

CONTENTS

- 3 double-sided blue picture pattern puzzle cards
- 3 double-sided red picture hint puzzle cards
- 3 double-sided green word-only puzzle cards
- 1 game board base
- 1 ring
- 1 transparent playing disk marking chips (35 red, 35 green, 35 yellow, 35 blue)
- 1 instruction manual

Manufactured by Drumond Developments Ltd.,
PO Box 790, Ipswich IP1 9GP, UK.

Colour and contents may vary from those shown.
Please keep this packaging for future reference.
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Made in China.



WARNING: Not suitable for children under 36 months due to small parts. Choking Hazard.

WORDSEARCH JUNIOR

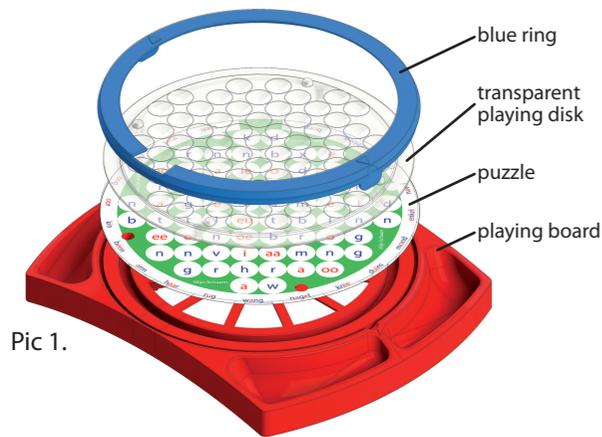
WORDSEARCH JUNIOR

RULES

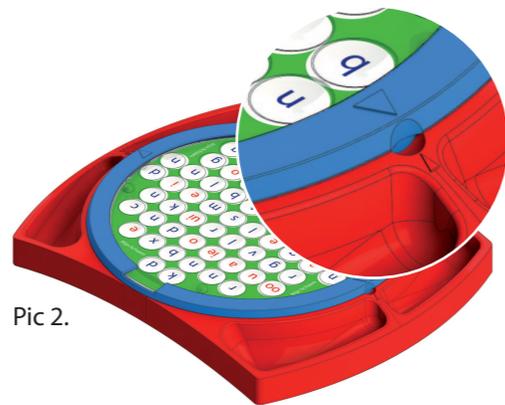


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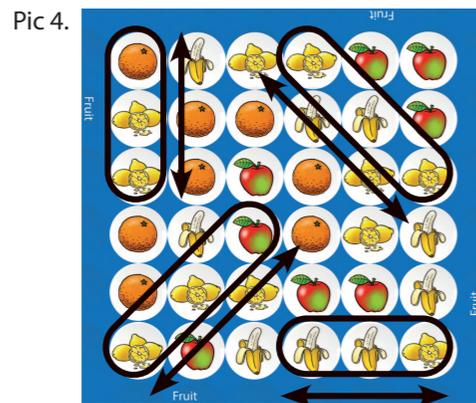
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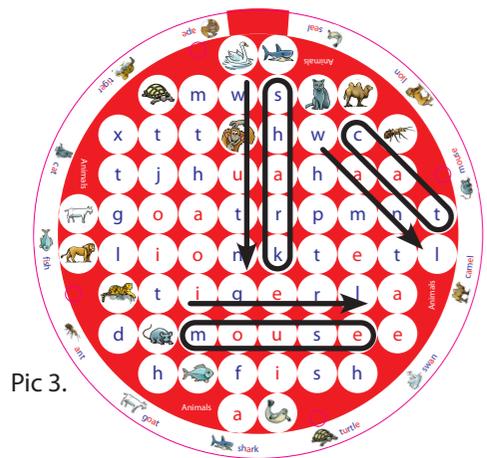
Pic 1.



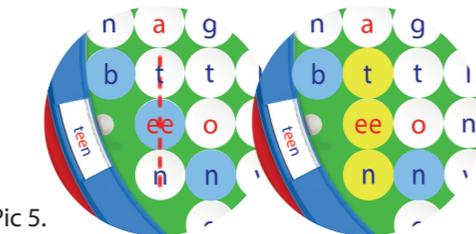
Pic 2.



Pic 4.



Pic 3.



Pic 5.

Wordsearch! Junior is a fun way for children to learn and practice reading skills. Pattern recognition and picture-to-word exercises help develop reading and writing skills, and the vowels in the puzzles are printed in red so that children can distinguish them from consonants.

The puzzles have three different learning levels:

- Blue puzzles for finding picture patterns
- Red puzzles for finding words with picture hints
- Green puzzles for finding words

● **OBJECT OF THE GAME**

Find the most words or pictures and cover them with your colour marking chips. At the end of the game the player with the most marking chips of their colour on the board wins!

● **SET-UP**

Remove the transparent playing disk and blue ring from the top of the game board. Choose the puzzle you want to play and place the card on the game board. Replace the transparent playing disk so that the pegs on the underside of the disk fit neatly into the channel, allowing the disk to spin smoothly. Place the blue ring over the transparent disk by lining up the two arrow indicators on the ring to the arrow indicators on the game board base (see figures 1 & 2). Spin the transparent playing disk until the solid colour is showing in the open gap in the blue ring.

● **GAME PLAY**

The youngest player begins by turning the playing disk clockwise until the first word or first picture pattern is visible in the opening gap of the blue ring (the rules are different for each puzzle type):

Blue Picture Pattern Puzzle: The player says the pattern of the puzzle out loud from left to right. The series of pictures can be hidden in all directions: horizontal, vertical, diagonal, or backwards and are always in a straight line (see figure 4). Sometimes there are multiple correct answers. The first player to find the three pictures in the correct order shouts out, points at the answer and places their coloured marking chips on the pictures.

Red Picture Hint Puzzle: The player reads the word out loud. The pictures and words are only hidden from left to right, top to bottom or diagonally, and always in a straight line (see figure 3). The first player to find the word shouts out, points at the answer and places their coloured marking chips on both the picture and the word.

Green Word Only Puzzle: The player reads the word out loud. The pictures and words are only hidden from left to right, top to bottom or diagonally, and always in a straight line (see figure 3). The first player to find the word then shouts out, points at the answer and places their coloured marking chips on both the picture and the word. The game continues clockwise and the next player turns the playing disk to reveal the next word or picture pattern until all words or pictures have been found and the solid coloured box is once again visible in the gap.

Because the disk turns, each player will see the board at different angles during the game. Don't worry though, after one complete revolution of the board everyone has played with the same views, making it fair for all players. If a player shouts out the word but cannot point to the word or pattern immediately, then the player loses their turn.

● **CROSSING WORDS OR PICTURES**

If one or more letters or pictures of a newly-found word or pattern already has a marking chip on it, then this marker is replaced by the marking chip of the player who found the new word or pattern (see figure 5).

● **END OF THE GAME**

The game ends when all words or patterns have been found or if one of the players has used all of their marking chips.

● **WINNER**

The winner is the player with the most marking chips of their colour on the playing disk at the end of the game.

● **NEW GAME**

Remove all the marking chips from the game board. Replace the current puzzle by removing the blue ring and transparent playing disk. Switch the puzzle and play again!