

The Arabic Alphabet of Huruf Island Card Game

1-6 Players, Ages 3+

"One deck to master the Arabic letters and basic Iqra through games."

GAMES AT A GLANCE :

There are 7 modes of play. Choose the game that best suits your child's learning needs.

Games	Recognise Arabic Letters	Identify beginning, middle and end form	Know the fathah, kasra dhomma sounds and tanweens	Spell simple 3-letter words	Learn how to join the letters to form words
1 Speakout					
2 Take A Huruf					
3 Say It Right					
4 Snappin' Sounds					
5 Kalimah Game					
6 Find the Family					
7 Family Tree					

Contents:

134 cards

Deck 1

28 Arabic beginning letter cards

Deck 2

28 Arabic middle letter cards

Deck 3

28 Arabic ending letter cards

Deck 4 (incl. Special Cards)

28 Arabic letter cards

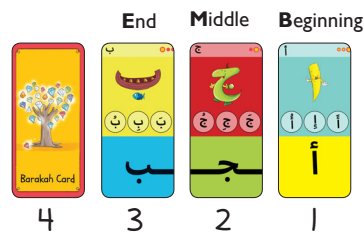
1 Blank Word Card

2 Ask a Player Cards

1 Barakah Card

6 Harakat Cards

12 Word Cards



E M B
●●● The dots at the top right corner of each card represent the letter's position.

●●● The first dot from the right is biggest which means the card belongs to the beginning letter card deck. The yellow colour signifies ALL the possible positions of the letter in a word, in this case, a beginning-letter and a middle-letter.

OBJECTIVE :

To have fun learning the Arabic letters and basic Arabic reading skills with our Huruf Island characters.

Game 1

SPEAKOUT

LEVEL:

● Basic

OBJECTIVE:

To be able to recognise and name the Arabic letters.

HOW TO PLAY

This game is suitable for those still learning their letters.

The adult can choose to shuffle two to four decks of letter cards.

The adult picks a card and shows it to the child. If the child is able to identify the letter, he keeps the card. If not, the adult keeps the card. At the end of 3 minutes, count to see who has the most cards. For older children, use the harakat cards to increase the level of difficulty.

Game 2

TAKE A HURUF

LEVEL:

● Basic to Intermediate

OBJECTIVE:

To be the first player to make 7 matching pairs of letters

HOW TO PLAY

Shuffle decks 1-3 together and deal 7 cards to each player. The remaining cards form the draw pile.

Youngest player starts first. If player has a pair of similar cards in his deck, place the pair faceup in front of him. If there are no matches in his deck, he can ask any player for a letter he needs in order to make a match.

E.g. Ali, do you have the letter Fa?

✓ If yes, Ali gives the card to the player and the player places the pair faceup in front of him. His turn continues as long as he makes a match. He can choose to ask for another card from the same player or a different player.

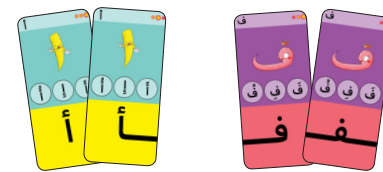


✗ If no, Ali will say "Take a Huruf" and the player takes a card from the draw pile. If the card drawn matches one of the cards in the player's deck, the player places the pair faceup in front of him, and his turn continues (he can continue to ask any player for another letter). If the card drawn does not match any card in the player's deck, the player keeps the drawn card in hand and play continues to the right.



If you have a letter that has already been paired off (whether by you or another player), on your turn, you may place your letter together with the matched pair, creating a set of three (a "triple treat"). This move is the same as making a match. After this move, it is still the player's turn, and he can continue to make another triple treat, or continue to ask any player for a letter. You cannot make a "triple treat" if you have not made any matches.

Game ends when a player has made 7 matching pairs.



Game 3

SAY IT RIGHT

LEVEL:

● Intermediate

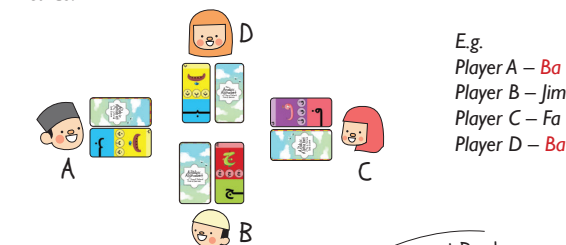
OBJECTIVE:

To collect as many cards as possible before a player runs out of cards.

HOW TO PLAY

Shuffle decks 1-3 together and deal ALL the cards. Each player is to place their deck of cards facedown in front of them.

Youngest player starts by opening a card from his deck and places it faceup in front of him. Player on the right continues and does the same. The moment a player turns a card that matches another player's topmost card, the first player to shout out the fathah, kasra and dhomma sounds of the letter will collect the faceup decks of the 2 players with matching cards.



E.g.
Player A – Ba
Player B – Jim
Player C – Fa
Player D – Ba

Whoever shouts out "Ba! Bee! Boo!" first will collect the faceup cards from Players A and D and add it to the bottom of his facedown deck. Game ends when a player has no cards left. The player with the most cards wins. (Note: Other players can also shout "Ba! Bee! Boo!" even though they do not have the Ba card)

What happens if a player runs out of cards in his deck?

