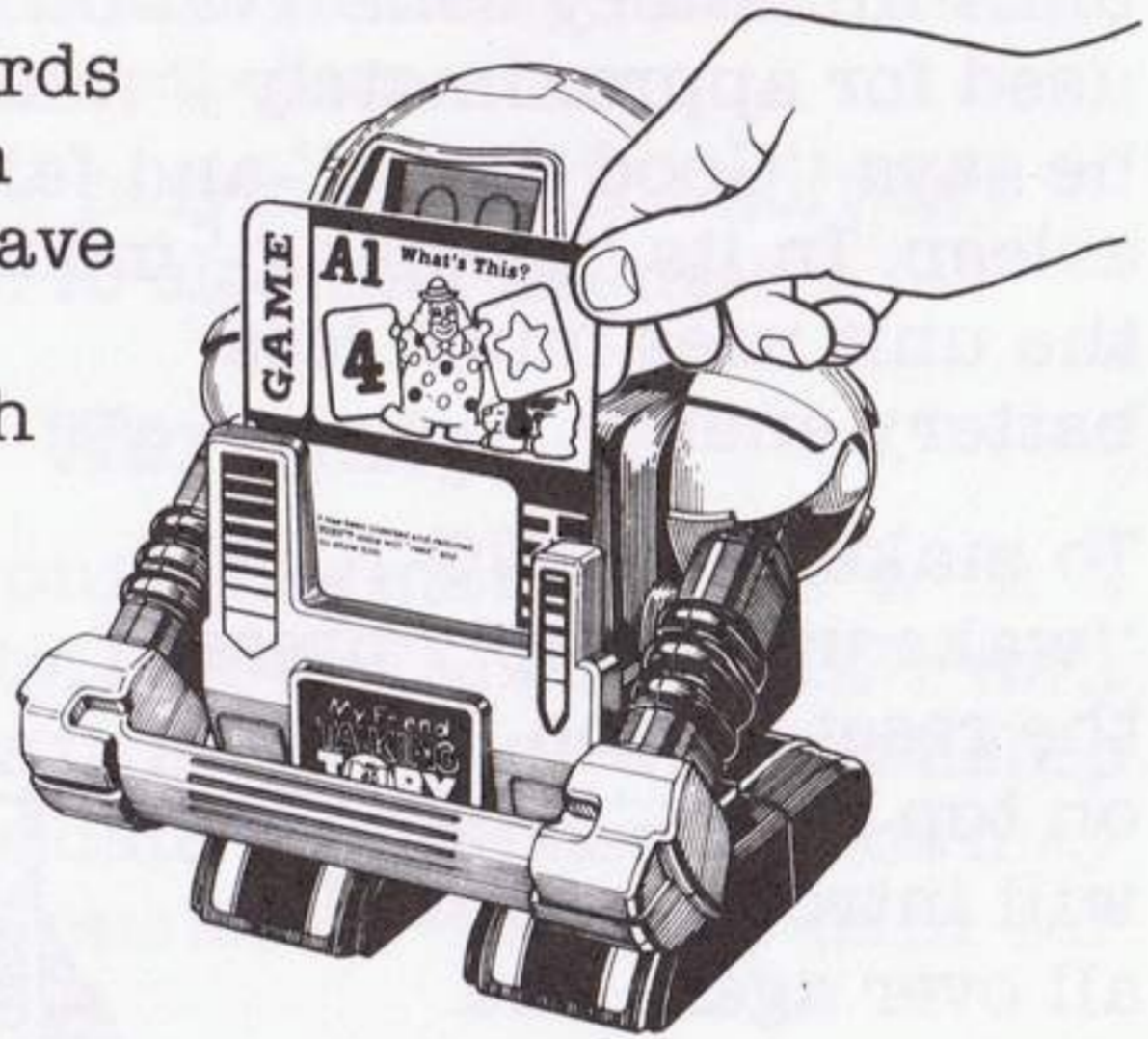
After you have inserted batteries and TALKING TOBY has introduced himself, he will ask you to



“show me a game, please.” You can show him a game using the TALKING TOBY Game Cards.

