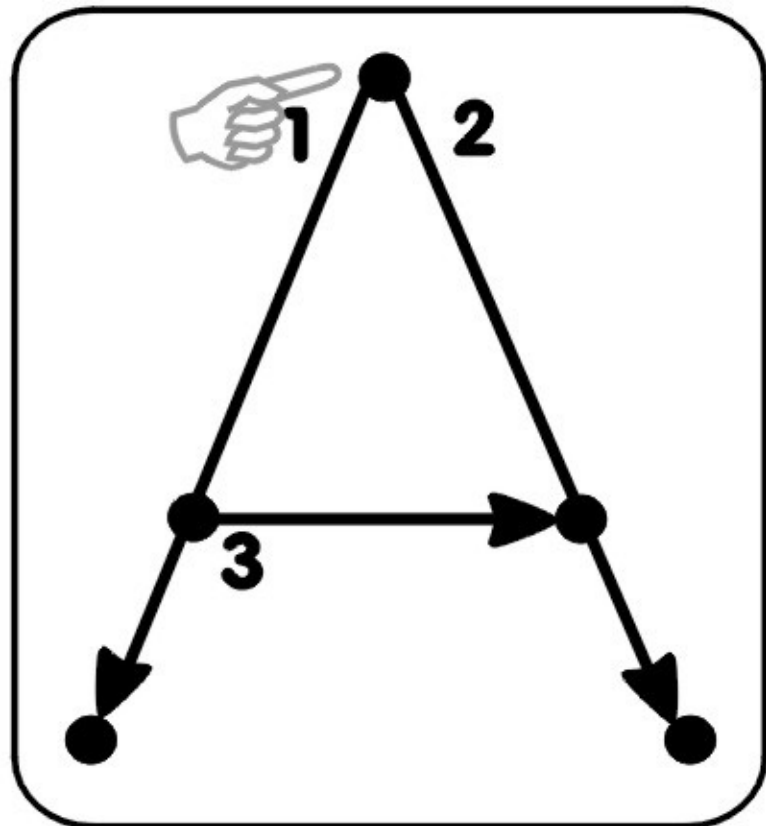


PLAY



1 APPLE

2 APPLES

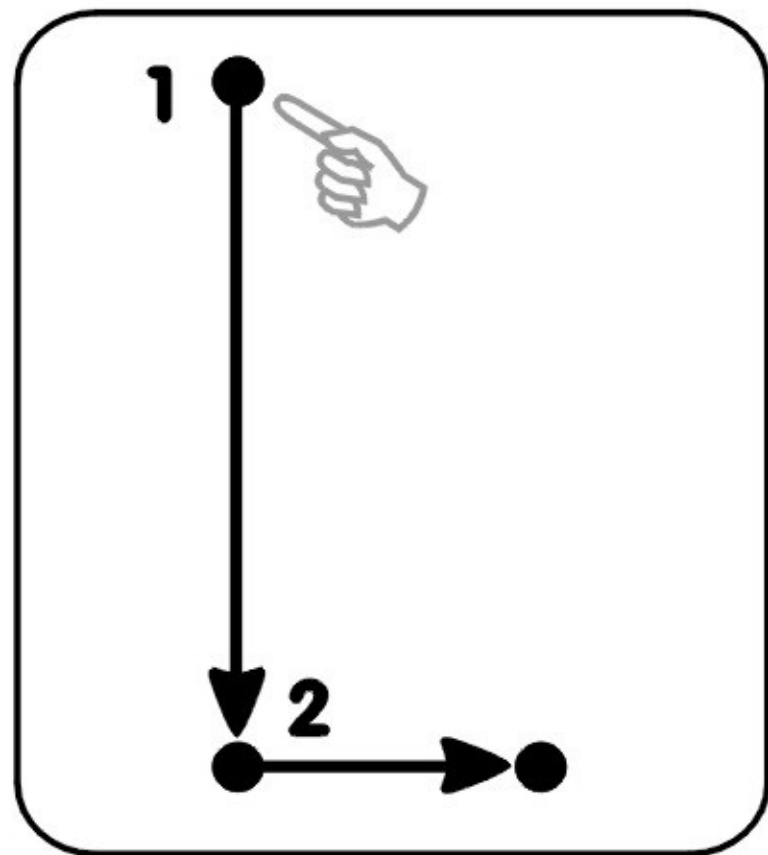
APPLE

DRAWING AREA

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

PLAY



1 LEMON

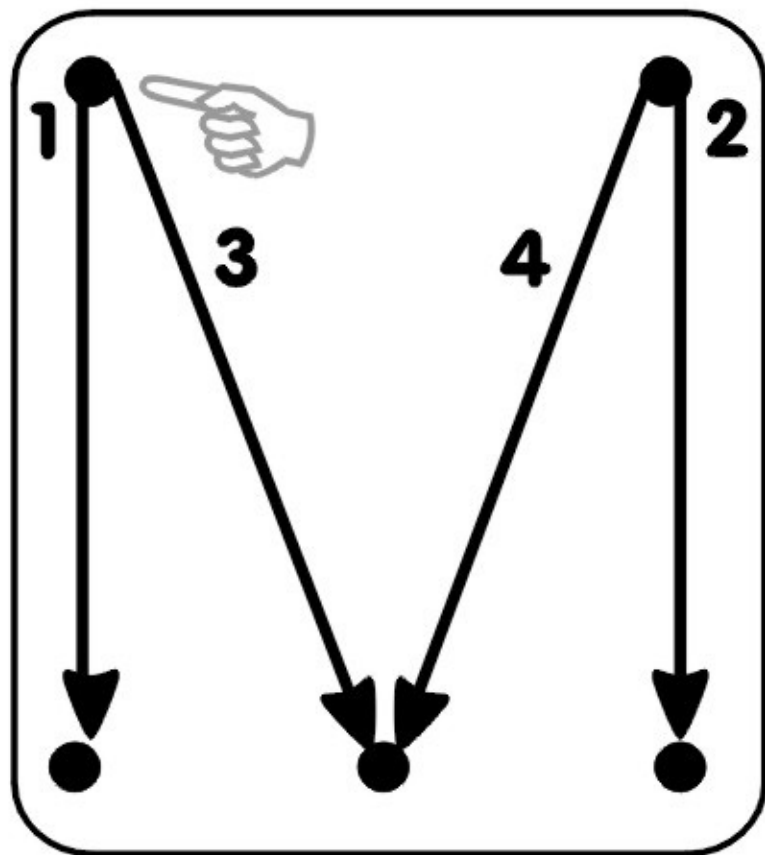
2 LEMONS

LEMON

DRAWING AREA

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



Mm

1 MONKEY

2 MONKEYS

MONKEY

DRAWING AREA

When tracing a letter:

- Avoid touching areas other than the lines

Tips for best performance

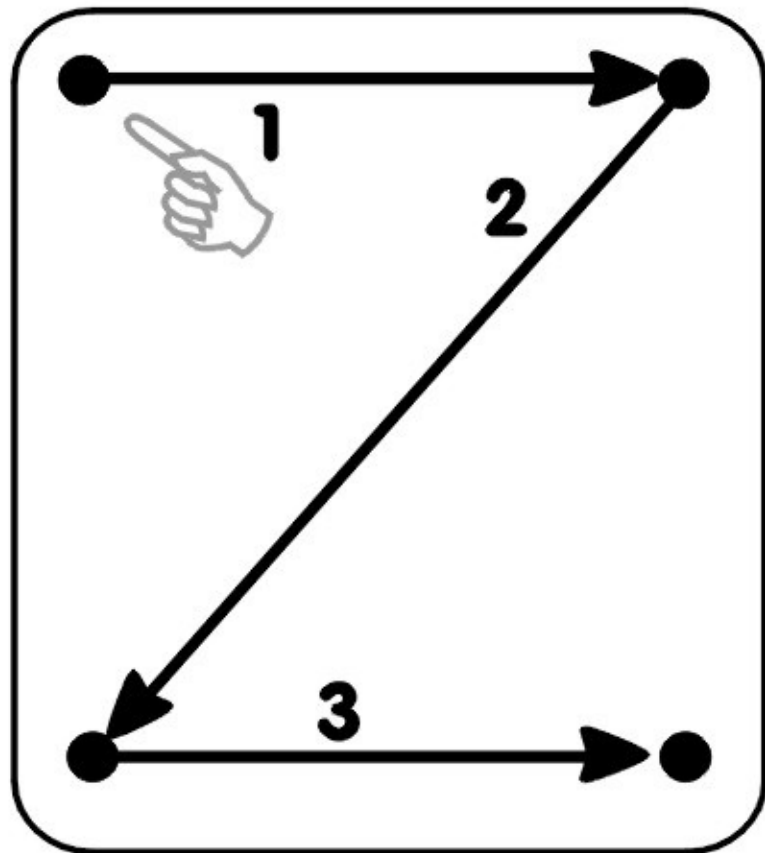
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

When tracing a letter:

