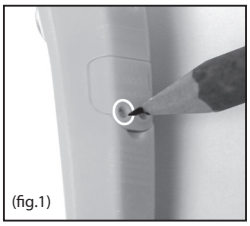


Interactive Pen with 50 Educational Games

The "50 games" compendium is an excellent recreational/educational tool for preschool-age children. The game has been designed in a fabulous fairy-tale marine setting.
The journey begins with a fantastic ark, full of pairs of animals thanks to which children can learn to recognise different species, their characteristics and their babies.
In the sea, children will meet the numbers whale, which will lead them to the fantastic world of mathematics, teaching them numbers and quantities and introducing them to their first simple arithmetic equations.
The animals, tired after their long journey, will reach the island of abundance, rich with flowers, fruit, vegetables and insects. On the island, the first thing children will need to do is help the friendly local monkeys reach the banana tree, travelling along the road traced out by numbers and colours. As we all know, each animal leaves footprints as it moves along the ground, so with the help of the pen children will need to guess which footprints belong to the different animals.
Finally, lots of other fun activities are included to help children get to know the flora (flowers, fruit and vegetables) and fauna (insects and animals) that live on the island and beyond. The activities range from letter recognition and word building to more recreational games, thanks to which by looking at the images, children will learn to recognise the differences and typical characteristics of the vast universe of insects, animals, flowers, fruit and vegetables.
A set of games rich with quizzes to be played in the company of a brand new and entertaining talking pen, will guide children through the different activities, with lots of voice messages and a fantastic cap that lights up! The pen congratulates children when their answers are correct and invites them to try again if they make a mistake.
There are many activities that children can play by themselves, guided by an adult at the start, but also many that can be played in the company of friends, happily challenging each other and demonstrating who knows what! Completely self-correcting!!

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The talking electronic pen


(fig.1)

The pen talks, guiding children as they play with 4 different messages: 2 in the case of a right answer and 2 in the case of a wrong answer. The voice messages in the pen are in 9 different languages: Italian, French, Spanish, Catalan, German, Portuguese, Polish, Dutch, English, International (sound effects).

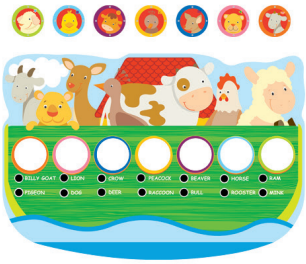
Before starting the game, a language must be selected by pressing the button at the back of the pen with the tip of a pencil (fig. 1) multiple times until you hear the voice message in your preferred language. From that moment on, the pen will only speak in the selected language and will help children discover the solutions to the quizzes with voice messages and a light effect. To answer the quizzes, the tip of the pen needs to be pressed on the black balls near the images.

Components:

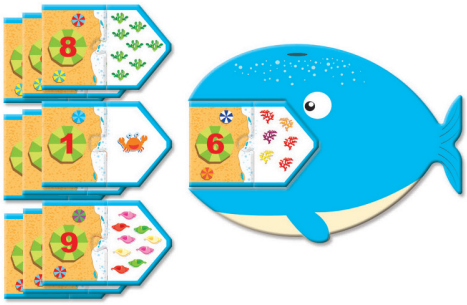
• Animal ark front,
7 female animal tokens



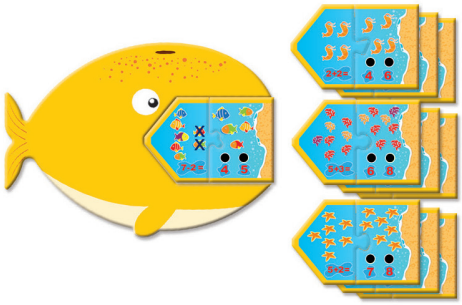
• Animal ark back,
7 male and baby animal tokens



• Numbers whale front,
10 pairs of tiles front side - numbers and quantities



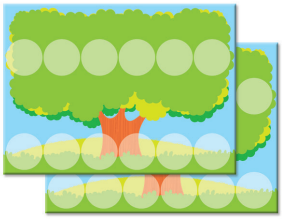
• Numbers whale back,
10 pairs of tiles back side - first equations