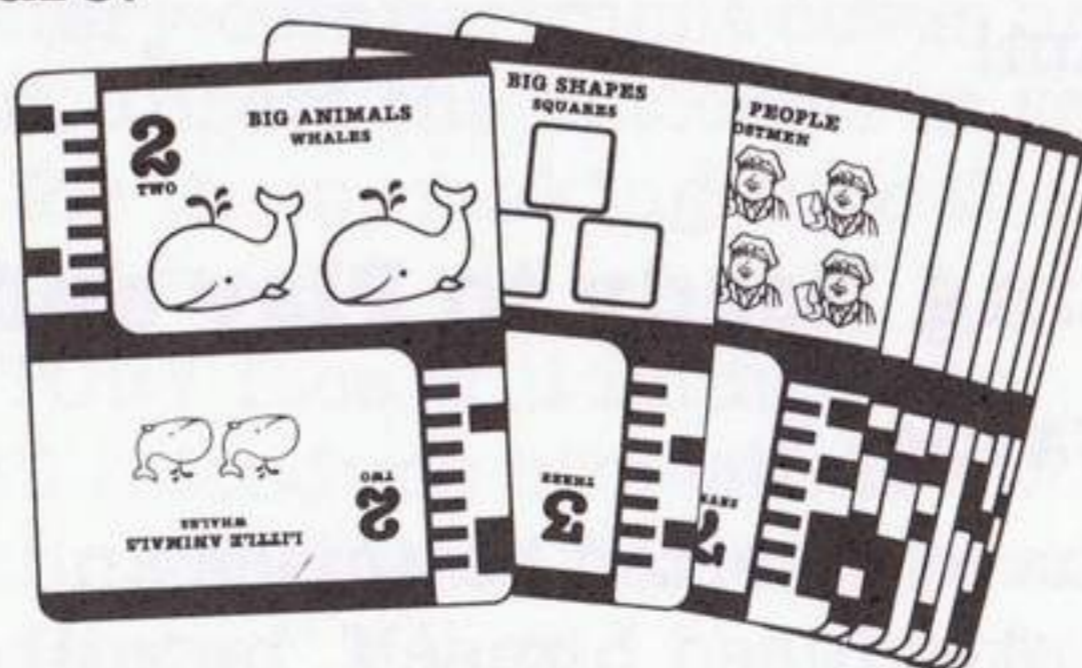


Each of the 4 Game Cards contains 2 games, 1 on each side. When you have selected a Game Card, insert that card — with the game you want to play facing you and right side up — into the slot on the front of the unit.



## 2. Playing Cards and Special Cards

To play a TALKING TOBY game you will need to use the 24 Playing Cards — included with the unit — which have people, animals, or shapes of different size, color, and number. Younger players will find it easier to begin playing the games if the Playing Cards are separated into groups — by number or by type of picture.





There are also 4 Special Cards used with certain TALKING TOBY games. The Players Card tells your electronic playmate how many players will be taking part in a game. The Repeat Card causes the unit to repeat its last instruction. In some games players use the Pass Card to indicate that they cannot produce what has been asked for. The Winner Card is used when a game is over — insert it and TALKING TOBY congratulates the winner.



See below for the individual game instructions to learn which Special Cards are used in which games.

## TALKING TOBY Games

### Game A1 — What's This?

This is a great activity for pre-readers to start with. Begin, as always, by inserting the Game Card. TALKING TOBY says "Game A1. Very good! Thank you!"

Now your electronic playmate is programmed to read any card that is inserted in his front slot. He will say "5 little red people," or "3 big blue shapes," or "9 little blue animals" — whatever you show him, he'll "read."

### Game A2 — Show Me

Here's a game designed for younger learners. One or more may play. After Game Card A2 has been inserted and your electronic playmate has thanked



you, he will ask for a specific Playing Card. He may say "Show me 7 little red people." Players try to find and insert a card that meets these requirements. If an incorrect card is inserted — 7 little red shapes, for instance — TALKING TOBY will say "Oops, sorry. Not shapes — I said people!" He will continue to make corrections until the right card has been found. Then he'll congratulate the successful player: "Very good! Terrific!"

Scoring: 1 point for each card correctly identified on the first try. Players decide how many points wins. When that total is reached, the winning player inserts the Winner Card and hears "Very good! Terrific! You win!"

### **Game A3 — TALKING TOBY Goes Fishing**

2 to 4 players. Mix up the Playing Cards and deal 4 to each player. After TALKING TOBY "sees" the Game Card, he'll say "Show me how many players, please." Insert the Players Card with the correct number of players facing you and right side up. He'll repeat the number you have shown him, thank you, and begin the game.

The electronic playmate now "goes fishing." He'll ask the first player for a certain kind of card. He may say "Player 1, show me '6.'" If player 1 can show a "6" (of any category), the card is "caught" (and discarded), and the same player goes on to the next question.

