

KLOO® Quick Start Guide

Sentences can be any length. Start a sentence by playing a card with a big star on it . The longer the sentence, the more you score. To make your sentence longer, just play a card that matches the colour of the arrow  on the card just played. A sentence cannot finish on a double arrowed card  - so make sure you can follow it with another card to play it. With these rules you can make tens of thousands of sentences with KLOO's ColourSense™ Cards.



 KLOO ColourSense™ Cards inside

Looking for meanings

If you don't know the meaning of a word, look for clues **at the bottom of other cards**. In KLOO the meanings of all words are automatically revealed throughout a game. This is **Discovery Learning** ... the most powerful way to learn a language.



Find rules to more KLOO games at www.kloogame.com

Rules for Classic KLOO

No. of players: 2+. Required: Pen and Paper or a KLOO game board for scoring. Aim: Win points by creating sentences and translating.

Shuffle the decks well and deal each player 7 cards. The remainder of the cards form a Stock Pile in the centre which players draw from after each round to take their hand back to 7 cards. Using the KLOO cards, the first player tries to create a sentence. One point is scored for every card played in a sentence and another point for every card that is translated. If a player does not have a red card to start a sentence, then he can play any single card he wishes – but only one card.

Show translations
after playing



Classic KLOO

The played cards are scored and left face up on the table so that all players can refer to the translations. The words that the player could not translate are kept separate. The next player to translate one of these untranslated words (on their turn) scores an extra 3 points.

Play continues until a player has played all of his cards and the stock pile is exhausted. At this stage the game stops - even if in the middle of a round. Players have 2 points deducted for each card in their hand that they cannot translate or 1 point if they can translate it. The cards can be shuffled and dealt again. Keep playing until a player reaches an agreed total (e.g. 100 / 200 / 300 points) or wins the race on the game board.

Untranslated
word kept
separate



Making a Challenge

If you believe the translation of another player is incorrect, you can make a challenge during their turn. If your challenge is correct then the other player scores zero points for his turn (but the cards are still played). If the challenge is incorrect then you miss your next go. You

can prove your challenge if you have the translation in your hand. Alternatively, you can consult a dictionary or download a KLOO vocabulary list from the KLOO website, on the schools page, to confirm your challenge.

Rules for Penalty Shoot Out

Watch at www.kloogame.com/video

No. of players: 2 players. Aim: to score more goals than your opponent.

Each player is dealt 11 cards. This is your football team. From your 11 cards select 5 cards that you think your opponent is least likely to correctly translate to take the first five penalties. If you are the first player, you ask your opponent to translate a translated word on one of your five cards. If the opponent gets it right, it is saved. If he gets it wrong, you score a goal. The second player then asks you to translate a word. This continues until all five cards have been played. The player with the most goals is the winner.

If after 5 goals you are drawing then the game moves to sudden death. Both players select one of their six remaining cards and again ask the other player to translate. If one player scores and the other doesn't, then the one who scores is the winner. This process continues until a winner is found. If all 11 cards are used up, players draw alternate cards from the deck until a winner is found.

Learn to Read Games

If you have enjoyed playing with these cards, why not consider buying other KLOO games to take your language learning to the next stage? You can buy four decks in **French, Spanish, Italian** and **English** covering important subjects such as People, Food & Drink, Places and Everyday Objects. As you learn all the words in one deck, move onto the next one, building important vocabulary as you go.

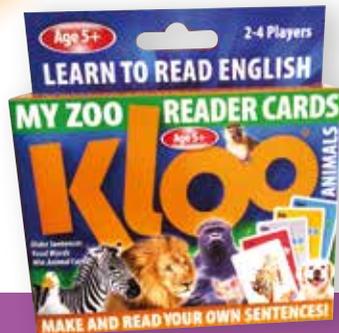
You can also buy our popular **Race to Paris, Race to Madrid** and **Race to London** board games. These come complete with all four decks and colourful 50 cms x 50 cms game boards. As you score points, you power coloured cards around the great cities of each country in a race to the capital. The board games include special spice it up rules...learning a language has never been so much fun!



English Reading Games

Did you know that KLOO has also created games to help budding young readers learn how to read? Choose from **Catch the Bug** in which children try to catch the illusive Reading Bug by making and reading sentences. Or **My KLOO Zoo...** in which children again make and read sentences but also collect animals to build a zoo! Both games allow children to play with words, organise them and make their first sentences - often before then can write. Suitable for ages 3 – 6 years old.

Whatever you choose have fun playing KLOO games!



Buy your game boards from www.kloogame.com

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