Consonant Matching Game
For 2-4 players
Ages 5+

Contents:
• Game Board
• 4 Playing Pieces
• 21 Word Cards
Note: one number die is needed (option: create your own number cards)

Set up
Each player choose a playing piece. Place all the word ending cards face down in neat rows in the middle of the board.

Object of the game
Be the first player to move your playing piece once around the board and return to your starting space. Players move ahead by playing “memory,” trying to find the word cards that start with the same letter as the words on the board. Hint: The words on the board are color-coded to the backside of the word cards. If a player lands on a space with a red word, he/she tries to make a match with a red word card.

Directions for game play
Each player chooses a playing piece and places it on the corresponding starting place. Players roll the number die. The player with the highest number goes first.

The player rolls the die and moves ahead clockwise the number of spaces shown. The player chooses a word card and reads it aloud. The player shows the card to the other players and returns it (face down) to its original place on the board. If the first letter on the word card matches with the word on the board where the player has landed, he/she continues rolling the die. Players do not keep word cards, even when they make a match. If it does not match, the player waits until his/her next turn to choose another word card. The player must then make a match before he/she rolls the die and moves ahead.

When the path splits, players may choose either direction to follow.
The first player to reach their starting place is the winner.
(Note: The starting place counts as a space).

Option for longer game play
Do not use the die for this version. Players move their playing pieces around the board, one space at a time. The first player starts by moving his/her playing piece to the space next to his/her starting place. The player then turns over a word card. If a match is made, the player moves to the next space. Players continue matching and moving, one space at a time. If the player does not make a match, it is the next player’s turn. The first player to return to their starting place is the winner.
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<thead>
<tr>
<th>basket</th>
<th>gold</th>
<th>harp</th>
<th>nut</th>
<th>yak</th>
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<tbody>
<tr>
<td>tooth</td>
<td>jar</td>
<td>key</td>
<td>ring</td>
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<tr>
<td>mouse</td>
<td>zebra</td>
<td>question mark</td>
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<td>feet</td>
<td>peacock</td>
<td>sun</td>
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<td>vulture</td>
<td>cat</td>
<td>xylophone</td>
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Tape gameboard together here.