If player 1 doesn't have a "6," the Pass Card must be inserted and that player takes another Playing Card from the deck (the voice will say "Oops, sorry" and automatically go on to the next player if player 1 inserts an incorrect card). Now TALKING TOBY will ask the next player for a card.

The winner is the first one whose Playing Cards have all been "caught" — don't forget to insert the Winner Card for congratulations!



### **Game A4 — TOBYMATH™**

One or more may play this terrific, basic-math activity. TALKING TOBY will ask for simple calculations, using numbers and categories. He may say "Show me 2 people plus 7 people." If a player produces a card with 9 people, that player scores a point. If an incorrect card is shown to your electronic playmate, he will announce the mistake and repeat his original question until he's shown the correct answer. Players decide before the game how many points will win.

### **Game A5 — Add It Up!**

Here's another math game for one or more players, and this one has a twist! TALKING TOBY will ask for a simple calculation (as in TOBYMATH). If a correct answer is given, he will say "Very Good! Terrific!" Then he will ask for the "last answer" plus or minus a new card. He will continue to ask for new calculations using the "last answer" as long as correct cards are shown. As soon as a player shows an incorrect card, it's the next player's turn and a totally new calculation is called for.

Players should determine a winning score before beginning the game. Each correct answer scores a point, and the turn changes only when a player misses.

### **Game A6 — Let's Remember!**

"Let's Remember!" is an exciting memory-building game for 2-4 players. TALKING TOBY begins by asking for the number of players — tell him with the Players Card. He will then ask each player, in turn, to show him two cards. The players must produce the cards in the order asked for. During the next round three cards will be asked for, in the next round four, then five, and so forth — up to 8 cards.



Players are eliminated as they make mistakes, unless all the players in a certain round make mistakes. In that case no player is eliminated and all get another chance in the next round. The last player in the game is automatically declared winner by your electronic playmate.

### **Game A7 — Guess What!**

This is a terrific mystery-card game for 2-4 players. First, use the Players Card to indicate how many players there will be. Then, player 1 will be asked for a "guess." Player 1 guesses by inserting a card in the TALKING TOBY card slot. Your electronic playmate will announce if any of the card's characteristics (number, color, size, and category) matches the secret card. He'll say the characteristic — "Blue. Nice going!" for instance — and player 1 continues guessing until a card can add no new information.

TALKING TOBY will then ask the next player for another guess, and he'll keep asking for guesses until the secret card is shown. The player who identifies the secret card scores a point. Game ends when 4 secret cards have been discovered — player with the most points inserts the Winner Card.

### **Game A8 — Show-n-Go, the TALKING TOBY Board Game**

Show-n-Go is a fun-filled board game for 2-4 players. The object is to visit your TALKING TOBY friend. First player to reach the TALKING TOBY House space wins!

Here's how to play. First, mix up the Playing Cards and deal out 4 cards to each player. Then, every player selects a marker from the special TALKING TOBY board game pieces. Now, insert the Game Card and use the Players Card to show your electronic playmate how many will play. Youngest player goes first!



TALKING TOBY electronic playmate will begin by asking player 1 for a card — “Show me 5 people,” for instance. If player 1 shows a card with both the right category (people) and the correct number (5), TALKING TOBY gives him a number of spaces to move forward on the game board (usually 4-6 spaces). Player 1 then discards the used card, picks up another from the deck, and gets another turn.

If a player can show a card with either the correct number or the correct category (but not both), that player also is given spaces to move on the game board (though fewer than if a totally correct answer were shown) and is able to replace the used card with a new one. This player, however, may not take another turn — the next question is directed to the next player.

If a player has no cards matching either the requested number or category, the Pass Card is inserted and it's the next player's turn. (The turn also moves on to the next player should an incorrect card be inserted.)

There are a number of spaces on the game board marked with special instructions. Players who land on these spaces must do what the spaces say. Also, if two players land on the same space, they share the space and any instructions it might have. The special spaces are both bad and good luck and sometimes enable a fortunate younger learner to keep pace with older players!

Remember to insert the Winner Card when the first player reaches the “House.” TALKING TOBY will want to offer his congratulations!



**COLECO**

Play and Learn  
**Electronics**

**The TALKING TOBY™  
Expansion Games Assortments**

**—  
Packed with Learning Play!**

**Word and Letter Games**

**5 new spelling games, including a  
fill-in-the-blanks mystery word game.  
Three levels of difficulty.**

**Animal Games**

**Includes 6 new games using delightfully  
designed “mother and baby” animal cards!**

**(Each sold separately.)**

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