- Avoid touching areas other than the lines

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



1 ZEBRA

2 ZEBRAS

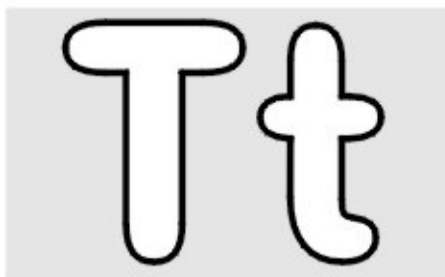
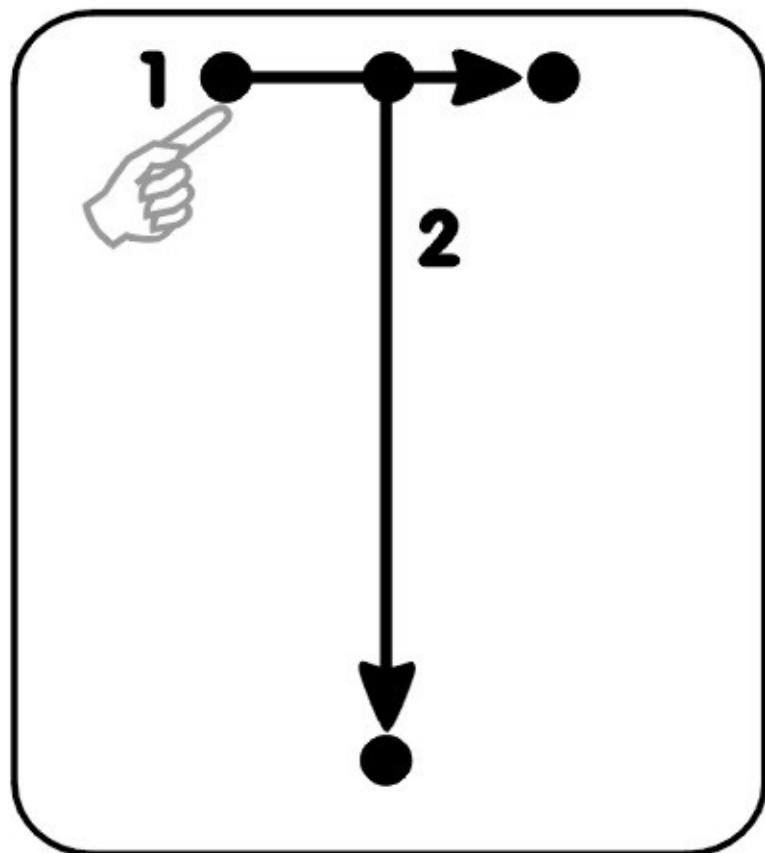
ZEBRA

DRAWING AREA

PLAY

When tracing a letter:

- Avoid touching areas other than the lines



1 TIGER

2 TIGERS

TIGER

DRAWING AREA

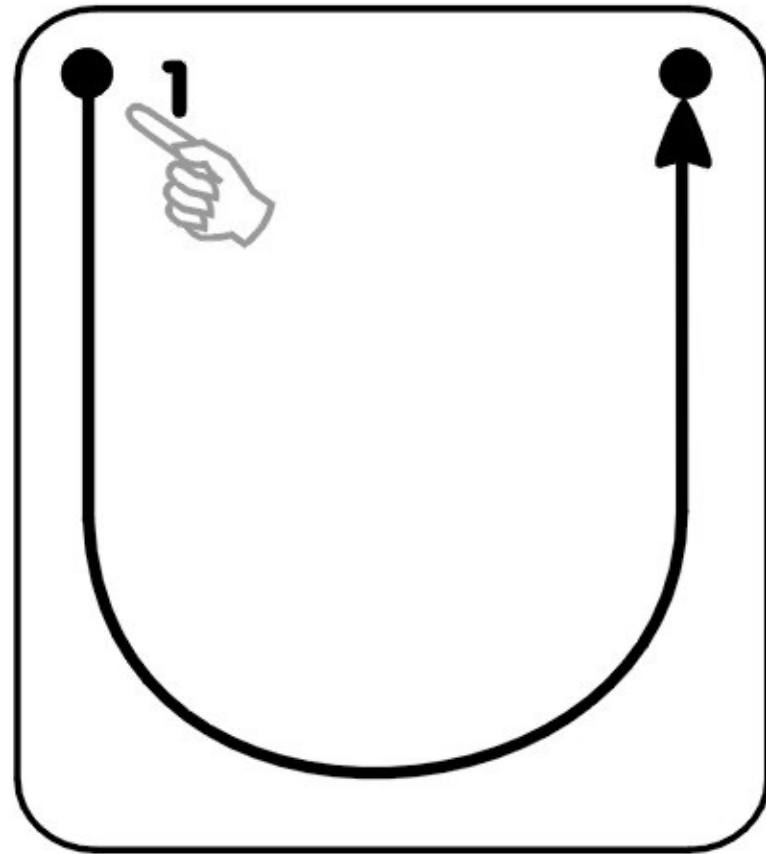
Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

PLAY

When tracing a letter:

- Avoid touching areas other than the lines



1 UMBRELLA

2 UMBRELLAS

UMBRELLA

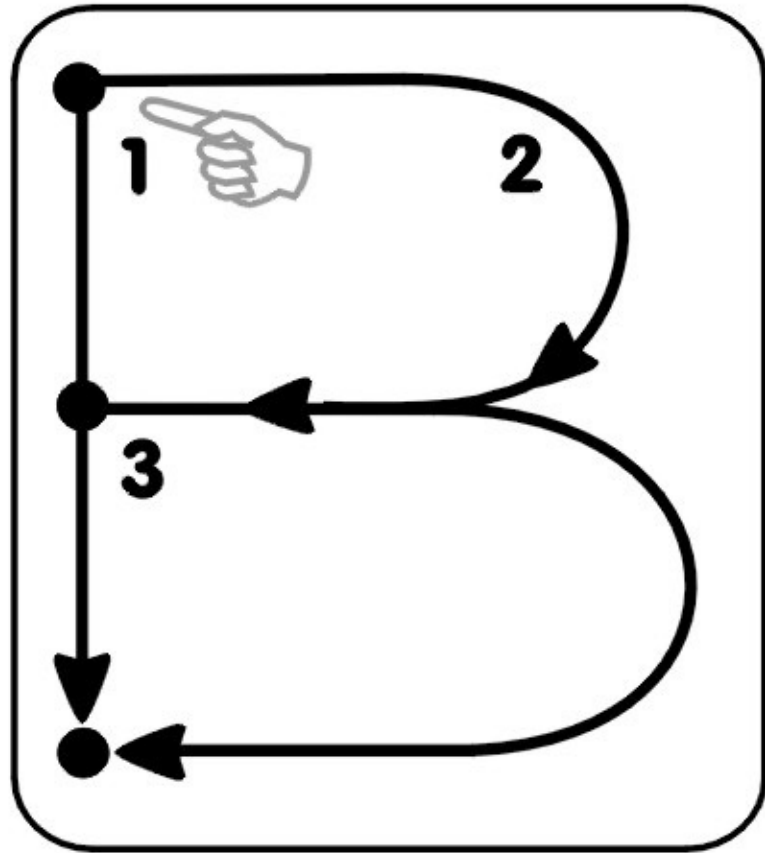
DRAWING AREA

PLAY

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

PLAY



Bb

1 BALL

2 BALLS

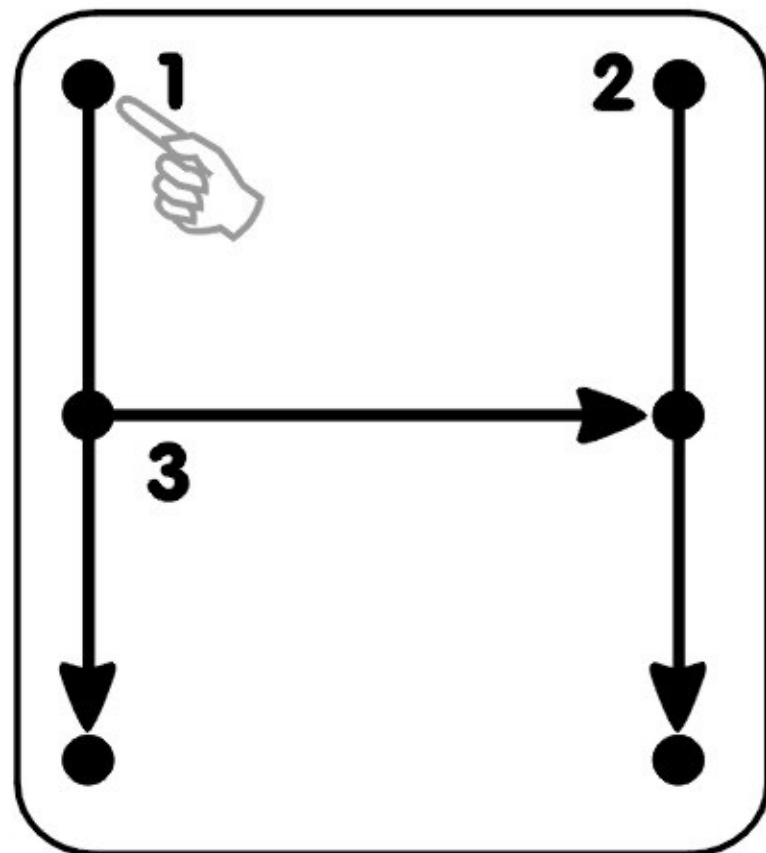
DRAWING AREA

B A L L

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

PLAY



H h

1 HORSE

2 HORSES

DRAWING AREA

HORSE

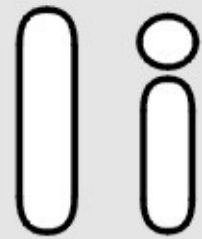
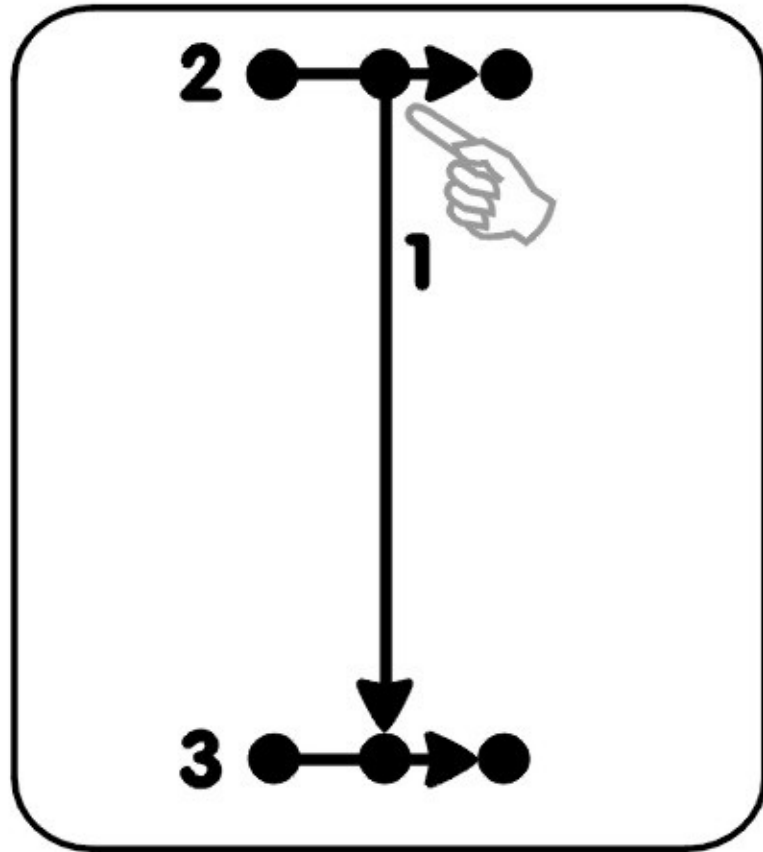
When tracing a letter:

- Avoid touching areas other than the lines

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

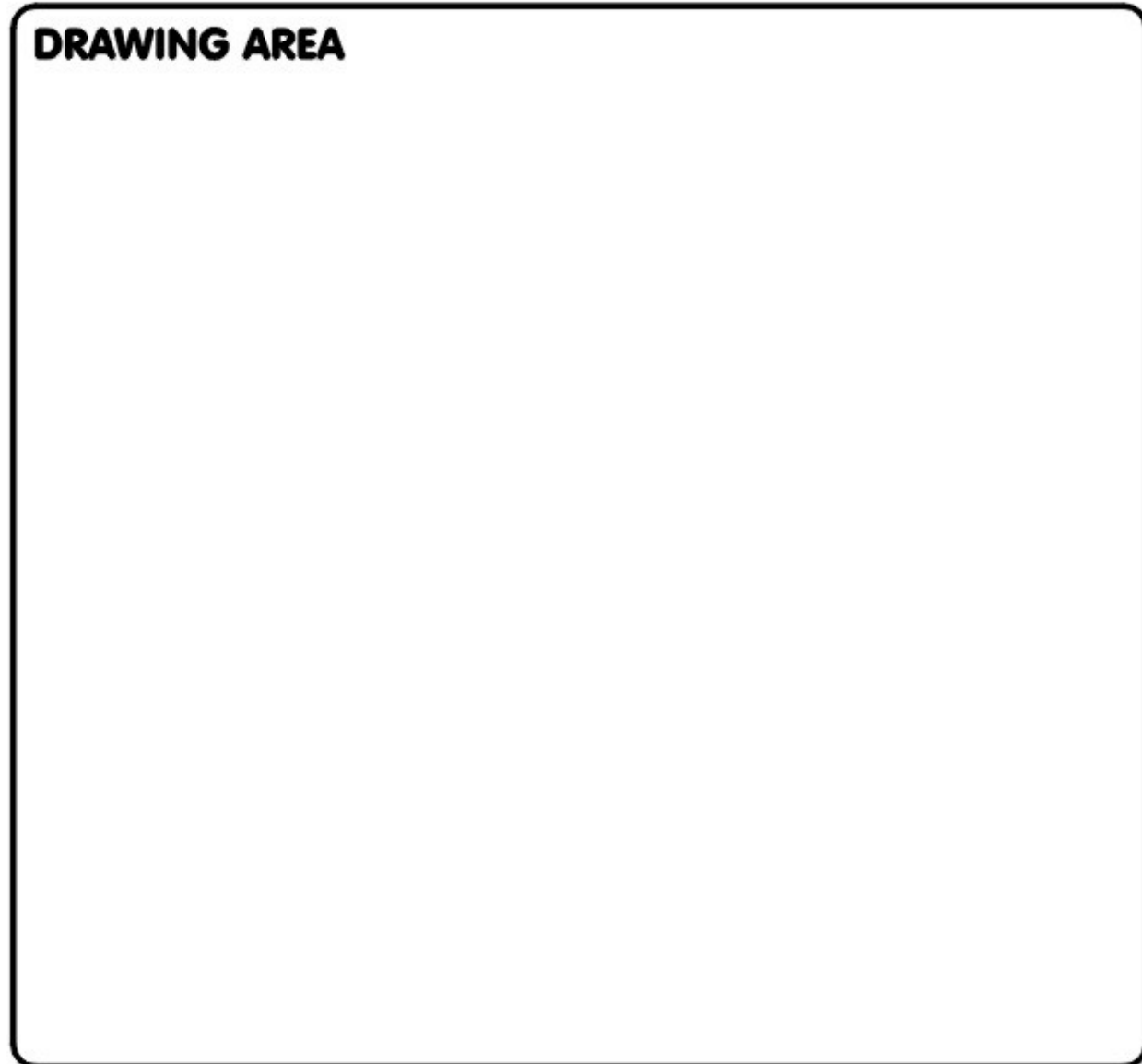
PLAY



1 ICE CREAM

2 ICE CREAMS

DRAWING AREA



ICE CREAM

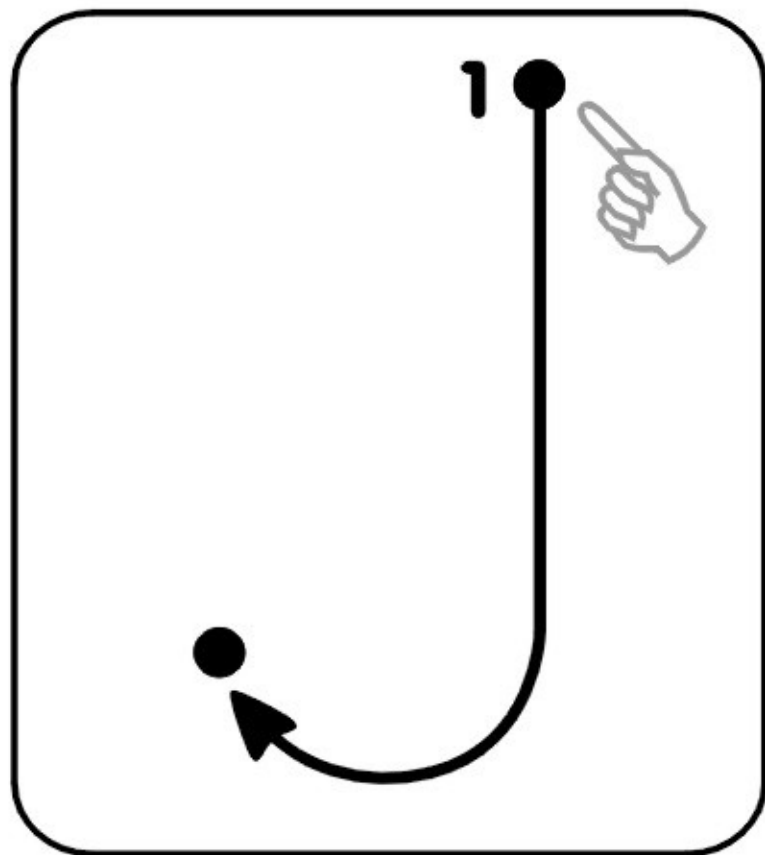
When tracing a letter:

- Avoid touching areas other than the lines

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

PLAY



1 J A R

2 J A R S

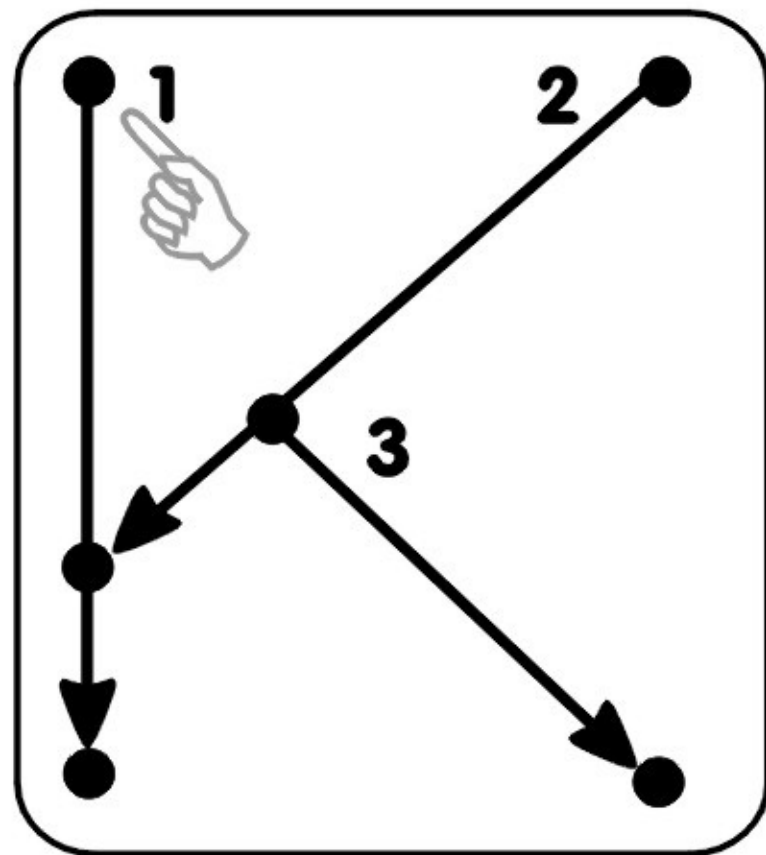
J A R

DRAWING AREA

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

PLAY



Kk

1 KANGAROO

2 KANGAROOS

KANGAROO

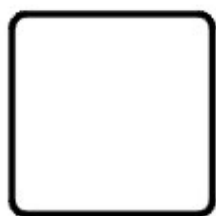
DRAWING AREA

Tips for best performance

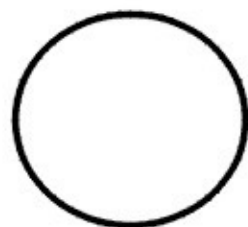
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

Tips for best performance

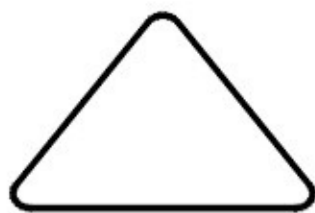
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



SQUARE



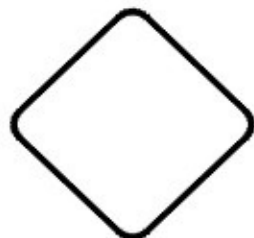
CIRCLE



TRIANGLE



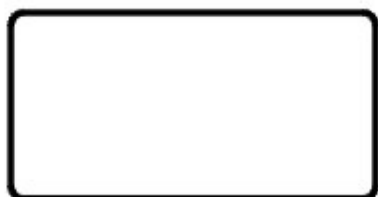
HEART



DIAMOND



MOON



RECTANGLE



STAR

SHAPES

DRAWING AREA

PLAY

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1

ONE

2

TWO

3

THREE

4

FOUR

5

FIVE

6

SIX

7

SEVEN

8

EIGHT

9

NINE

10

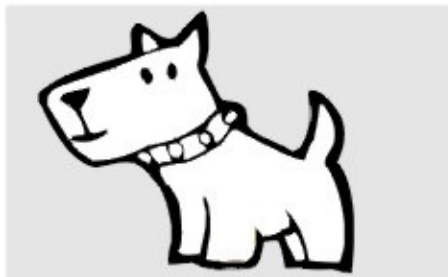
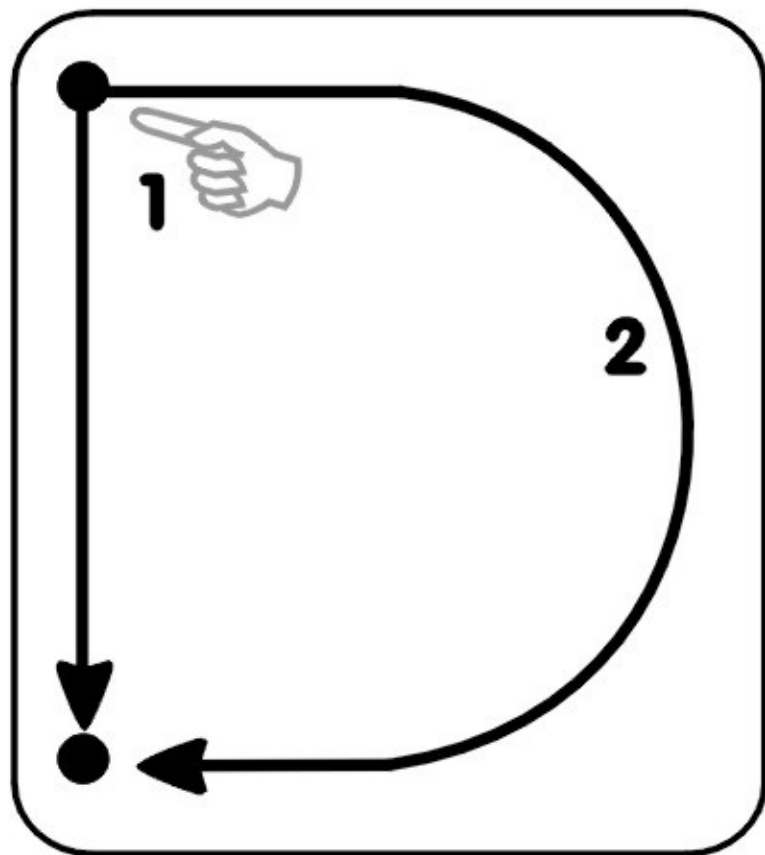
TEN

N U M B E R S

DRAWING AREA

PLAY

PLAY



1 D O G

2 D O G S

D

O

G

DRAWING AREA

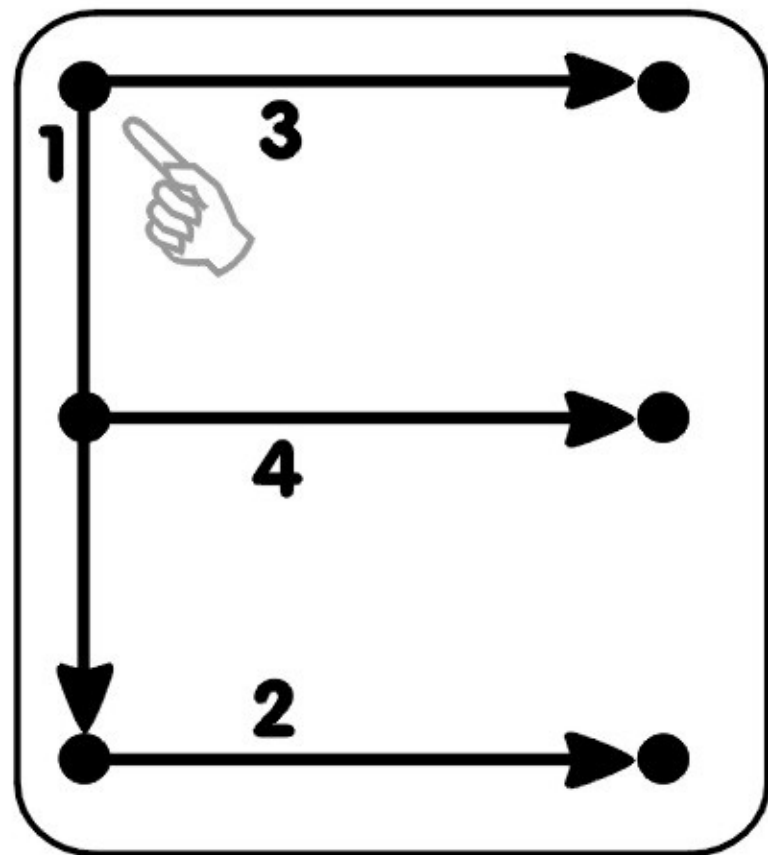
Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

When tracing a letter:

- Avoid touching areas other than the lines

PLAY



1 E G G

2 E G G S

DRAWING AREA

E G G

When tracing a letter:

