

ALPHABET SOUP®

Letter-Matching Game

For 2 to 4 players / Ages 3 to 6

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OBJECT

This alphabet soup has all the ingredients—from Apple to Zipper. It's got letters *and* pictures—and two games in one. In "Soup's On," take turns picking out letters and matching them to letters and pictures around the rim of the soup bowl. When you're through, you'll have put all 26 letters in alphabetical order. In "Second Helping," you want to be first to get your letters where they belong.

SKILLS YOUR CHILD CAN DEVELOP

- Letter recognition
- Object recognition
- Counting
- Concentration and memory
- Taking turns

EQUIPMENT

- ALPHABET SOUP® game board
- Sheet of 26 letter chips
- 1 Spinner
- 1 Mover
- Consumer-applied labels

ASSEMBLY

Peel the mover labels off the sheet, and put one on each side of the single mover.

GAME #1 "Soup's On"

Let's play this first, to whet your appetite for our special letter soup!

SETUP

- Place the single mover on the START space, letter "A."
- Now place the 26 letter chips *randomly* on the circles on the board, letter-side-up.

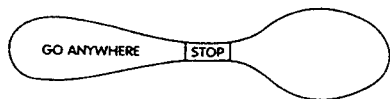
TO PLAY

- The youngest player goes first, and play passes to the left.

On your turn:

- Spin the spinner and move the mover clockwise around the board that number of spaces.
- As you move, COUNT every space but NEVER LAND on a space with a PICTURE face up on it; instead, skip over the picture to the next letter.
- If there's a LETTER chip on the space you land on, lift it up and look at the letter printed on the space:
 - ♦ If it MATCHES, turn the chip *picture-side-up*, and leave it there.
 - ♦ If it DOESN'T MATCH, put the chip into the "soup," letter-side-up. When the space is empty, look to see if the matching letter is somewhere in the soup. If it is, take it and place it *picture-side-up* on the space.
 - ♦ If you can't find the matching letter in the soup, just stop and stay on that space.
- If there's NO LETTER chip on the space you land on, look in the soup. If it's there, place it on the rim, *picture-side-up*. If it's not there, your turn ends.

The GO-ANYWHERE SPOON Space



Whenever you come to the Spoon space, STOP! Then proceed to any space on the board. Look for a letter space with a matching letter floating, errr, showing, in the soup: Go there and take the letter from the soup and put it on the rim, *picture-side-up*.

WINNING

The player who places the LAST letter in its proper space on the rim of the soup bowl wins!

GAME #2 "Second Helping"

SETUP

- Deal out an **EVEN** number of chips, letter-side-up, to each player. If there are extras, put them picture-side-up on their proper places on the board.

TO PLAY

On your turn:

- Spin the spinner and move the mover clockwise around the board that number of spaces.
- When you land, call out that letter. The player who was dealt that letter now puts it, picture-side-up, in its proper place on the rim.
- Pass the spinner to your left for the next player. The movement rules are the same as in Game #1: Count every space but don't land on a picture space, skip it. If you reach the Spoon, call out any letter you want.

Note: When you get to the "go anywhere" spoon, be sure to call out one of your **OWN** letters!

WINNING

The first player who places all his or her chips on the soup bowl rim wins the game.



We will be happy to hear your questions or comments
about this game. Write to:
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