

a Preschool Learning Game

Boggle Jr. Letters



Playing Guide

For 1 or more players / Ages 3 to 6



WARNING:

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

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OVERVIEW

A young child is learning all the time, and all types of “play” are opportunities to learn. But first and foremost, your child wants to have fun—and that’s why BOGGLE® JR. LETTERS is so popular.

Whatever the youngster’s age or developmental level, BOGGLE® JR. LETTERS will amuse and entertain because it is so flexible. The gameplay will adapt as the child grows, and continue to promote the basic letter and word skills that are essential when it’s time to begin reading.

SKILLS YOUR CHILD WILL PRACTICE

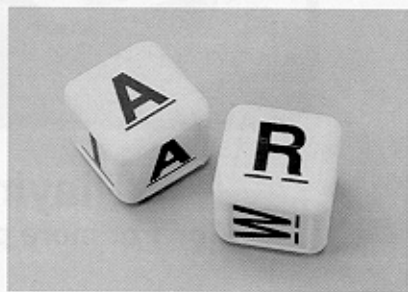
- Motor skills
- Sorting and grouping
- Object recognition
- Letter recognition
- Letter matching
- Spelling
- Word recognition
- Concentration and memory
- Taking turns and sharing

EQUIPMENT

BOGGLE® JR. game tray with built-in timer and movable lid
• 8 letter cubes • 30 full-color picture/word cards, printed both sides

The Cards: Each card has a 3-letter word on one side and a 4-letter word on the other.

The Cubes: When spelling the 3-letter words, your child will use only the six letter cubes with solid lines under the letters. To form the 4-letter words, use all eight cubes.



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OBJECT FOR ALL GAMES

To match letters on the cubes with letters on picture/word cards and spell the 3- or 4-letter name of the object. Players keep the cards when they answer correctly. Older players will use the removable lid to cover words or pictures so they must spell from memory or read; and they will race against the timer to add to the challenge and the fun. The games are described in order of difficulty, e.g., Game #1 is the easiest.

SETUP

Very young players will enjoy playing with the letter cubes as toys and finding all the letters of the alphabet on them. They'll wind up the timer and press its ON/OFF switch, just to hear it tick. Then they'll play with the cards, just to see the colorful pictures of animals, people and objects. Remember, all this play is a learning experience!

GAMEPLAY

Because the BOGGLE JR. game is "self-correcting"—the child can see the right answer and check the spelling—he/she can play alone or with a sibling or friend, as well as with you.

Timer: We've incorporated the timer into Game #3, but you may "ad lib" and add the timer whenever you want to add to the challenge! To use it: Wind the dial, then use the ON/OFF switch. Switch it OFF during gameplay whenever the child lifts the lid to check an answer. Start it up again when he/she goes to the next card.



Variation for 2 players: Most of these games are easily adapted for two or more children. Have them take turns, card by card, and keep the card whenever they get an answer right.

Game #1

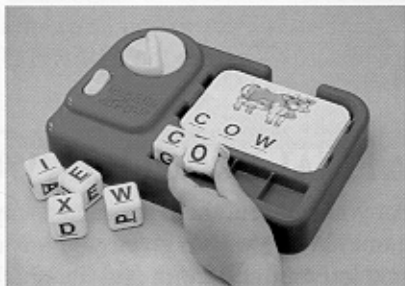
MATCH IT-SPELL IT: Simple letter matching

(Timer optional)

Setup: Sort the cubes: Remove the two with broken lines under the letters (Z-P-W-L-T-R and T-R-N-B-C-L). Play with the remaining six. Stack the picture/word cards so the 3-letter words are all face up and turned in the same direction; place the stack in the tray above the cube slots, facing the child.