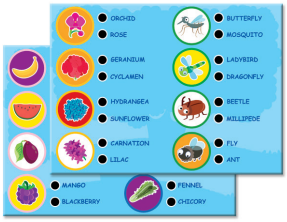
• 1 numbers and
vowels wheel with arrow



• 2 sheets front side
word trees



• 2 sheets back side
quizzes on names of fruit,
vegetables, flowers and insects



• *Island front side - numbers and colours path*



• *Island back side - quiz on animal footprints*



• *70 tokens front side letters of the alphabet*



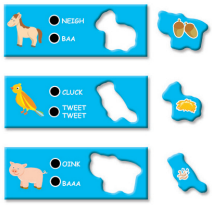
• *70 tokens back side images of fruit, vegetables, flowers and insects*



• *7 cards front side animal habitats*
• *7 cut-out tokens front side animals*



• *7 cards back side quiz on animal sounds*
• *7 cut-out tokens back side animal foods*



• *12 mix&match tiles front side images of 4 animals*



• *12 mix&match tiles back side quiz on animal shapes and colours*



• *14 animal memo tiles*



• *1 nature cube and 1 colours cube*



• *4 pawns*



• ***Talking pen and 6 cards with 12 educational activities***



LET'S PLAY WITH THE CARDS AND THE TALKING PEN

1. **The colours in nature**
   Next to each of the colours on the card, indicate which elements in nature are typically the same colour.
2. **The colours of the scene**
   Look at the scene at the centre of the card and indicate the colours used by selecting the matching ones on the side.
3. **What is it?**
   What a beautiful orchard! Look carefully and indicate which elements are included by selecting the matching ones on the side.
4. **What is it?**
   It's the break of dawn and the farmer is already at work! On the sides of the card, find the elements that are included in the centre of the card.
5. **Vowels**
   Do you remember which ones are vowels? Look at the names of the flowers, letter by letter, and find the vowels using the pen.
6. **Consonants**
   Now let's practice with consonants! Look at the names of the insects and use the pen to find the consonants.
7. **The lightest**
   Compare the elements in the 5 pairs and for each one find which is the lightest.
8. **The heaviest**
   Now find the heaviest element in each of the 5 pairs.
9. **Four-legged animals**
   What's the difference between a two-legged animal and a four-legged one? The number of legs! A two-legged animal has 2, a four-legged one has 4. Find the four-legged animals among those you can see.
10. **To the right**
    Do you know your right and left? Find all the animals in the scene that are on the right.
11. **Numbers & quantities**
    Now let's play with first numbers! Match the correct number to each set of elements.
12. **Sequences**
    If you know how to count to 10, you'll have no problem solving these quizzes! Find the missing number needed to complete each sequence.

LET'S PLAY WITH ALL THE OTHER MATERIALS



13. **Recognise the animals**
    Game materials: ark orange side, 7 female animal tokens - green background
    Aim: Recognise and match the animals on the ark to those on the tokens. Each token has a different coloured border, allowing you to check whether they are a correct match.
14. **Mothers and babies**
    Game materials: ark orange side, 7 baby animal tokens - red background
    Aim: match each mother with their baby. Each token has a self-correcting border.
15. **The game of pairs**
    Game materials: ark green side, 7 male animal tokens - white background, talking pen
    Aim: match each female to her matching male and answer the quizzes with the pen. Each token has a self-correcting border.
16. **Each to their own**
    Game materials: 7 male animal/baby tokens, 7 female animal tokens
    Aim: recompose the animal families. Choose a male/baby token and look for the matching face down female token. If incorrect, replace the female token and choose another male/baby token. Each token carries a symbol identifying the animal species and allows you to check the correct match on your own.
17. **Hunting for pairs - 2 players**
    Game materials: 7 male animal/baby tokens, 7 female animal tokens
    Aim: match pairs of animals. Eliminate a female token without looking at it and leave the others face down on the playing surface. Taking turns, each player chooses a male token and looks for the female. The player that chooses the male corresponding to the female excluded from the game

will lose, as they cannot form a pair. If however you think you've found the single male, on your second or third turn you can check if the excluded female is yours. If you guess correctly, you win the game, otherwise you lose.

