

# Dr. Seuss ABC Game™

## Instructions

In Dr. Seuss's ABC Game, children race through the alphabet collecting fun Dr. Seuss characters as they go.

### OBJECT

To collect the most Picture Cards.

### COMPONENTS

- Game Board
- 4 Playing Pieces
- 4 Stands
- Spinner Card
- Spinner Arrow
- 52 Picture Cards

### SET UP

1. Each player chooses a playing piece, puts it into a stand and places it at Start.
2. Separate the Picture Cards and remove the coupon cards.
3. Each Picture Card has two sides: one side with a Seussian image and one side with a Seussian image and text. To play the basic game, Players spread out the Picture Cards, text-side up.
4. Attach the spinner arrow to the spinner card.

### PLAYING THE GAME

1. The youngest player goes first, by spinning the spinner.
2. The spinner has two rings on it. The inside ring has the numbers 1 thru 4; the outside ring has the words BIG and little.
3. After spinning, the youngest player must make a choice, moving either the number of spaces shown, or to the next space with a BIG or little letter (based on what the arrow indicates).

### PICKING UP CARDS

1. After landing on a letter space, the player looks for the Picture Card that begins with the same BIG or little letter shown on the letter space of the game board. Players may only pick up Picture Cards with a BIG letter when they land on a BIG letter, and may only pick up Picture Cards with a little letter when they land on a little letter. After picking up the matching Picture Card, the player keeps it for the rest of the game.
2. If a player lands on a letter space and the corresponding Picture Card has already been collected by another player, that player's turn is over.
3. Players may only pick up one Picture Card per letter space.

## **GENERAL RULES**

1. Players may occupy the same space.
2. When a player's turn is over, play passes to the left.

## **WINNING THE GAME**

The game ends when the last player reaches Finish. Players count the number of Picture Cards they've collected-the Player with the most Picture Cards wins the game! If there is a tie, the first player to reach the *Zizzer-Zazzler-Zuzz* wins the game.

## **FOR AN EXTRA CHALLENGE**

When players are setting up the game, place the cards with the text-side down. After landing on a letter space, players look at the image-only side of the Picture Cards and try to find the matching card (Picture Cards with BIG letters on BIG letter spaces, Picture Cards with little letters on little letter spaces). If players pick a card that doesn't begin with the BIG or little letter that they landed on, the card is placed text-side down and play passes to left.

## **ADVANCED PLAY**

Dr. Seuss's ABC Game helps children learn the alphabet, distinguish between upper and lower case letters and learn letter sounds. When children have mastered these skills, use the following variation to further challenge them:

When a Player lands on a letter space and the corresponding Picture Card has already been collected by another player, the Player may challenge the person who has the card to a Word War.

Using a pencil and paper, each Player secretly writes one word that begins with the same letter as the one occupied by the challenging player's playing piece. The player who writes the word with the most letters wins that Picture Card. If both players write a word with an equal number of letters, the Picture Card stays with its current owner.