



**Get Ready... Set...Spell...**  
**All the way to the finish line!**

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## **Rules**

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Players of all ages will have fun challenging their spelling skills. Strategically thinking players will find words easier to build as the game progresses.

## Contents

- 1 Game Board
- 30 "Pick a Card" cards
- 36 "Keep a Letter for Life" cards
- 6 Die
- 4 Pawns

## Object of the Game

The object of the game is to get to the **FINISH** circle first by building words.

## Playing the Game

- Each player chooses a pawn to move around the board.
- All players place their pawn in the **START** circle.
- All players roll the same die and the one that gets the lowest letter goes first. Player rotation is clockwise.
- Each turn starts by throwing all 6 dice. You build words by using the dice letters, any *Letter for Life* cards you own, and by following the instructions on the *Pick A Card* card you may have picked up.
- You move your pawn the number of letters in the word you build. For example, move 3 spaces if you can build the word *Cat*. If you cannot make a word, your turn is over.
- Each player takes a turn and advances their pawn until all players reach the **FINISH** circle. The first player to the **FINISH** circle wins.

## Board Positions

### • *Keep A Letter For Life circles*

If you land on this circle you get to add this letter to the dice you throw for the rest of the game. You get a *Keep A Letter For Life* card so you can position this letter along with your dice. There are 9 different *Keep A Letter For Life* circles.

### • *Pick A Card*

If you land on this square you get the top card from the deck of *Pick A Card* cards. This card is only good for your next turn. If you can do what the card says you may be able to move additional spaces. After your next turn, return the card to the bottom of the deck. There are 30 *Pick A Card* cards.

### • *Double Your Spaces*

If you land on this square you get to move your pawn again the same number of spaces. See the section labeled **Number of Spaces to Move**.

### • *Move 2 More Spaces*

If you land on this square move your pawn 2 more spaces.

### • *Move Back 2 Spaces*

If you land on this square move your pawn back 2 spaces.

## Number of Spaces to Move

### • *The number of spaces you move is:*

- The number of letters from your throw of dice used to build your word.
- Plus the number of letters used from your *Letter For Life* cards.
- Plus the *Free Letters* used from your *Pick A Card* card.
- Plus any additional spaces given to you if you can follow the instructions on the *Pick A Card* card.

## Pick A Card Letters

### • *Most "Pick A Card" cards give you free letters.*

- If a card offers you the *Free Letters F, J or K*, you can only use one of the free letters.
- If a card offers you the *Free Letters "ST", "SL" or "SH"*, you can only use one set of the free letters. A set of free letters in this example would be *"SL"*. You must use all the letters in the set and in the order given.
- If a card offers you the *Free Letters "ING"*, you must use all the letters in the order given.

## Rules

- You cannot move your pawn into a square or circle that already has a pawn on it.
- If your move takes you to a square that moves you to another square that already has a pawn, you cannot make that move. For example, if you make the word *Dog* and you land on a square that says *Double Your Spaces*, you get to move 3 more spaces. But, if a pawn is in that spot, you cannot make that move.
- If you have a *Pick A Card* that allows you to move your pawn additional spaces, it is the final square that must be empty for you to complete the move. For example, if you have a *Pick A Card* that allows you to move 2 more spaces and the word you made is *Bird*. If a pawn is in the square 4 away from yours you can still move because you can move 2 more spaces. But if a pawn is in the square 6 away from yours, you cannot move.

- You cannot stay in a *Double Your Spaces, Move 2 More Spaces* or *Move Back 2 Spaces* square.
- Getting to the **FINISH** circle must be done with the exact number of spaces. If you have 2 spaces to the **FINISH** circle and you can only make a word with 3 letters you cannot move.
- It is up to the players of the game to decide if names are allowed.
- Words with an apostrophe can be used, but the apostrophe is not counted as a letter.

## Tips

- Try to land on as many *Keep A Letter For Life* circles as possible. This will increase the letters available to you for the rest of the game, making it easier to build words. But making small words to get to these circles may lessen your chance to get to the **FINISH** circle first.
- Taking advantage of squares like *Double Your Spaces* can sometimes be better than building larger words. For example, if you can make the word *Frog* to move 4 spaces, or the word *Fog* to move 3 spaces and land on a *Double Your Spaces* square, you are in a better position with the word *Fog* because you can move 6 spaces.

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