18. **Numbers in a sequence**
Game materials: 10 pairs of numbers and quantities tiles - white and sandy background
Aim: place the numbers from 1 to 10 in order, from lowest to highest, checking the matching number of coloured discs next to each number.
19. **Numbers & quantities**
Game materials: numbers whale - light blue side, 10 pairs of numbers & quantities tiles - white and sandy background
Aim: match the numeric symbols to the quantities. Feed the whale by correctly matching the numbers and quantities: first choose a tile with a set of elements, count them and find the tile with the matching number. If they interlock, the choice is correct.
20. **First equations**
Game materials: numbers whale - yellow side, 10 pairs of first equations and answer tiles - light blue and sandy background, talking pen
Aim: match the equation and answer to solve the quizzes. Draw an equation tile, solve it with the help of the sets shown above and find the tile with the correct set total. Using the pen, indicate which of the 2 numbers is equal to the set total.
21. **The numbers and colours path - from 2 to 4 players**
Game materials: island path side, pawns, numbers wheel, colour cards no. 1 and 2, number cards no. 11 and 12, talking pen
Aim: game of paths, the first to reach the objective wins. Use the numbers wheel to move forward. Players that land on the numbers or colours squares must answer one of the quizzes on the cards indicated above. If their answer is incorrect, they return to the previous square.
22. **The collection - 2 players**
Game materials: island path side, pawns, numbers wheel, 53 flower/fruit/vegetable tokens, colours cube
Aim: game of paths, the first to reach the objective wins. Use the numbers wheel to move forward. Whoever lands on the numbers squares must spin the wheel again and wins the number of tokens indicated by the wheel. Whoever lands on the colours squares must roll the cube and if the same colour as the square is rolled, they win all their opponent's tokens. The player with the most tokens at the end of the game wins.
23. **Follow the footprints!**
Game materials: island animals and footprints side, talking pen
Aim: learn to recognise animal footprints by solving footprint quizzes with the talking pen
24. **Word building ***
Game materials: 1 tree sheet, 70 letter tokens, fruit card no. 3, vegetable card no. 4, flower card no. 5, insect card no. 6.
Aim: build words using letter tokens, choosing one of the words shown on the above-indicated cards. You can form 2 words each turn: the name of a fruit and a vegetable or the name of a flower and an insect.
25. **Fruit and vegetables ... in letters - 2 players ***
Game materials: 2 tree sheets, 70 letter tokens, fruit card no. 3, vegetable card no. 4.
Aim: build words using letter tokens, choosing one of the words shown on the above-indicated cards. Each player must choose one fruit and one vegetable different to each other. After both have built the first word, place the tokens back in the game and start to build the second word. The player who forms the 2 words in the least time wins.
26. **Flowers and insects ... in letters - 2 players ***
Game materials: 2 tree sheets, 70 letter tokens, flower card no. 5, insect card no. 6.
Aim: build words using letter tokens, choosing one of the words shown on the above-indicated cards. Each player must choose a flower and insect card different to each other. After both have built the first word, place the tokens back in the game and start to build the second word. The player who forms the 2 words in the least time wins
27. **The longest word - 2 players ***
Game materials: numbers wheel, 70 letter tokens
Aim: create the longest word. Each player spins the wheel 5 times, taking turns with the opponent and drawing the same number of tokens as the number indicated by the wheel and building their words of choice.
28. **Words starting with vowels - 2 players ***
Game materials: 2 tree sheets, 70 letter tokens, vowel cards no. 7 and 8, vowels wheel
Aim: build words starting with the selected vowel. After selecting the vowel by spinning the wheel, choose a word from the cards; the first player to build the word wins.
29. **Playing with nature! - 2 players ***
Game materials: 2 tree sheets, 70 letter tokens, nature cube, cards no.3,4,5,6,9,10
Aim: build words that belong to the category selected by rolling the cube. If the jolly is rolled (the image that represents all the categories) the player can choose the category they'd like to play. For suggestions, they can consult the above-mentioned cards. After selecting the category, the first player to build the word wins.
30. **Playing with colours! - 2 players ***
Game materials: 2 tree sheets, 70 letter tokens, colours cube, card no. 1
Aim: build the name of the colour selected by rolling the cube. For tips, consult card no. 1. After selecting the colour, the first player to build the name wins.
31. **Health bingo - 2 players**
Game materials: 2 tree sheets, 70 tokens image side, 7 male animal/baby tokens
Aim: be the first to complete your sheet with the 6 fruit images and 6 vegetable images. Place all the tokens into the box and take turns drawing one at a time without looking. If it is a fruit (pink border) or a vegetable (blue border), you can put it on the sheet, otherwise it must be placed back

