

Welcome

Welcome to learning a language with KLOO. Here at KLOO, we believe that learning a foreign language is a wonderful thing – one of the top 10 things you should do in your life. Our mission is to make learning a language fun and easy by embedding the proven principles of language learning inside a game. You don't have to work, write or study – just play the game and the learning will come naturally.

Your game contains 4 decks of cards based around important themes such as "People", "Eating & Drinking", "Places", "Clothing" and "Everyday Objects". As you learn all the words in one deck, you should move onto the next deck, building vocabulary as you play. Within a short time, you will learn many of the high frequency words that are essential for speaking a second language as well as be able to make millions of sentences.

KLOO is suited for children and adults at the 'beginner' to 'pre-intermediate' learning stages, as well as for teachers seeking fun resources that the whole class will love to play and learn from.

We hope you enjoy playing and that you'll tell us how you get on. You can find our contact details on the back page. We would love to hear from you. Thanks for being a KLOO customer and good luck learning a second language.

The KLOO Team



**Best Board and Card
Game of the Year**



**Best 'Classic Toys'
Winner**

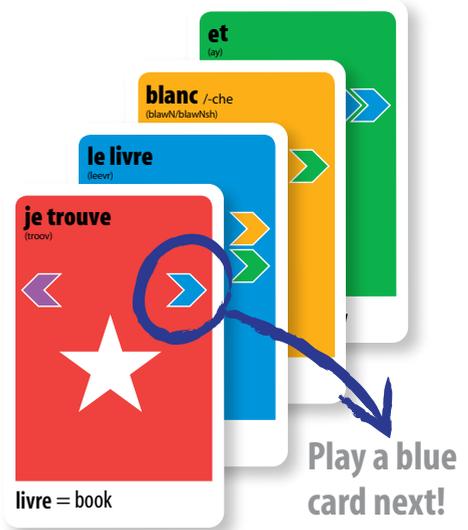


**KLOO® Coloursense™ Cards
inside** 

Making a Sentence with KLOO® Cards

Sentences can be any length. Start a sentence by playing a red 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.

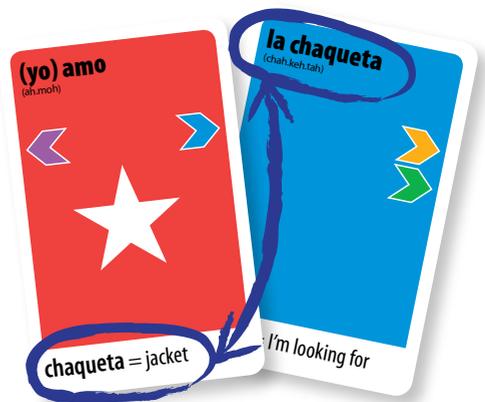
With these rules you can make tens of thousands of sentences with each KLOO deck.



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.

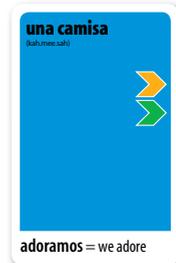


Rules for Classic KLOO®

You can watch a video of how to play this and many more games at: www.kloogame.com/video

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

- 1) Firstly, players agree how many circuits of the board to complete before they head into the capital. Two players racing once around the board once will typically take 20 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!)
- 2) Players choose a coloured car and place it on the "GO" square.
- 3) Shuffle the decks **very well** so the red cards are evenly distributed 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.
- 4) The player to the left of the dealer goes first and the game moves in a clockwise direction.
- 5) 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 correctly translated. A player moves their car forward one space on the game board for each point scored. If a player does not have a red card to start a sentence, they can play any single card that they wish – but only one card.
- 6) The played cards are scored and left face up on the table to form a **Word Bank (see pic)** so that all players can refer to the translations.
- 7) The words that the player could not translate are kept separate and in the middle (**see pic**). The next player to translate one of these untranslated words (on their turn) scores an extra **3 points**.
- 8) At the end of their turn, players pick up enough cards from the stockpile to take their hand back to 7 cards. Play moves to the next player.
- 9) 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. Any untranslated cards are still placed in the middle and can be translated by other players on their turn. If a player lands on a Special Square (**see overleaf**) at this stage of the game, nothing happens.
- 10) When all the cards have been translated, they are collected, 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 cards are kept separate



Played cards kept face up to form a Word Bank

Making a Challenge

- 11) 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 their turn (but the cards are still played). If your challenge is incorrect then you **miss your next go**. You can prove your challenge in three ways:

See overleaf for continuation of the rules

Rules for Classic KLOO®

- a) You can show the correct translation in your hand or on the table;
- b) You can consult a dictionary or download a KLOO vocabulary list from the KLOO website.
- c) You can put the queried card aside until the translation appears in the game. When the translation appears any penalties are applied from that moment. However if a player is close to winning you should seek to have your challenge proven straight away with one of the methods above.

12) Anyone may also challenge someone who is translating an untranslated card in the middle. If the challenge is correct the **person translating loses 3 points** and moves their car back three spaces. If the challenge is incorrect the **challenger loses 3 points**. If a player lands on a Special Square at this stage (see below), nothing happens.

Special Squares



13) If you land on this square you can ask any player to translate a word from a translated word in your hand. If he or she gets it wrong they go back to the nearest hotel – even if they are currently on a hotel square.



14) If you land on this square, then the person to your left can ask you to translate any translated word they have in their hand. If you get it right, go forward two places. If you get it wrong, go back 2 places.

FREE CARD EXTENSIONS

You can download extra KLOO cards from our website: www.kloogame.com

There are extra verb cards in different tenses, more green connecting word cards and optional game cards for when you land on the special squares on the game board. The extension cards are all for free. Simply download, print and play!

MORE LANGUAGES

There are KLOO games for learning French, Spanish, Italian and English as a foreign language. They use the same easy to play and learn principles you find in this game. They come as board games and also as handy double deck packs for taking on your travels.

READING GAMES

KLOO has created two wonderful reading games for little readers: **Catch the Bug** and **KLOO Zoo**. Children read the cards just like normal flashcards - but then can quickly arrange them to make their first sentences. Find out more at

 www.facebook.com/ReadwithKLOO



See the full range of award winning games at www.kloogame.com