



LER 5063

Ages
5+

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Wild Word Adventure™

An Early Language Game



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WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

Contents

Game Board
104 Alphabet Cards
80 Question Cards
25 Word Cards
Die
4 Animal Pawns

Skills

Rhyming
Beginning and Ending Letter Sounds
Letter Recognition
Spelling

Introduction

It's wild out there! Run, jump, and skip around the board while answering phonics questions. Be the first to build your word and win the game!

Object of the Game

Be the first player to build your word by answering phonics questions.

Setup

1. Sort the question cards by color into piles.
2. Place each pile of cards next to the board, question side up.
3. Choose an animal pawn and place it on the starting spot that matches your animal.
4. Take a bag filled with letter squares that matches the color of your pawn. Take the squares out and place them in front of you. Use these to build your word.
5. Choose a level of play. Word cards are color-coded to each level of play. All players take the same color word card.
Level 1—Red: 3-letter words
Level 2—Green: 4-letter words
Level 3—Blue: 5-letter words
6. Take turns rolling the die. The player with the highest number goes first.

How to Play

1. Roll the die on your turn. Move your pawn ahead.
2. If you land on a colored rock, take a card that matches the rock color and read it aloud.
3. Guess the answer aloud, then turn the card over to see if you are right.
4. If you are correct, take one of your letters and start building your word. It is now the next player's turn.
5. If you are incorrect, stay where you are, but do not take a letter. It is now the next player's turn.
6. If you land on a gray rock, follow the board directions. Then, take a question card that matches your new space and answer the question. It is now the next player's turn.

How to Win

Be the first player to build your word and call it out. If everyone agrees that you are correct, you win the game!

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