in the box. Pay attention to the animal tokens: the babies (red background) need lots of care and if you draw one of these you must miss a turn!

32. **Flowers and insects in ... lotto - 2 players**

Game materials: 2 tree sheets, 70 tokens image side, 7 female animal tokens

Aim: be the first to complete your sheet with the 6 flower images and 6 insect images. Place all the tokens into the box and take turns drawing one at a time without looking. If you draw a flower or an insect, place it on your sheet, otherwise place it back in the box. Pay attention to the female animal tokens (green background): if you find one of these you'll need to give one of your tokens to your opponent, but you can choose which one!

33. **Nature bingo - 2 players**

Game materials: 2 tree sheets, 70 tokens image side, 14 animal tokens, nature cube, colours cube

Aim: be the first to complete your own sheet with images selected using the cube. Both players roll the nature cube to select the 2 playing categories. If the jolly is rolled the player can choose the category they'd like to play. Taking turns, each player than draws a token from the box without looking. If it matches one of the selected categories, it is placed on the sheet, otherwise it is placed back in the box. When one of the two players completes their sheet, the other can roll the colours cube and take possession of their opponent's tokens with the same background colour as the one rolled by the cube. But this will only be possible once for each player.

34. **Token stealer - 2 players**

Game materials: 40 tokens image side (10 flowers, 10 fruits, 10 insects, 10 vegetables), 10 animal tokens, numbers wheel, nature cube

Aim: to win more tokens than the opponent. Taking turns, spin the numbers wheel 5 times each and randomly draw the number of tokens indicated by the wheel. Then, taking turns each player rolls the nature cube another 5 times to take possession of the opponent's tokens corresponding to the selected category. If the jolly is rolled, the player can choose which category to take from the opponent.

35. **What is it called?**

Game materials: 2 tree sheets quiz side, talking pen

Aim: learn to recognise the names of lots of flowers, insects, vegetables and fruit by solving quizzes with the talking pen.

36. **The burdensome pepper - 2 players**

Game materials: 36 vegetable and fruit image tokens, colours cube, numbers wheel

Aim: win the most number of tokens. Taking turns, select 2 colours with the cube, then each player spins the wheel and draws the number of tokens indicated. If the colour matches one of the two and the player is able to say the name of the images shown, they keep the tokens, otherwise they place them back in the box. Whoever draws the pepper must give to their opponent all the tokens they have won until that point, then place the pepper back in the game, mixing it in with the other tokens. The player with the most tokens after 5 rolls of the cube wins.

37. **Watch out for the fly - 2 players**

Game materials: 34 flower and insect image tokens, colours cube, numbers wheel

Aim: win the most number of tokens. Taking turns, select 2 colours with the cube, then each player spins the wheel and draws the number of tokens indicated. If the colour matches one of the two and the player is able to say the name of the images shown, they keep the tokens, otherwise they place them back in the box. Whoever draws the fly must give to their opponent all the tokens won until that point, then place the fly back in the game, mixing it in with the other tokens. The player with the most tokens after 5 rolls of the cube wins.

38. **Answer and win - 2 players**

Game materials: 2 tree sheets quiz side, talking pen, numbers wheel, 36 fruit and vegetable tokens

Aim: win the most number of tokens. Each player must take a sheet and solve the quizzes, one by one, taking turns with the opponent. If they answer correctly, they spin the wheel and win the corresponding number of tokens, otherwise they give them to the opponent. The player with the most tokens after 5 spins wins.

