

A to Z jr.™

dt Learning
Pathways:

Thinking Skills • Reading & Language • Exploration

Congratulations!

You have purchased A to Z jr.™, the word game for kids that covers everything from A to Z!

For 2 or more players.

It's a word game, a letter game, a thinking game and a totally FUN game. Grab a board, roll the die and draw a card. The number on the rolled die corresponds to a numbered category on the card you draw. Now, start thinking—fast! Call out words that relate to your category and see how many letters you can cover before your time is up.

3019

Contents:

- 4 plastic letter boards
- 56 category cards
- 100 plastic disks
- 1 sand timer
- 1 die

 **WARNING**
CHOKING HAZARD—Small Parts.
Not for children under 3 years.

 **MISE EN GARDE**
RISQUE DE SUFFOCATION—Les petites pièces.
Ne convient pas aux enfants de moins de 3 ans.



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5+
school years • family

Instructions

Object of the Game:

Be the first player or team to cover all letter spaces on your letter board.

Setting up the Game:

Each player places one letter board and about 25 disks on the table in front of them. If you're playing in teams, each team shares one letter board and 25 disks.

Each player rolls the die and whoever rolls the highest number goes first. The player to the left of the player who starts will control the timer. When it's his or her turn to roll the die, the player on the left will control the timer, and so on.

How to Play:

Roll the die. The die consists of the numbers from 1-4, a disk and a hand holding a disk.

If 1-4 is rolled: The player turns over a card and calls out the numbered category that matches the number on the die. When the category is called out, the timer is started. The player has 30 seconds to call out words relating to the category. Each time an acceptable word is called out, the player gets to place a disk over the first letter of that word on the letter board. (Note: leave the disks on the board at the end

of each turn and add to it on the next turn.)

Example: If the category is "musical instruments" the player could call out words like horn, trombone, drums and flute. While calling out the words, the player would cover the letters "h" for horn, "t" for trombone and so on until time runs out.

If the disk is rolled: The player is allowed to cover one letter on the board. Then the turn ends and the next player to the left starts a turn. (Hint: use your free disk to cover letters that seem harder than the others—like "x" or "q".)

A Word About Safety

Your child's safety is our highest priority. When you invest in your child's development by purchasing a Discovery Toys product, know that every product has been thoroughly tested and meets or exceeds government safety and health regulations. All of our products are made of durable, non-toxic materials.

A Special Note

We try to make available the safest products possible, however we know that nothing takes the place of your careful, loving supervision. Your supervision ensures your child's safety and is a very important social benefit for you and your child. Small children are inquisitive and exploratory by nature and their curiosity should be encouraged. Age ranges and product descriptions provide guidelines for intended use. Discovery Toys, LLC. is not responsible for the improper use of product and/or components.

If the hand holding a disk is rolled: The player is allowed to take disks from another player's board using a specific category. To begin, select an opponent's letter board. Roll the die again to decide which category number will be played. If a number isn't rolled, roll again until the die shows a number. Then, turn over a card and read off the category that matches the number. When the category is called the timer is started and the player calls out words and removes disks from the selected opponent's board. Remember, leave the remaining disks on the board and return the

board to the opponent.

Example: If the category is "musical instruments," the player could call out words like horn, trombone, drums and flute. While calling out the words, the player would remove the letters "h" for horn, "t" for trombone, and so on until time runs out. (Hint: pick the player with the most disks on the board so you can take as many as possible.)

Winning the Game:

The first player to cover all the letters on the letter board first is the winner!