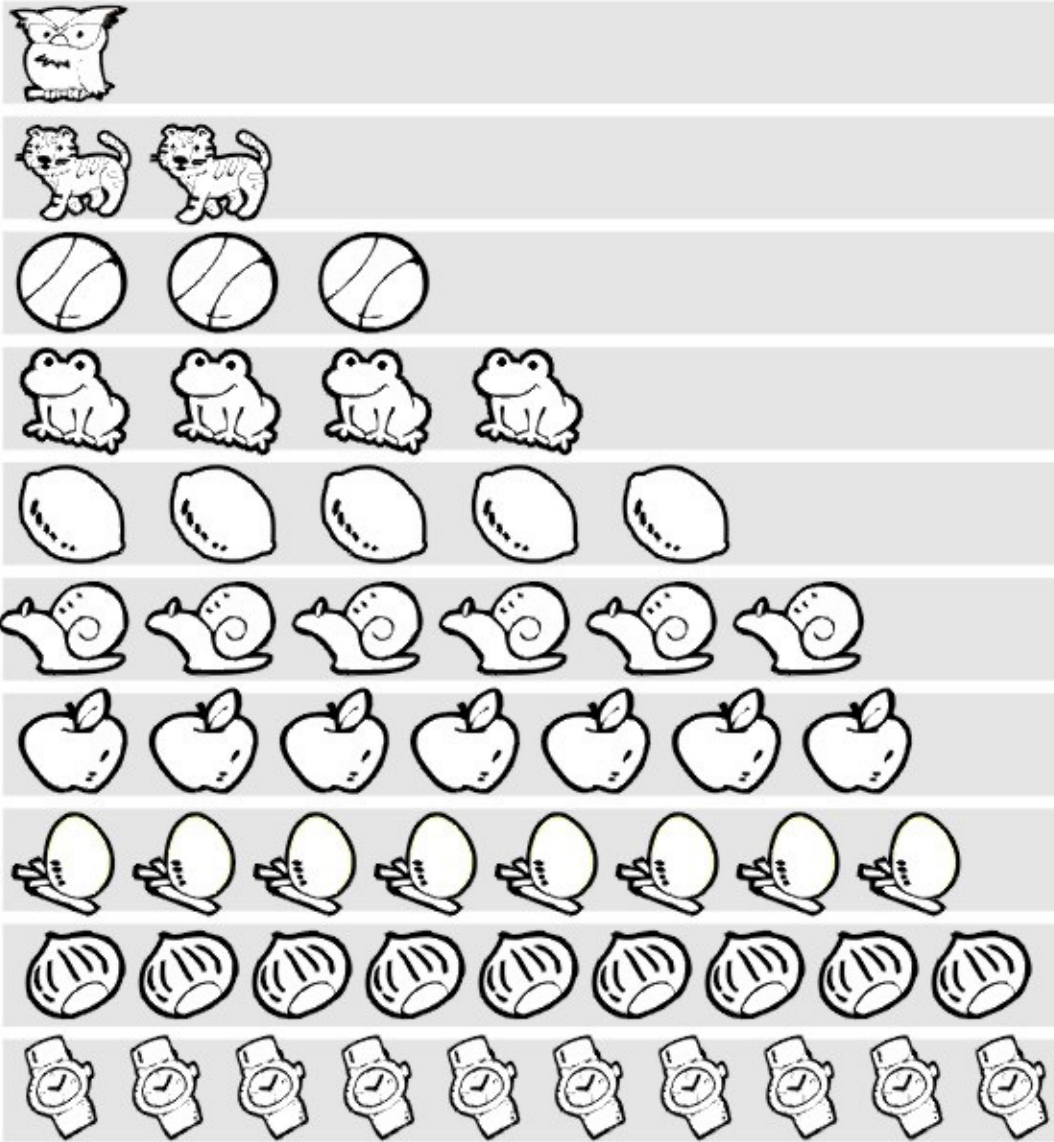
- Avoid touching areas other than the lines

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

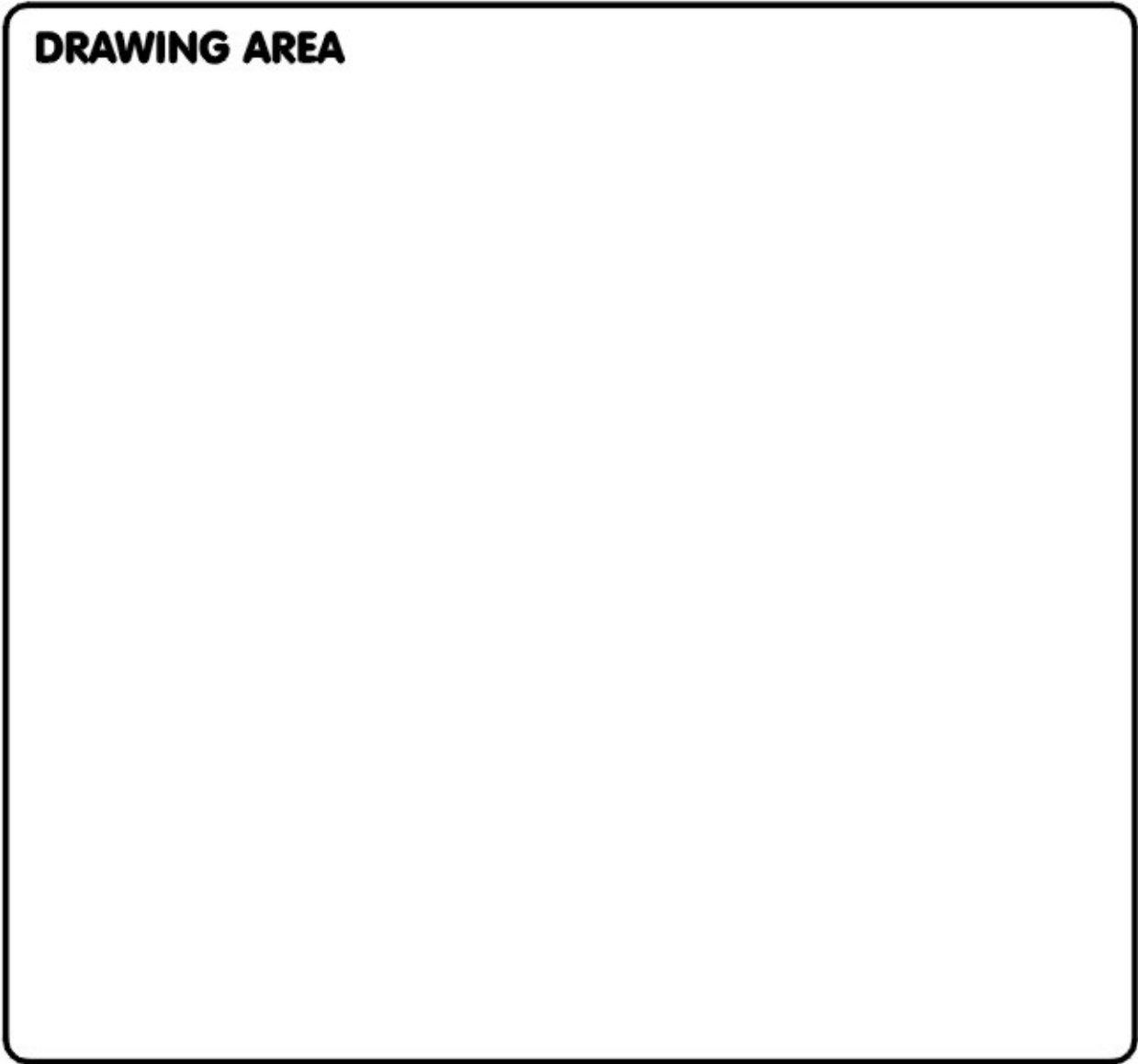
Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



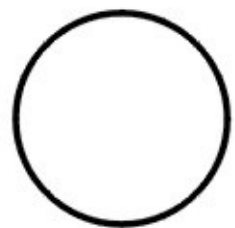
1
2
3
4
5
6
7
8
9
10

DRAWING AREA

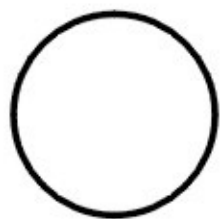


Tips for best performance

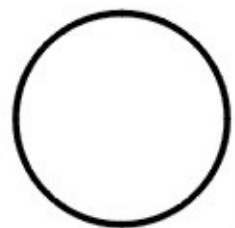
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



