

The ABC for YOU and ME

RULES

PLAYERS

The game is for children from 4 years of age and senior. Most fun is to play in a group of four, but you can also play, when there are three or two players, and even alone.

GETTING READY FOR THE GAME

The board of the game is placed on the table. Players take two figures of the same colour and place them on the green fields at the beginning of stone paths. Cards with letters are mixed up and placed on the table upside down in a pile (bank) so that each player could reach it. Before starting the game it is possible to take out of the pile of cards the letters that might be difficult to find words starting with it (for smaller players).

THE GOAL OF THE GAME

To collect as many as possible cards with letters. While collecting the cards players move with both figures along the stone path towards the white field in the centre of the board.

THE COURSE OF THE GAME

The youngest player starts the game.

He opens the letter card on the top of the pile so that everybody can see it. Then he chooses one of the two closest stones for placing the figure. Depending on the colour of the chosen stone he is supposed to say a word starting with the letter indicated on the card and meaning a **thing**, an **animal**, a **plant** or a **name**.

Colours and meanings of stones:



Purple colour – a **thing**



Blue colour – a **plant/fruit**



Orange colour – an **animal**



White colour – a **name**



EXAMPLE

A player opens a card with the letter **A**. One of his figures is placed in front of the purple stone, and the other – in front of the orange one. The player may choose:

- a) if he wants to move the figure on the **purple** stone, he is supposed to say a word starting with letter **A** and meaning a **thing**. For example, he says an *album*! Then he moves his figure on the left onto the purple stone. He keeps the card with the letter **A** for himself. Now the next player on his left continues the game.
- b) if he does not know a word with the letter **A** meaning a thing, he may choose to move the other figure onto the **orange** stone and say a word starting with the letter **A** and meaning an **animal**. For example, he says *alligator*! Then he takes the card with the letter **A** and the next player on his left continues the game.
- c) if the player cannot think of a required word in a short while, he then closes down the card and puts it on the bottom of the pile of cards. The figure stay in the same place, the player remains without a card and the game is continued by the next player.



IMPORTANT

Figures can only move straight forward along the stone path towards the centre of the board. They cannot be moved askance, to the sides or backwards. Each player may only move one figure at a time. Words that have been mentioned cannot be repeated. If agreed, words may be said in other languages as well.

END OF THE GAME

When one of the players reaches the white field in the centre of the board with both of his figures, the journey is finished for all players.

For younger players: each player counts the collected cards. The player who collected most of the cards is the winner.

For elder players: players are trying to build a word from the letters they have collected. The one that can make the longest word is the winner.

