

FREE KL00 Cards - Download, Print & Play

You can download extra **KL00** cards from our website, www.kloogame.com. There are extra verb cards in different tenses, more green cards and optional game cards for when you land on the special squares on the game board. The extension cards are all for free.

Extra red verb cards in different tenses

Extra green connection cards

Extra “the” cards

Special Hotel and Quiz cards that you pick up when you land on the special game board squares



KL00 English Reading Games

Catch the Bug, Ages 3-5

By making sentences and reading cards, little readers can catch the Elusive Reading Bug. The game makes reading fun and opens up a whole new reading experience for your child, allowing them to play with words, arrange them and make thousands of grammatically correct sentences. Great fun and perfect for young children learning to read English.

KL00 Zoo, Ages 4-6

This award winning game follows on from Catch the Bug, introducing young readers to more words, more complex sentences, children familiar with the KL00 sentence system will be able to make and read sentences up 12 words long - even before they can write.



Learn French, Italian or Spanish with KL00, Ages 7 - 100

Did you know KL00 foreign language games have won more awards than any other foreign language games including Best Card and Board Game of the Year? Play the game and learn a language. Choose from French, Spanish and Italian games at www.kloogame.com



How to use KL00

How to Play KL00’s Race to London continued

Scoring a Sentence

viii) Starting with a red card, the first player tries to create a sentence. A sentence can be 1 to 7 cards long. With the exception of the “the” cards, **1 point** is scored for every card played in a sentence. The player moves their car one space on the board for every one point scored.

ix) 1 point is also scored for every card that the player correctly translates. These are also scored on the board.

x) A player can play the top card from red pile if they wish. This is scored in the normal way.

xi) After each turn, a player picks up cards from either stockpile to take their hand back up to 7 cards. Players must always have at least one red card in their hand of 7. However they may only draw a maximum of two cards from the red pile.

xii) Translated cards are turned face down into a used pile. However, any untranslated cards are left face up and kept separate on the table.

xiii) The next player to correctly translate one of these untranslated words, on their turn, scores an extra **3 points**.

Making a Challenge

xiv) If one player believes the translation of another player is incorrect, they can make a challenge during the other player’s turn. They can consult the **KL00** vocabulary list, a dictionary or an English speaker (or teacher) to confirm the challenge. If the challenge is correct then the challenger wins three points while the other player scores zero points for their turn (but the cards are still played). If the challenge is incorrect then the challenger misses their next go.

xv) Anyone may also challenge someone who is translating an untranslated card. If the challenge is correct the person translating loses **3 points**. If the challenge is incorrect the challenger loses **3 points**.



Rules for KL00’s Race to London

No. of players: 2 - 4. **Required:** KL00 ColourSense™ Cards + the Race to London Game Board.

Aim: Win points by creating English sentences and translating. The first person to reach London wins!

Setting up the Game

i) Firstly, players agree how many circuits of the board they will make before heading into London. Two players racing once around the board once will typically take 25 minutes. Players also decide what deck they are playing with. Decks should not be mixed (unless players decide they want to make very odd sentences!)

ii) Players choose a coloured car and place it on the “GO” square.

iii) Take out the four “the” cards and keep aside. These are used whenever needed and returned to the middle after use for other players to use.

iv) The red star cards are kept apart to form a separate pile from the other coloured cards.

v) Each player is then dealt 7 cards: 1 from the red pile and 6 from the other pile.

vi) The undealt cards form 2 stockpiles: one of the red star cards and one of the rest. The red cards are placed face up while the non-red cards are placed face down. Players have the option of playing the top red card when making a sentence on their go. After each player’s turn, players can draw from either stockpile to take their hand back up to 7 cards. However, they may only draw a maximum of 2 cards from the red card pile.

vii) The player to the left of the dealer goes first and the game moves in a clockwise direction.



Learn Words. Make Sentences. Speak English

KL00® ColourSense™ Cards

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Race to London is a teaching resource designed to make learning English fast, easy and fun. It is ideal for classroom teaching, private tuition and learning at home where at least one person has a good understanding of English. Players will use KL00’s award winning ColourSense™ cards throughout the game. As they play, students will be able to swiftly arrange the cards to make grammatically correct sentences (even if they are absolute beginners) and learn the meanings of many important words. The nature of the game also encourages learners to practice speaking English out loud.

Creating Sentences	High Frequency Words
Speaking Out Loud	Learning Grammar
Themed Vocabulary	Having Fun
Human Interaction	Hands-On and Visual Learning

Use KL00 ColourSense™ Cards for

Card Themes and Vocabulary

The cards can be used in different ways. Teachers can use the cards to demonstrate important grammatical principles. In addition, teachers can simply let students “play around” with the cards. By doing so, students will intuitively start to become familiar with how important words work together to make grammatical sense.

Race to London contains 4 decks based around the themes of “People”, “Eating & Drinking”, “Places” and “Everyday Objects”; As they learn all the words in one deck, they move onto the next deck, building vocabulary as they play. Within a short time, students will learn many of the high frequency words that are essential for speaking good English.

Introducing games into the classroom can lead to better learning. Learners become more focused, try harder and have more fun. They also find their learning accelerates without ever feeling that they are working, studying or writing.

KL00® ColourSense™ Cards

