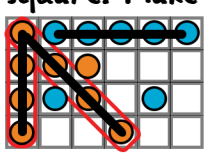
AGO™ phonics Board Game

2-4

1	2	3	4	5	6
7	8	9	1	2	3
4	5	6	7	8	9
1	2	3	4	5	6
7	8	9	1	2	3
4	5	6	7	8	9

BASICS:

Players take turns to play cards from their hand onto the table. If playing a numbered card, place a chip on the corresponding square. Make straight lines of 4 or more chips to score points.



Line Length	4	5	6
Point Value	1	2	3

SET UP:

Deal seven cards, and about 20 chips (of a unique color) to each player.

Remaining cards form a draw pile.

Left of the dealer starts. Take turns clockwise.

DETAILS:

When playing a numbered card, read it aloud, then place a chip on the square that matches its color and number.

A change color card allows you to place a chip on any square on the board.

A change direction card reverses the order of play. (The player then takes another turn).

A 'jump' card causes the next player to miss a turn. (The player then takes another turn).

A 'pick up' card allows you to remove one chip from the board.

After your turn, take cards from the draw pile to replenish your hand to seven cards.

Keep playing until players run out of cards. Most points wins!

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