39. **The quiz path - 2 players**

Game materials: 2 tree sheets building side, 2 pawns, cards, talking pen, numbers wheel

Aim: game of paths. Combine the 2 sheets to obtain 2 paths with 12 squares. One path each to complete by taking turns answering the quizzes on the sheet. If you answer correctly, you can spin the numbers wheel and move forward along the path, otherwise you go backwards or stay still for a turn if 0 is spun. The first player to complete their path wins.

40. **It's time to draw! - 1 or more players**

Game materials: colours cube, nature cube, flower, fruit, vegetable, insect and animal tokens, sheets of paper, pencil, pastel colours (not included)

Aim: Draw things that belong to the category selected by rolling the nature cube, with the background colour selected by rolling the colours cube. If you want to make the game more challenging, choose what to draw, look at the matching token and then cover it!

If you are playing with 2 or more players, take turns rolling the cubes and choosing what to draw. At the end, each of the players must choose the drawing they prefer, excluding their own!! In the case of a tie, or if there are only 2 players, they will be judged by an adult.

41. **Animal memo - 1/2 players**

Game materials: 14 animal memo tiles

Aim: win pairs of animals by putting your memory to the test. Lay out all the memo tiles face down, and taking turns if there are 2 players, turn them up two at a time. If you find the pair, keep the tiles, otherwise place them back in their position face down.

42. **Memos, vowels and animals - 1/2 players**

Game materials: 14 animal memo tiles, vowels wheel

Aim: find the tiles showing the animal whose name starts with the selected vowel. Lay out all the memo tiles face down, spin the wheel, and find the pair of animals whose name begins with the indicated vowel. If there are 2 players, each will select a vowel by spinning the wheel, then take turns finding the pair of animals. The first player to find the pair wins.

43. **Don't be a donkey! - 2 players**
Game materials: 13 animal memo tiles (eliminate 1 donkey), vowels wheel
Aim: make pairs by avoiding the donkey. Play just like with the traditional memo, except that whoever draws the donkey and has already won some pairs must hand them over to the opponent and place the donkey back in play, mixing it together with the remaining face down cards.
44. **Animal habitats! - 1 player**
Game materials: 7 cards habitat side, 7 cut-out tokens animal side.
Aim: match the animals to their habitats.
45. **Animal foods and sounds! - 1 player**
Game materials: 7 cards animal side, 7 cut-out tokens food side, talking pen
Aim: answer the quizzes on animal sounds using the talking pen and match the animals to their food.
46. **Animals: who knows more? - 1/2 players**
Game materials: 7 cards habitat side, 7 cut-out tokens animal side, numbers wheel
Aim: win cards by correctly matching the animal to its habitat and imitating its sound. If there are two players, the one that spins the highest number starts first. Lay out the cards with the habitat side up and the animal tokens face down in the box; then take turns drawing 1 token each, make the animal sound and find their habitat. If the player makes the wrong sound or chooses the wrong habitat, not only do they put the card and token back in their place, they must also lose a completed card, placing it back in the game.
47. **Mix & match - 1 player**
Game materials: 12 mix & match animal tiles
Aim: recompose the animals, trying to correctly match the three head/torso/legs tiles for each one
48. **Create bizarre animals! - 1 player**
Game materials: 12 mix & match animal tiles
Aim: create 4 curious animals by mixing and matching the 3 head/torso/legs tiles as you please.
49. **Mix & match quiz! - 1 player**
Game materials: 12 mix & match animal tiles quiz side, talking pen
Aim: answer the quizzes on the silhouettes and colours of the 4 mix & match animals. Lay out the 4 animal tiles on one side and the remaining 8 quiz tiles on the other. Choose an animal and find the 2 related quizzes. The background colour will help you. Finally, answer the quizzes on the animal's shape and its main colours.
50. **Mix & match memo! - 2 players**
Game materials: 14 animal memo tiles, 12 mix & match tiles
Aim: form an animal (head, torso and legs) using the mix & match tiles.
Play the memo; the player that forms a pair wins a mix & match tile and collects it without looking in the box. The first player to form an animal (head, torso and legs) wins, no matter how odd it might be!

* If necessary, you can create other letter tokens used to build the words, using a sheet of paper and a pencil (not included). If the tree sheets are too short to hold the words because they are longer than 6 letters, use the playing surface.