To Play:

- Point to the picture on the card and ask the child what it is—a pig, a boy, a hen, a fox, etc.
- Point to the word below the picture, say the word, then spell the word out loud, letter by letter: "It's a cow . . . C-O-W."
- Go back to the first letter, and have the child find that letter on one of the six cubes and place the cube into the first slot in the tray, directly under the letter as it appears on the card.
- Proceed through the other two letters until the 3-letter word is spelled out in cubes under the card.
- Reinforce what the child has just accomplished by saying the word and spelling it together. Give the child the top card, and proceed through the rest of the cards in the same manner.
- Add the other two cubes (Z-P-W-L-T-R and T-R-N-B-C-L) and play with the 4-letter word cards. At this point, you may mix up 3- and 4-letter word cards since you have all the cubes in play.



PARKER
BROTHERS

Game #2

KEEP THE LID ON: Finding letters and “spelling” from memory

(Timer optional)

Setup: To play with 3-letter words, use only the six solid-line cubes. To play with only 4-letter words, or a mix of the 3- and 4-letter words, use all eight cubes. Cover the word.

To Play: The child glances at the word, then covers it with the lid. Now he/she is no longer matching letters with letters but is actually spelling the whole word from memory. (To make the challenge greater, don't peek!) Slip the card out from under the lid, give it to the child, and continue.



For 2 players:

- The children take turns. Each time a child successfully spells a word from memory—by lifting the lid to check for the correct spelling—he or she “wins” that card and continues to the next.
- If a child spells a word incorrectly, that card is placed at the bottom of the pile of cards, and that child's turn ends. When that card comes up again, the player whose turn it is attempts to spell the word.
- The children alternate turns until all the cards have been used. Whoever has won more cards during the round wins.

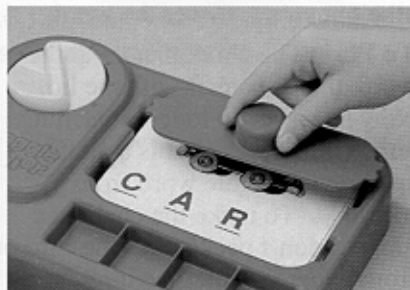
Game #3

KEEP THE LID ON: "Reading" from memory

(Timer optional)

Setup: Do not use the letter cubes. Play with only 3-letter or 4-letter words, or play with a mix.

To Play: The same as Game #2, but use the lid to cover the *pictures* instead of the words. The child reads the word on each card, then lifts the lid to check that he got it right. Slip the card out from under the lid, give it to the child, and continue.



For 2 players:

- The children take turns. Each time a child successfully reads a word, he or she "wins" that card and continues to the next.
- If a child reads a word incorrectly, that card is placed at the bottom of the pile of cards, and that child's turn ends. When that card comes up again, the player whose turn it is attempts to read the word.
- The children alternate turns until all the cards have been used. Whoever has won more cards during the round wins.

Game #4

TIME'S UP: How many words can you spell as you race the timer?

Setup and Play: The same as Game #2, but add the timer and try to spell as many words—and win as many cards—as possible before the timer stops. Note: Decide to play with six cubes and 3-letter words, or all eight cubes and 4-letter words mixed in.

Variation: The child uses the lid to cover the *pictures* and read as many words as he/she can before the time's up. Don't use the cubes.



For 2 players:

- Using the timer—and the lid if they want—children alternate turns.
- One child starts the timer and spells a word, then stops the timer to check that the spelling is correct. If correct, he or she wins that card, then starts the timer again and spells another word, checks the spelling, and continues—until a word is spelled incorrectly or time runs out. Then it's the other child's turn. (The card with the word the player misspelled is put at the bottom of the pile; when it comes up again, it's spelled by the player whose turn it is.)
- The children alternate turns until all the cards have been used. Whoever has won more cards during the round wins.

Variation: Cover the pictures, and try to read more words—and win more cards—before the TIME'S UP.

A FINAL BOGGLE JR. WORD...

As you can see, there are many ways to play with the BOGGLE JR. game. While we've given you basic gameplay and variations, we suggest you let your child mix and match game components and elements of gameplay however he or she wishes. Remember, play is a learning experience, and this game lets your child realize the most important thing of all: Learning is FUN!

We would be happy to hear your questions or comments about the BOGGLE JR. LETTERS game. Write to: Consumer Relations Department, P.O. Box 1012, Beverly, MA 01915.

