

## Word Rules:

The goal of the game is to encourage players to develop letter and sound recognition skills to be able to put together simple, three-letter words. Adults can encourage players to develop important skills by doing the following:

- Point out letters on the Game Board and the sounds they make. Use the words and pictures on the Board to reinforce this. For example, to demonstrate the sound the letter “b” makes, point to the word and the picture of the “banana” on the Board saying, “The letter ‘b’ sounds like ‘buh’, like the first sound in the word banana.”
- If the player makes a word that is meaningless (for example, “zet”), reinforce the sounds that the player has put together: “Z-e-t; zeh-eh-tuh; zet! Those are great sounds, but that is not a word. Can you find a Word Ending Card in your hand that will make a word?”
- Names are OK in this game! Ben, Jan or any name that can be created on this Board counts (as long as you can confirm correct spelling).
- If you are in doubt as to verifying a word in this game, either check the word list or, as a general rule, players must be able to define or explain a word to get credit (rather than guessing) and collect a Gift Token. It’s OK to use a dictionary.
- If a player makes a word that is objectionable or inappropriate, calmly guide the player to choose a different Word Ending Card in his/her hand and make a new word.

## Word List:

Players can make at least 175 different words. Find the list of words on the Platform of this game.

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Ages 4 and Up  
2 to 4 Players



# Early Reading

## GAME

# Instructions

## Contents:

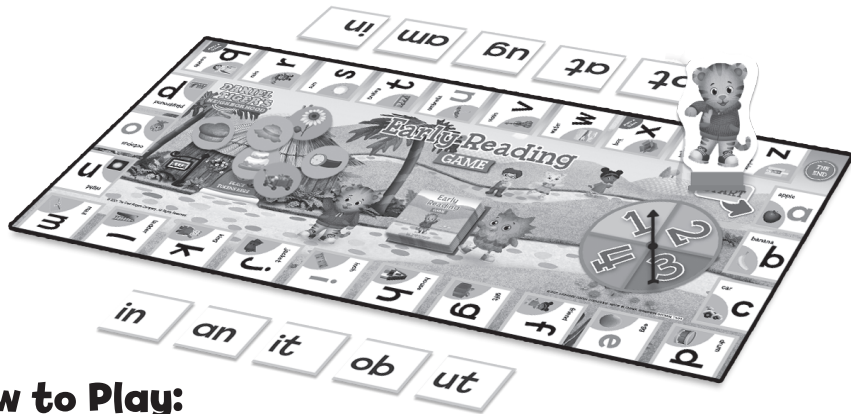
- Game Board
- 50 Gift Tokens
- 50 Word Ending Cards
- 4 Characters and Stands
- Spinner
- Word List included on Box Platform

## Objective:

Players journey through the alphabet in this board game, creating 3-letter words along the way, working to collect the most Gift Tokens by the end of the game.

## Set-Up:

- If this is the first time playing the game, attach the Spinner arrow to the Spinner on the Game Board. The arrow should be placed on the side with the numbers.
- Punch out the Character pieces and the Gift Tokens.
- Each player selects a Character piece, inserts it into a Stand and places it on START on the Game Board.
- Place the Gift Tokens on top of Daniel's house on the Game Board.
- Shuffle the Word Ending Cards and deal five (5) Cards to each player. Place the remaining Cards in a stack face-down on the image of the Card backs on the Game Board.



## How to Play:

1. The youngest player goes first by spinning the Spinner and moving his/her Character forward that number of spaces on the Game Board. If the Spinner arrow lands exactly on the line between two numbers, the player spins again.

2. Based on the space he/she landed, the player does one of the following things:

### Letter Spaces (excluding, a, e, i, o, u, q, x):

When a player lands on a letter space, he/she searches his/her 5-Card hand for a Word Ending Card that will create a word (see *Word List on the Box Platform*). If the player finds a Card that completes a word, he/she puts the Card next to the letter on the Game Board, displaying the word the player has created.

### Vowel Spaces (a, e, i, o, u):

If a player lands on a vowel space, he/she looks for a Word Ending Card in his/her hand that starts with the same letter. For example, if a player lands on letter "e" and has the Word Ending Card -en in his/her hand, the player places that Card next to the letter "e" on the Board. The object is to match vowel letters, not to make words.

### Letters "q" and "x":

There are very few short words that start with the letter "q" or "x". If the player lands on the "q" or "x" space, they may give a Gift Token from the center pile to the player that has the fewest Gift Tokens if that player is able to make a word on top of the last letter played.

3. After each turn, if the player has created a word or found a vowel match, the player should collect a Gift Token and draw a new Card from the Card stack. Each player should always have five (5) Cards in his/her hand. If a player is unsuccessful, no Gift Tokens or Cards are collected. Play continues clockwise.
4. If all of the Word Ending Cards have been used, collect them from around the Game Board, shuffle them and then place them on the "Place Cards Here" area for further play.
5. Bonus! The first player to get to the End on the Game Board earns a Gift Token.

## Winning the Game:

The game is over when all players reach The End. The player who collected the most Gift Tokens at the end of the game is the winner.