

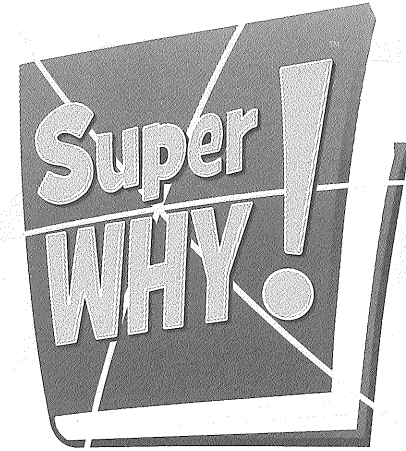
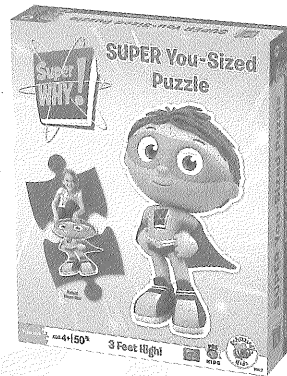
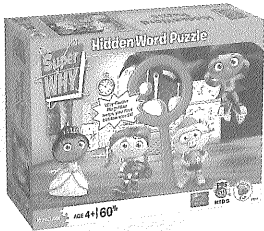
Super Why (The Power to Read) - There are 2 types of question cards:

- Players point to the word on the board that matches the picture on the card.
- Players point to the word on the board that should replace the underlined word on the card to make the silly sentence make sense.

Ending the Game

The game ends when all players reach **FINISH**. Players then count up the number of cards they collected. The player with the most cards is declared the winner. If there are two or more players with the same number of cards, all of those players are declared winners.

Look for these other
SUPER WHY products



ABC Letter Game

See our entire line of games and puzzles at:



© 2009 University Games Corporation, San Francisco, CA 94110. All Rights Reserved. University Games Europe B.V., Weith. Sangersstraat 23, 6191 NA BEEK (L.), The Netherlands. U.Games Australia Pty Ltd, Level 1,10 Willoughby Rd,Crows Nest NSW 2065,Australia.University Games UK Ltd.,Unit 3-4,The Business Centre,The Courtyard,Glory Park,Wooburn Moor,Buckinghamshire.HP100DG.UK. Retain this for future reference. © 2009 Out of the Blue Enterprises LLC. All Rights Reserved. SUPER WHY and all related titles, logos and characters are trademarks of Out of the Blue Enterprises LLC. The PBS KIDS logo is a registered mark of PBS and is used with permission.

Made in China. B009943 08/14

pbskids.org/superwhy

Instructions

Note to Parents:

All question cards include a clue to help children who are just starting to develop their reading skills. We have also designed a game board that players can use as a reference to find the answers to most questions. The goal of this game is to help children develop their early literacy skills...while having fun!

How to Win

The player who reaches **FINISH** with the most cards wins.

Contents

Game Board

4 Playing Pieces

Spinner Card

110 Question Cards

Instructions

Set Up

- Each player chooses a playing piece, inserts it into a stand and places it at **START**.
- Attach the spinner arrow to the spinner card.
- Separate the question cards into four separate card piles: Alpha Pig, Wonder Red, Princess Presto and Super Why.
- Shuffle each card pile. Place the four card piles, with the character side facing up, next to the game board within reach of all the players.

How to Play

1. Players place their moving pieces on the **START** space.
2. The youngest player goes first. He/she spins the spinner and moves the appropriate number of spaces. If a player spins “**SPIN AGAIN**,” he/she should spin the spinner again.
3. When a player lands on a specific character space, he/she should pick up a question card that matches that character space and answer the question on the card.
 - ⊙ If a player answers the card correctly, he/she keeps the card.
 - ⊙ If a player answers the card incorrectly, he/she returns the card to the bottom of the character card pile.

Alpha Pig (Alphabet Power) – Players point to the uppercase letter on the board that matches the lowercase letter on the card.

Wonder Red (Word Power) – Players read the words or look at the pictures on the card and say another word or words that rhyme. *For example, PIG and DIG are in the “IG” word family. Another word in the “IG” word family would be FIG.*

Princess Presto (Spelling Power) – Players say the word pictured on the card, then point to the first letter or first two letters of that word on the center of the board.