

Instructions

Shuffle the cards.

Deal each player 5 cards.

Players may look at the cards in their hand. The remaining cards should be placed face down in a pile, with the top card turned over and placed alongside.

This card determines play.

The first player should play a card that matches the spelling on the play pile. Ensure players read the word aloud as they play.

The next player should then play a card with the same spelling or use a Talisman card to change the spelling.

After playing a Talisman card and changing the spelling, a player plays one card of his/her new spelling choice.

If a player plays a 'Miss a turn' card, the next player must miss a turn.

If a player cannot play a card from his/her hand and does not have a Talisman card, he/she must draw a card from the draw pile. If the draw pile runs out, the play pile should be turned over, leaving the top card still in play.

The winner is the first player with no cards left in his/her hand!

Word

f

f

front

fifty

ff

stiff

muffin

buffalo

gh

laugh

enough

trough

coughe

ph

phone

elephant

graph

trophy

ff

diffe

gh

toug

ph

eleph

f

Miss a turn

flame

Talisman