Battery-powered pen.
The electronic pen works with three 1.5V L736/LR41 batteries included in the supply.

To replace the batteries:
- Open the battery compartment at the back of the pen using a screwdriver.
- Replace the batteries according to the indicated poles.
- Close the battery compartment again, repositioning the screws.

INSTRUCTIONS FOR CORRECT USE OF TOYS/GAMES WITH REPLACEABLE BATTERIES

WARNING! • Batteries must be installed by an adult. • The + and - symbols on the batteries must be lined up correctly. • Old batteries must be removed from the game. • The power terminal block must not be short-circuited. • Never touch the contacts inside the battery case, as this could cause a short circuit. • The rechargeable batteries must be removed prior to being charged. Only recharge under adult supervision. • Never attempt to recharge non-rechargeable batteries. • Different types of batteries or new and used batteries should not be used at the same time.
OTHER RECOMMENDATIONS: • Batteries are dangerous if swallowed; keep away from children. • Always remove batteries prior to long-term storage. • Do not try to open the batteries. • Do not throw batteries into a fire.

INSTRUCTIONS FOR BATTERY DISPOSAL



The symbol ⊠ indicates that dead batteries must be disposed of in accordance with current regulations for waste disposal. Chemical symbols for mercury (Hg), cadmium (Cd) and/or led (Pb) which appear below the crossed out wheelie bin symbol indicate that there is a significant percentage of the relative substance in the battery. These substances are highly damaging to the environment and human health. The correct disposal of batteries allows their isolation and the targeted treatment of harmful substances, and allows recycling of precious primary materials, reducing negative effects on persons and the environment. The disposal of worn-out batteries in landfills or the environment significantly increases the risk of water pollution. Pursuant to European Directive 2013/56/EU, it is prohibited to dispose of batteries and accumulators as urban waste and consumers are obliged to participate in separated waste collection so as to facilitate the treatment and recycling of the same.
HOW TO DISPOSE OF BATTERIES: Discharge the batteries completely by leaving on the game until the batteries have fully run out. Remove the batteries from the game before disposal. Dispose of all batteries in accordance with current regulations, by using the appropriate containers at an authorised recycling centre or by returning them to the shop where they were purchased. Returning them is free! Penalties are applied for incorrect disposal.

INSTRUCTIONS FOR THE DISPOSAL OF ELECTRICAL AND ELECTRONIC DEVICES SUBJECT TO SEPARATE WASTE DISPOSAL



IMPORTANT! The crossed out wheelie bin symbol indicates that in European Union member states (Dir. 2012/19/EU) and in those that adopt separated waste collection systems, all components of the product marked by this symbol (or indicated as such in the game instructions) are subject to separated waste collection laws at the end of their life. It is prohibited to dispose of such components as mixed urban waste.
HOW TO DISPOSE OF ELECTRICAL AND ELECTRONIC DEVICES: it is mandatory to separately collect those components marked by the symbol (or indicated as such in the relevant documentation) and deliver them to authorised recycling centres for the purposes established, or where possible, to return the product for disposal back to the shop when a similar product is purchased, or for free in the event the external dimensions of the component are less than 25 cm.
Users of the product play a critical role in ensuring the correct disposal of electrical and electronic equipment that has reached the end of its life. It is therefore important for each user to be aware of their role and to always dispose of electrical/electronic waste in accordance with current legislation, thereby contributing to the correct management of waste and encouraging its reuse, recycling and/or recovery.

Warning! Components marked by the symbol ⊠ contain substances that are harmful to the environment and human health. It is therefore prohibited to dispose of them as mixed urban waste or together with other domestic waste. Incorrect disposal may result in damage to the environment and may be punished by the law. These components should not be used improperly. In particular, it is prohibited to remove the electrical and electronic parts from the toy or use the toy if damaged. These actions could cause health hazards.
N.B.: The above information only relates to the parts of the toy marked with the prohibitive symbol ⊠ (or those parts indicated in the information leaflet as being subject to this restriction).
Other game components (cards, accessories, etc.) and their packaging are not subject to the above described indications and must be disposed of according to the methods provided for by current standards.

Caution - Keep this booklet for future reference

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