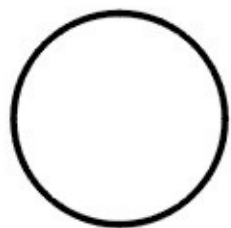
BLUE



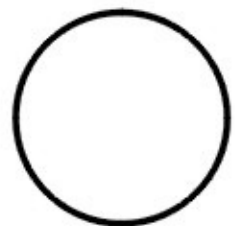
RED



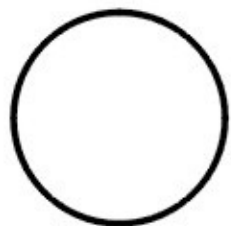
PURPLE



ORANGE



GREEN

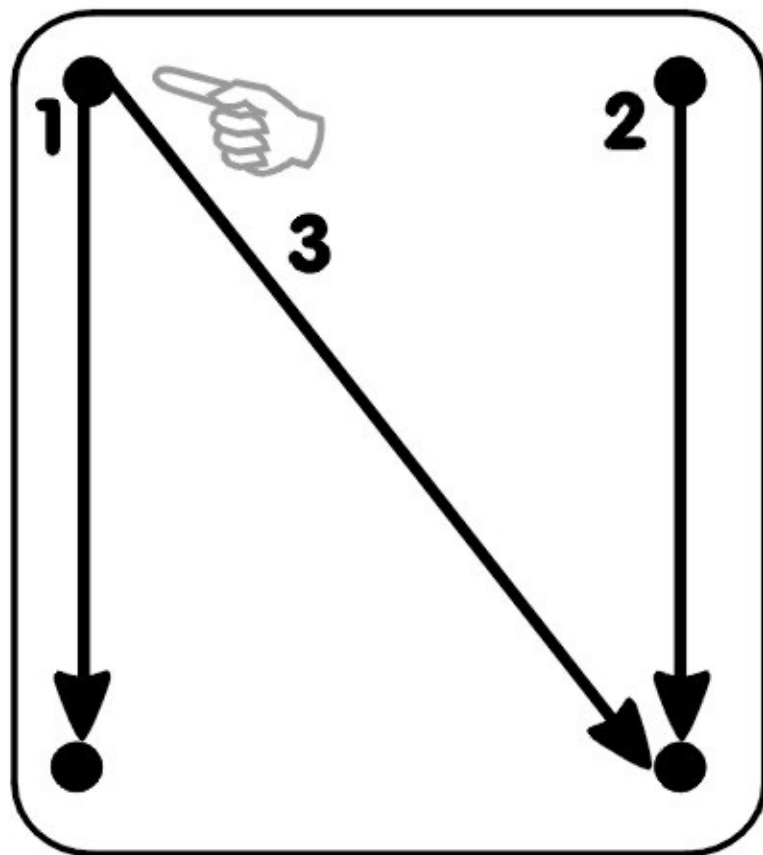


YELLOW

C O L O R S

DRAWING AREA

PLAY



Nn

1 NUT

2 NUTS

N

U

T

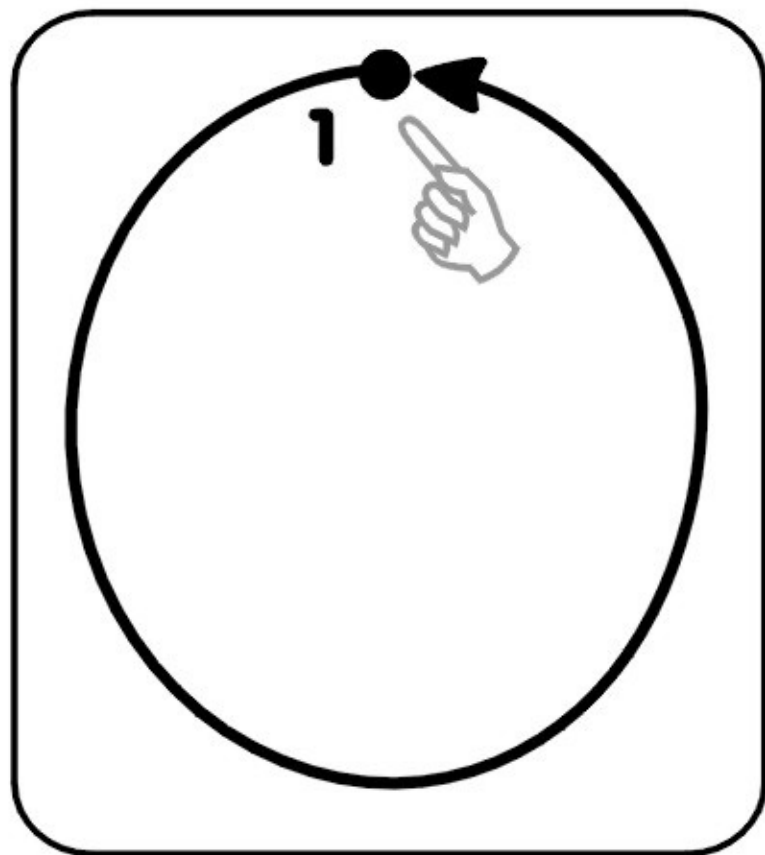
DRAWING AREA

When tracing a letter:

- Avoid touching areas other than the lines

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



1 O W L

2 O W L S

O

W

L

DRAWING AREA

When tracing a letter:

- Avoid touching areas other than the lines

Tips for best performance

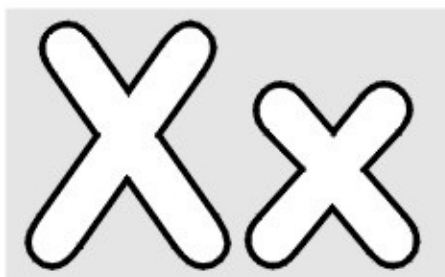
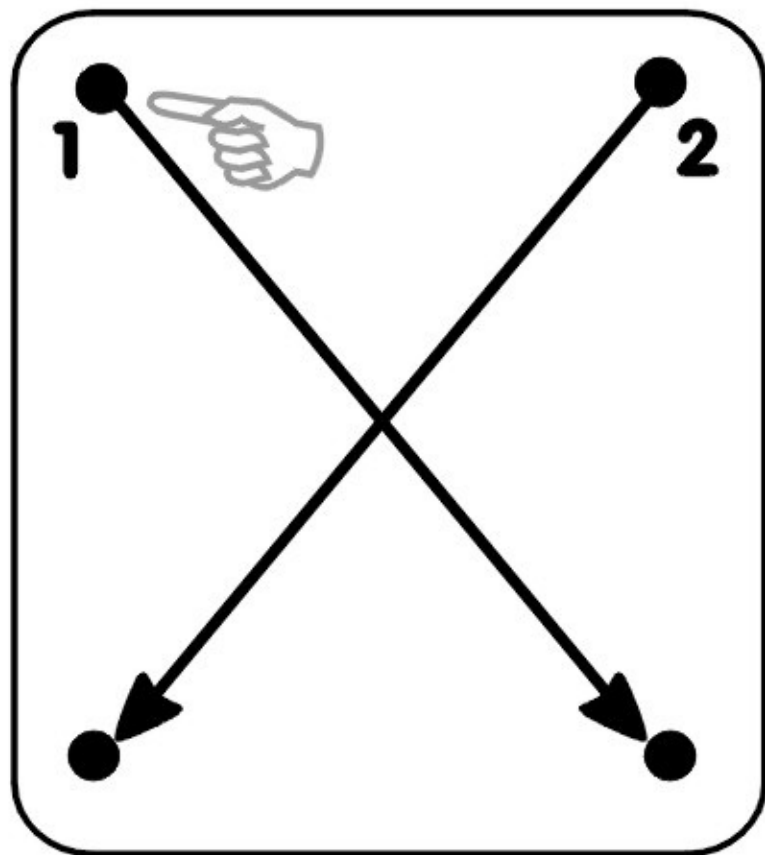
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

When tracing a letter:

- Avoid touching areas other than the lines

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



1 X - RAY

2 X - RAYS

X - RAY

DRAWING AREA

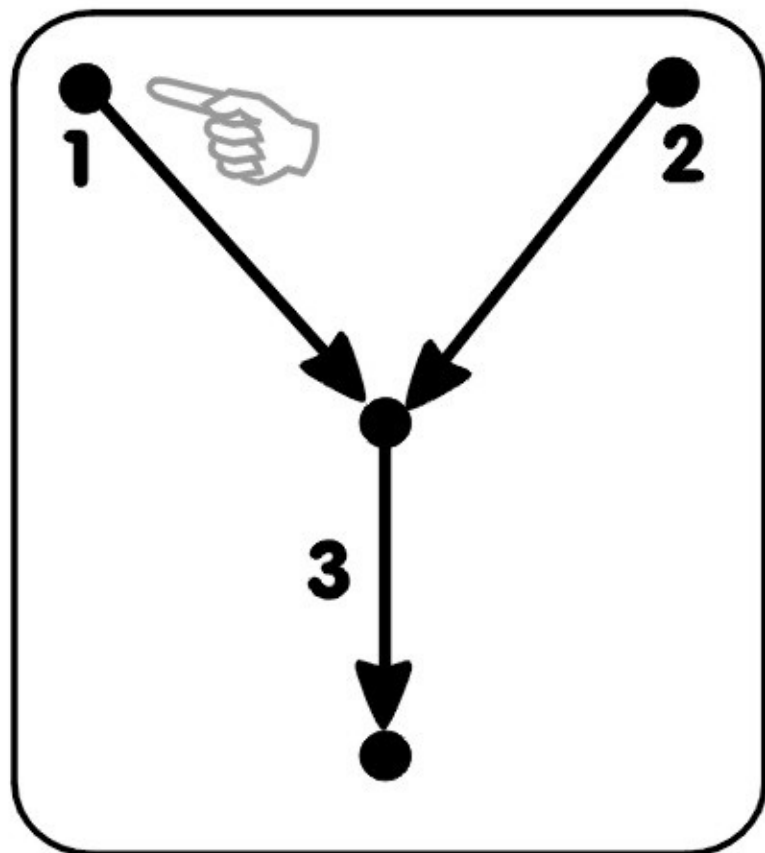


When tracing a letter:

- Avoid touching areas other than the lines

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



1 YO-YO

2 YO-YOS

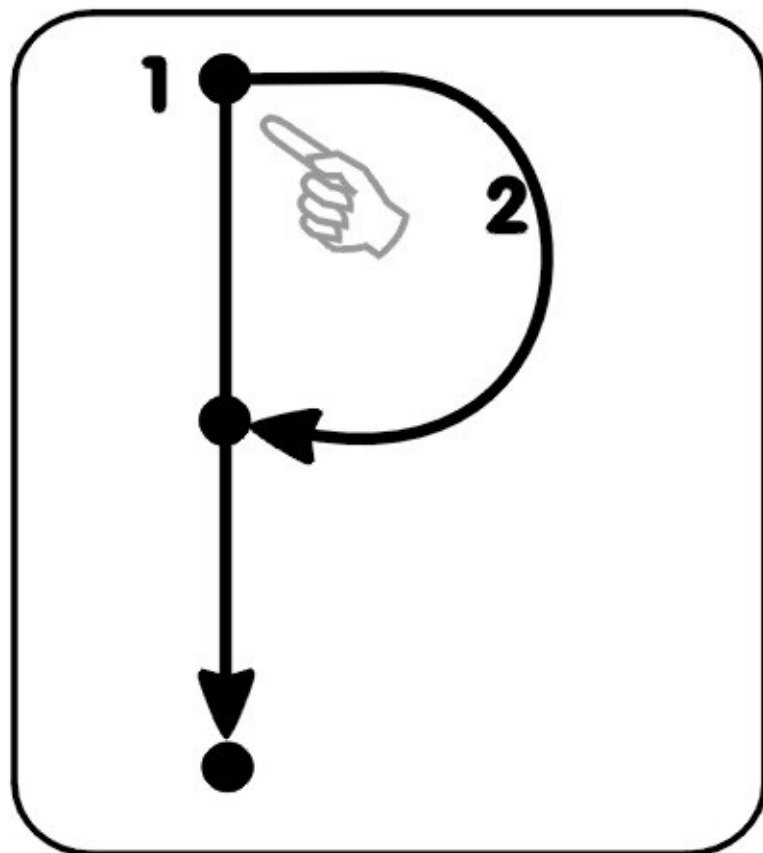
DRAWING AREA

YO-YO

PLAY

When tracing a letter:

- Avoid touching areas other than the lines



P p

1 PIANO

2 PIANOS

PIANO

DRAWING AREA

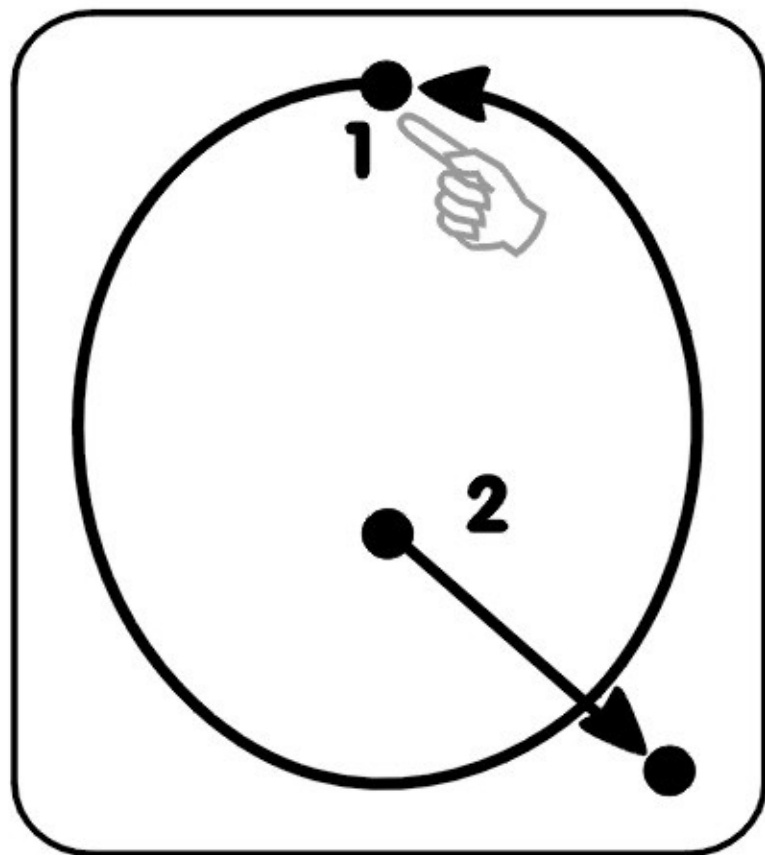
PLAY

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

When tracing a letter:

- Avoid touching areas other than the lines



Qq

1 QUAIL

2 QUAILS

QUAIL

PLAY

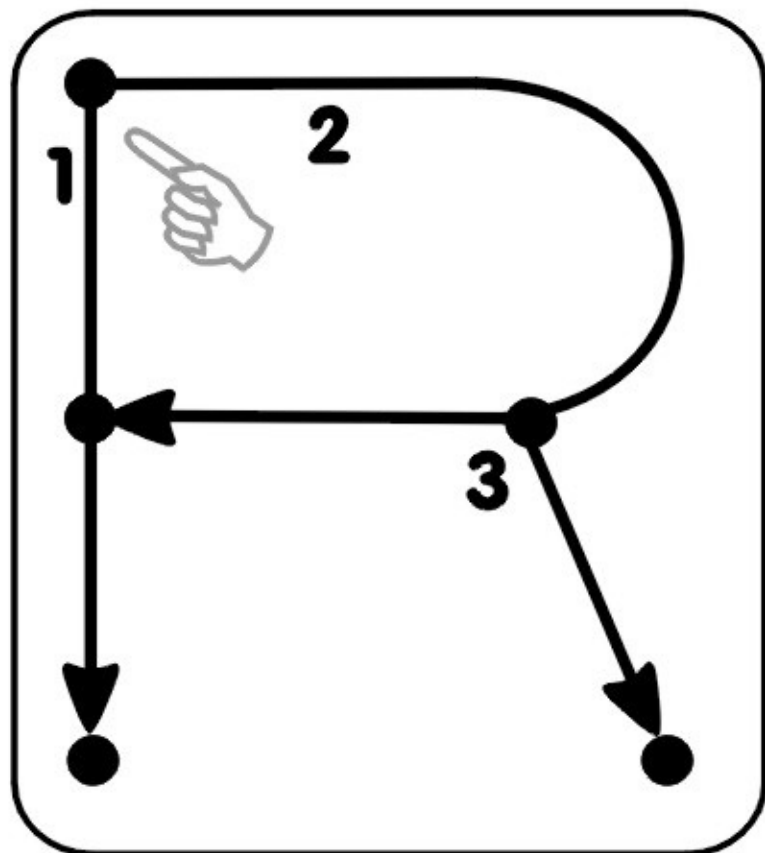
DRAWING AREA

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

When tracing a letter:

- Avoid touching areas other than the lines



1 RABBIT

2 RABBITS

RABBIT

DRAWING AREA

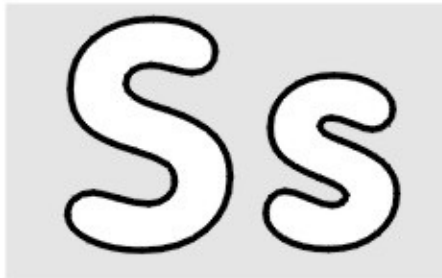
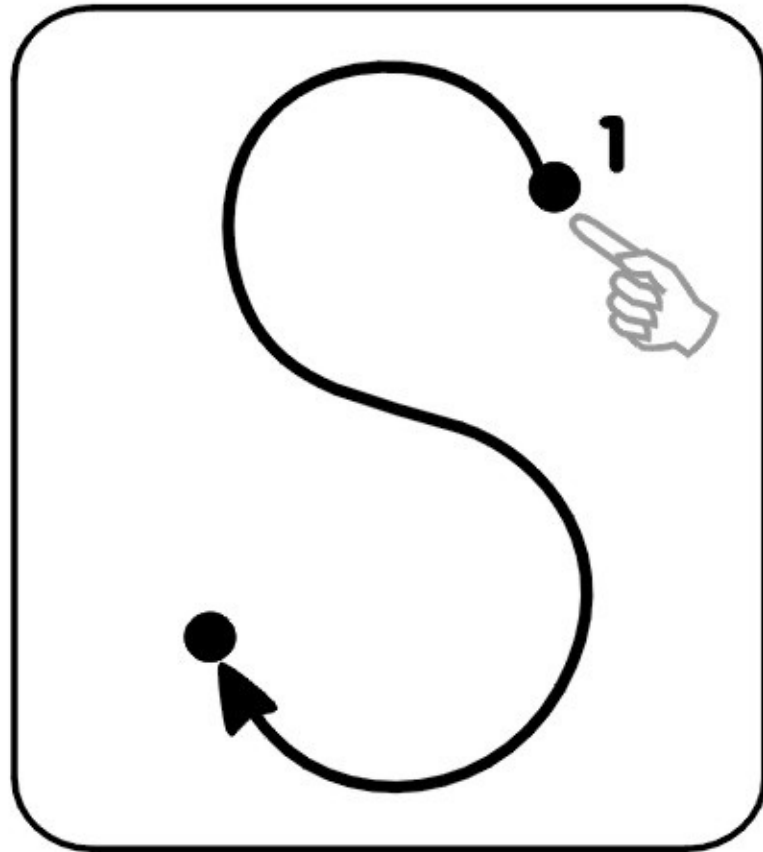
Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

PLAY

When tracing a letter:

- Avoid touching areas other than the lines



1 SNAIL

2 SNAILS

SNAIL

PLAY

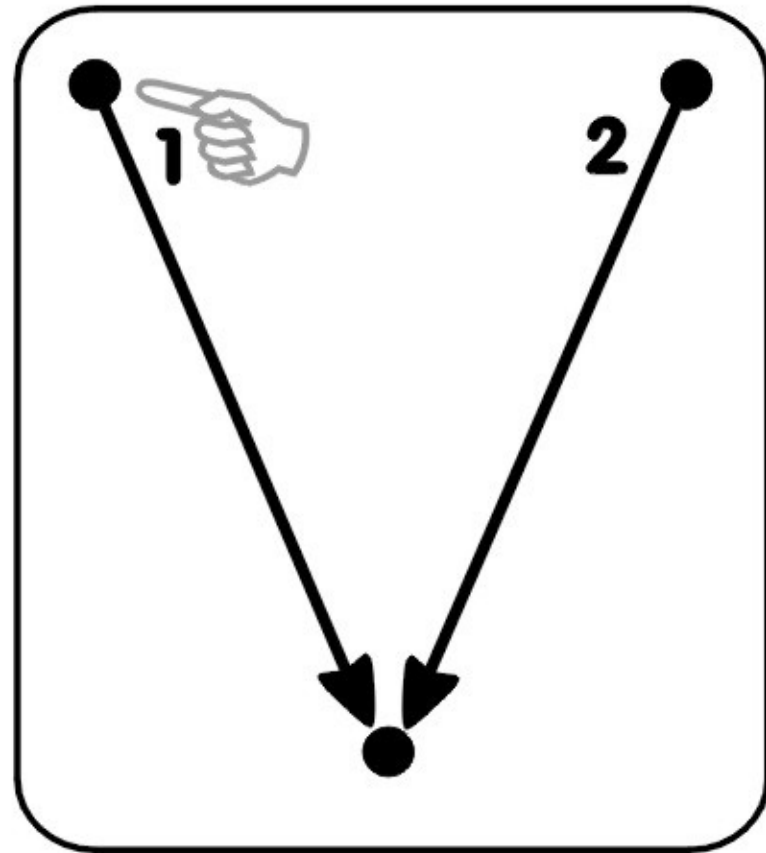
DRAWING AREA

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

When tracing a letter:

