

Hooked on Phonics Team

Associate Producer	Mike Konowitz
Art Director	Russell Zambito
Editorial Director	Dorothy M. Taguchi, Ph.D.
Director of Product Development	Russell Ginns
VP, Product Development and Education	Wendy Paige Bronfin

Endless Games Team

Producers	Mike Gasser, Brian Turtle, Kevin McNulty
Art Directors	Matt Nuccio, Joe Krowles, Chris Nuccio

Special Thanks

Kristen Kowalik, Simone Hartman, Nancy Connor, and the kindergarten classes of John Hancock Demonstration School (Northeast Philadelphia, PA)

We also thank Christopher Paucek and the rest of the Hooked on Phonics team for their dedication to teaching children.



For 1 to 4 players

Ages 3 to 6

Roll the dice and complete
as many words as you can.

Collect word cards as you fill in
the blanks.

When all the cards are collected, the
player with the most cards is the winner!

Fun and fast-paced
dice game
that reinforces:

- First-letter sounds
- Simple spelling



This game includes:

8 dice
60 double-sided word cards
Dice rolling bag
Instructions sheet

How to set up

1. Choose a level of play. Place all of the cards from that level face down in a stack.
 - Yellow level – Beginner
 - Orange level – Moderate
 - Red level – Advanced
 - Green level – High roller
2. Spread eight cards from your deck on the table face up.
3. Place all eight dice in the dice bag.
4. The youngest player goes first.

How to play

1. Mix up the dice and roll them out onto the table.
2. Use the letters on the dice to fill in the blanks on the cards, completing as many words as you can. You may only place dice on the cards if you complete the entire word, and each die may be used just once per turn.
3. Collect all the cards that you have completed after one roll.
4. Fill in any empty areas on the table or playing surface with new cards from the deck until there are eight cards face up again. (If there aren't enough cards left in the deck, put out as many as you can.)
5. Pass the dice to the next player. It is now his turn.

Winning the game

When all the cards are collected, the player with the most cards is the winner.

Levels of play

Roll and Read is a great game for kids just learning to read and spell. Simply choose the level that is right for them and use the more difficult levels as they become better readers and spellers. There are four levels of play:

Yellow (beginner): Three-letter words, missing the first letter
Orange (moderate): Three-letter words, missing the last letter
Red (advanced): Four-letter words, missing one letter
Green (high roller): Four-letter words, missing two letters

Note: All Hooked on Phonics games make great solo exercises to reinforce early reading and spelling skills.