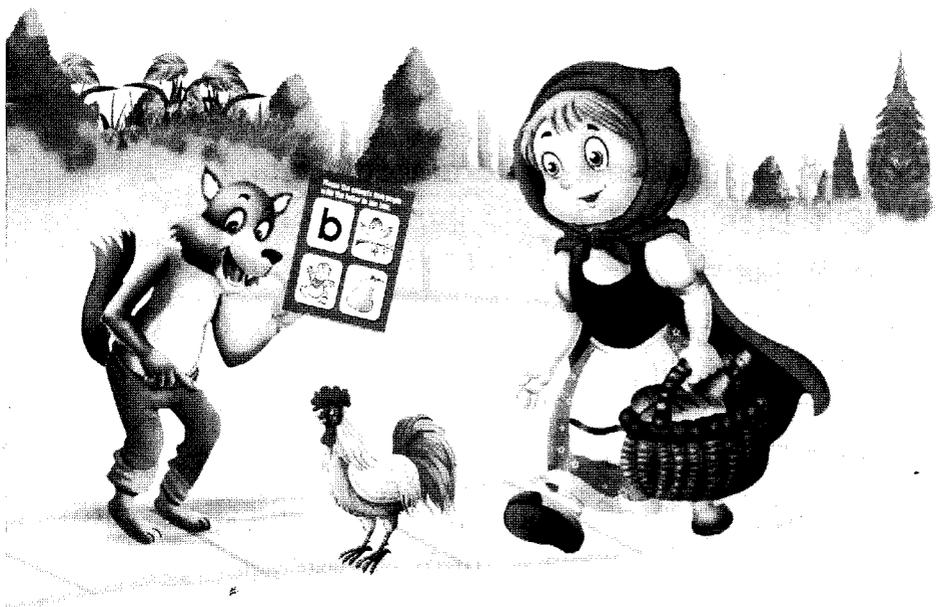


CREATIVE'S

READING ADVENTURE

PLAY RULES



READING ADVENTURE is a fast paced game that helps young children develop and practice important **Early Reading Skills**.

The vocabulary and topics selected are those found in most early school curriculums\textbooks throughout the world.

LEARNING OBJECTIVES:

- 1. Language Development,**
- 2. Building Vocabulary,**
- 3. Visual Discrimination,**
- 4. Logical Thinking,**
- 5. Problem Solving.**

CONTENTS

- A colourful Game Board
- 144 Question-Answer cards
(36 cards for each category)
- A Timer
- 4 Play pieces in different colours
- 1 Dice
- Rules

HOW TO PLAY:

1. To begin all players throw the dice. The player with the highest number gets the first turn. Others take their turns clockwise.
2. Shuffle all the four types of Question cards separately and place them in four packs face up,

near the game board. Make sure that the “question side” of the cards is upwards. Each player chooses a marker and places it on the space marked “START”.

The Game:

1. 4 different symbols representing the following topics are alternately marked on the board . These symbols are also printed on the question cards.

a.  **Beginning sounds**

b.  **Opposites**

c.  **Rhyming words**

d.  **Mixed Bag**

2. Roll the dice and move your play piece forward the number of spaces shown on it.
3. If your play piece lands on some symbol, pick the top card from the pile of cards of that colour\symbol, without looking at it, pass it on to the player on your right to read the question aloud and show the picture printed on that particular topic.
5. Listen\read the question and look at the illustration printed on the card carefully and answer the question. If you answer correctly, move two spaces further and take another turn, answer the question on the next topic and so on, if you answer incorrectly, your turn is over.

6. Place the used cards in the bottom of the respected piles.
7. Some spaces on the board have special instruction. If you land on one such space, do as instructed.

WINNER:

The first player to reach the space marked "FINISH" wins the game!

**The Colourful and beautiful
images will help the kids to identify,
name and understand
different language concepts!**

