

ALPHABET SOUP™

For 2 to 4 Players/Ages 4-8

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In this delicious game you try to match letters and pictures in order to make words. The letters you look for in the soup are those that will help you spell the names of the animals that sit on the edge of the bowl.

Actually this game is two games in one. The first game—the easier one—is called “Soup’s On.” The other game is called “Second Helping.” We suggest that you play “Soup’s On” first. In both games the object is the same: to be the first player to complete three animal names. Your three names may all be the same or different; it doesn’t matter as long as there are three of them.

EQUIPMENT

a board • a perforated sheet with letters and a spoon • *on* this platform: a spinner • *under* this platform: a spinner arrow • a plastic base

SET UP

- 1 Carefully remove everything from the perforated sheet.
- 2 In this game there’s only one playing piece. To make it, first fold the spoon along the score; then fit it into the plastic base. Now place this completed playing piece onto **START**.
- 3 Place all the letters, face down, into the middle of the bowl. Then stir them around thoroughly.
- 4 Carefully remove the spinner from the platform. Assemble it. Then insert the arrow into the center hole.
- 5 Choose a player to go first; play then proceeds, in turn, to the first player’s left.

PLAYING

Soup’s On

- 1 On your turn spin the spinner and move to the *nearest* space of the color that you spin. Move in the direction of the arrow at **START**.
 - 2 What you do next depends on the space where you land. You’ll land either on an animal space or a spoon space.
 - a) If you land on an animal space, take *one* letter from the soup.
 - b) If you land on a spoon space, take *two* letters from the soup.
- As soon as you take a letter, tell everyone what it is.

- 3 After taking a letter and telling what it is, look on the board for the matching letter space.

- a) If that letter space is empty, place your letter onto it.
 - b) If that letter space already has a letter on it, return your letter, face down, to the bowl and stir it into the soup.
- 4 If you *complete* a name with a letter that you place, take that name off the board and place it, face up, in front of you. Then say that name out loud.

WINNING

The winner is the first player to complete any three of the animal names.

Second Helping

In this game the **OBJECT** and **SET UP** are exactly the same as they were for “Soup’s On.” Rules 1 and 2 are also the same. The following rules are different:

- 3 After taking a letter and telling what it is, look on the board for the matching letter space.

- a) If that letter space is empty, place your letter onto it. If you complete a name with this letter, take that name off the board and place it, face up, in front of you.
- b) If that letter space already has a letter on it, place your letter, face up, in front of you. If you complete a name in this way, it counts just as if you’d taken it off the board.

- 4 After drawing and placing your letter(s), look on the board to see if there are any names that are missing *only one letter*. If there are, see if you can complete one or more of them by adding a letter from an *incomplete* name that you have in front of you.

Remember: As soon as you complete a name, be sure to say it out loud.

WINNING

The winner is the first player to complete any three of the animal names.

We will be happy to answer questions about this game. Parker Brothers, P.O. Box 1012, Beverly, Mass. 01915. Attention: Consumer Response Department.