- Avoid touching areas other than the lines



1 VAN

2 VANS

V A N

DRAWING AREA

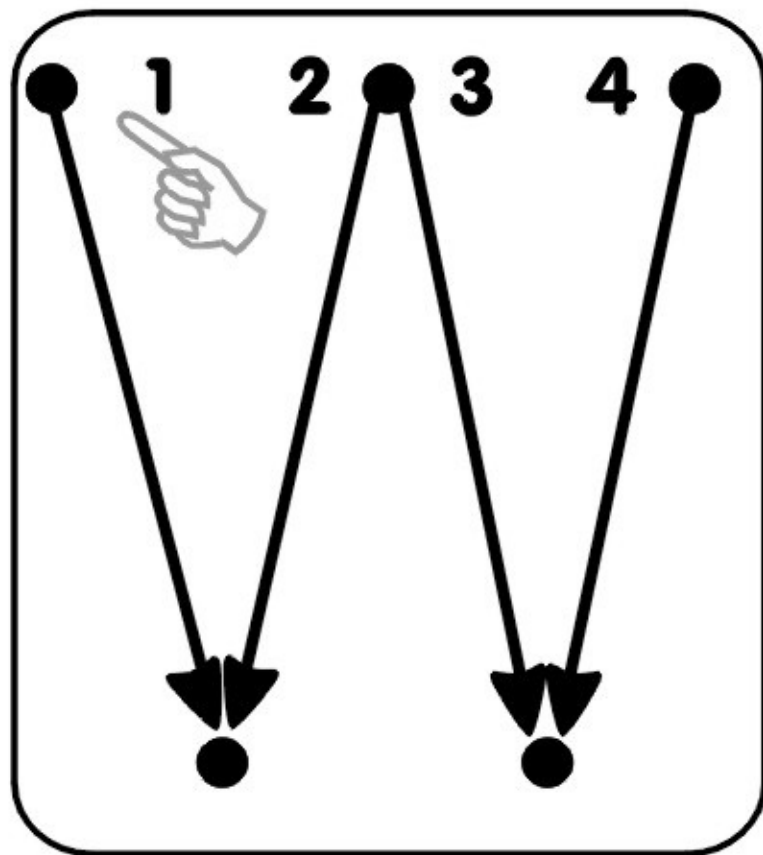
PLAY

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

When tracing a letter:

- Avoid touching areas other than the lines



1 WATCH

2 WATCHES

W **A** **T** **C** **H**

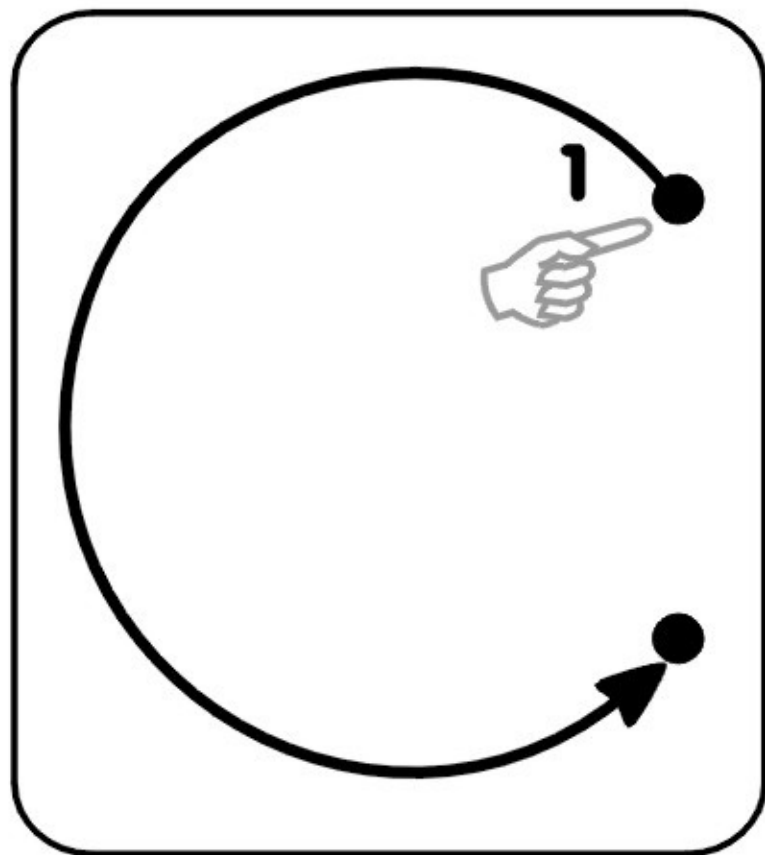
DRAWING AREA

PLAY

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

PLAY



1 CAR

2 CARS

C

A

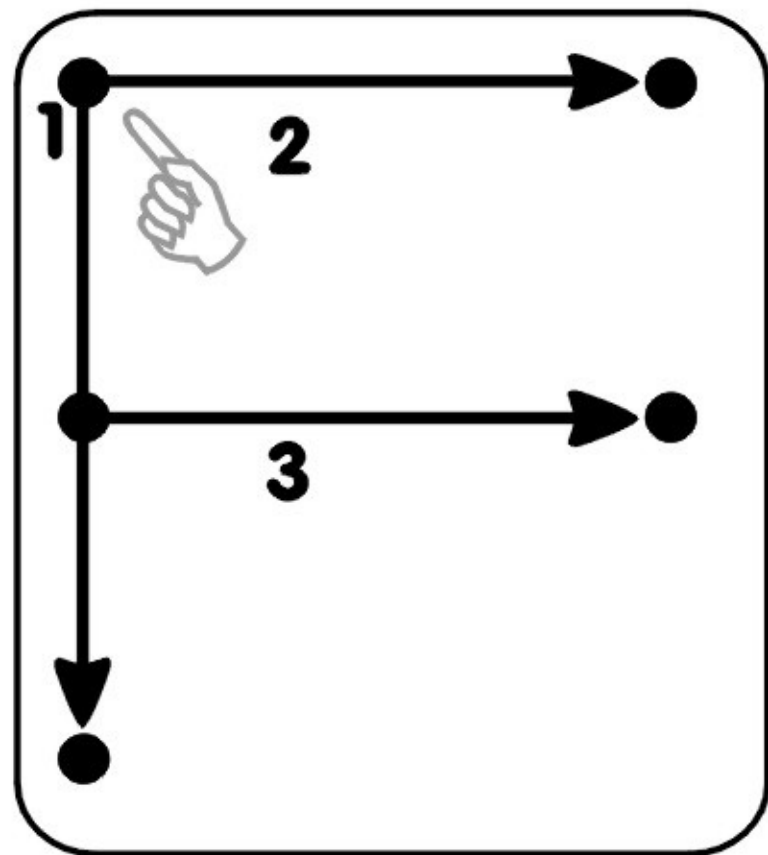
R

DRAWING AREA

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

PLAY



F f

1 F R O G

2 F R O G S

DRAWING AREA

F R O G

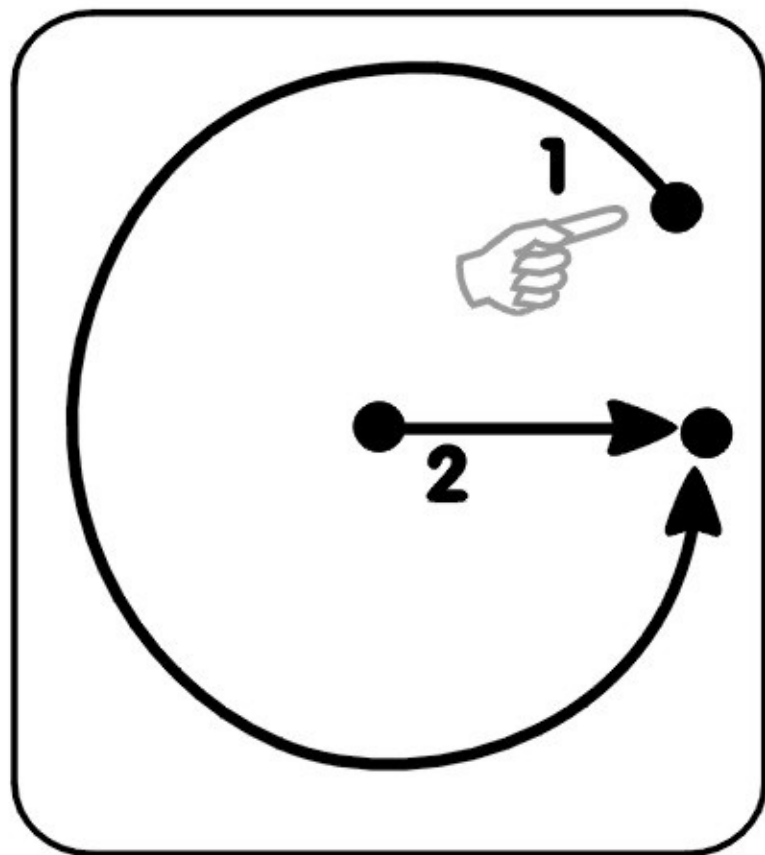
When tracing a letter:

- Avoid touching areas other than the lines

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

PLAY



Gg

1 GIRAFFE

2 GIRAFFES

GIRAFFE

DRAWING AREA

Tips for best performance

1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.