Shuffle the faceup cards and play continues. However, if a player only has 5 cards or less, leave the topmost card faceup. Player does not open up any cards but can join in and shout out the matching letter when a match is made.

What if 2 players shout out the answer at the same time?

Another player will pick up a card from their deck. The 1st player to identify the letter wins the round.

What happens if a player goes into panic mode and shouts out the three sounds of the letter even if there's no match?

The player has to give each of the other players one of his cards.

Game 4 SNAPPIN' SOUNDS

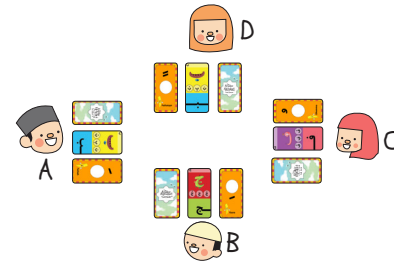
LEVEL:
● Advanced

OBJECTIVE:
To collect as many cards as possible before a player runs out of cards.

HOW TO PLAY
Shuffle decks 1-3 together and deal ALL the cards. Each player is to place their deck of cards facedown in front of them. Next, shuffle the 6 harakat cards in the special deck and distribute one card to each player. The players must place their harakat card faceup in front of them, visible to all players throughout the game. This will determine their sound (to be further explained below).

Youngest player starts by opening a card from his deck and places it faceup in front of him. Player on the right does the same. This continues until you see two cards that match.

E.g. Player A (Fathah) – Ba
Player B (Kasra) – Jim
Player C (Dhomma) – Fa
Player D (Fathathayn) – Ba



For example, if Player D (Fathathayn) is the one who opens up the second matching "Ba" card, whoever shouts out "Ban! Ban! Ban!" first will collect the faceup cards from Players A and D and add it to the bottom of his facedown deck. If Player A (Fathah) is the one who opens up the second matching "Ba" card, whoever shouts out "Ba! Ba! Ba!" first will collect the faceup cards from Players A and D and add it to the bottom of his facedown deck. Game ends when a player has no cards left. The player with the most cards wins. (Note: Other players can also shout "Ba! Ba! Ba!" or "Ban! Ban! Ban!" even though they do not have the Ba card).

What happens if a player runs out of cards in his deck?
Shuffle the faceup cards and play continues. However, if a player only has 5 cards or less, leave the topmost card faceup. Player does not open up any cards but can join in and shout out the matching letter when a match is made.

What if 2 players shout out the answer at the same time?
Another player will pick up a card from their deck. The 1st player to identify the letter wins the round.

What happens if a player goes into panic mode and shouts out the three sounds of the letter even if there's no match?
The player has to give each of the other players one of his cards.

Game 5 KALIMAH GAME

LEVEL:
● ● Intermediate / Advanced

OBJECTIVE:
To be the first to make 2 sets of 3-letter Arabic words.

HOW TO PLAY
Shuffle all letter cards together from all 4 decks and deal 6 cards to each player. The remaining cards form the draw pile. Shuffle the 12 word cards. You may also use the blank word card to add your own word choice. Place 5 word cards faceup in the middle of the play area.

Youngest player starts by taking a card from the draw pile. The player may choose to keep the card or discard it. If the player chooses to keep the card, another card must be discarded. Play continues the same way to the right. Once a person has 3 letters that form a word from the word bank, at his **next turn**, he displays the 3 letters faceup in front of him in order, picks the word from the word bank and places it on top of his 3 cards. He then reads the word out loud. Play continues to the right.



NOTE:
The objective of this game is for the players to recognise the root letters used to form a word. Hence, the letters that they collect need not be in the correct beginning, middle or end format, as long as the correct root letters are used.

SPECIAL CARDS



ASK A PLAYER
'Ask a Player' card is used to ask another player for a letter that he wants in exchange for one of his own letters. The player asked must make the exchange. If the player asked doesn't have the letter, the player who asked then discards the 'Ask a Player' card and takes a card from the draw pile. Play continues to the right.



BARAKAH CARD
This acts like a wild card. It can represent any letter of the Arabic alphabet.

Game 6 FIND THE FAMILY



LEVEL:
● Basic to Intermediate

OBJECTIVE:
To form beginning, middle and end versions of a letter to form a family. The objective of the game is to collect as many families as possible.

HOW TO PLAY
Deal the cards as follows depending on the number of players in the game:

- 6 players: 48 cards, 8 cards each (Alif to Taw OR choose 16 letter families)
- 5 players: 45 cards, 9 cards each (Alif to Dhod OR choose 15 letter families)
- 4 players: 36 cards, 9 cards each (Alif to Sin OR choose 12 letter families)
- 3 players: 33 cards, 11 cards each (Alif to Zaay OR choose 11 letter families)

Shuffle the required number of cards depending on the number of players (refer to above) and deal ALL the cards.

Youngest player starts by asking another player for a card needed to complete a family.
E.g. Ali, do you have the letter Fa?

✓ If yes, Ali gives the card to the player. The player's turn continues as long as he is successful in getting the letter that he asks for. He can choose to ask for another card from the same player or a different player. Anytime the player has all 3 cards of a letter family (i.e. the beginning, middle and end form), the player can place them faceup in front of him.



✗ If no, it then becomes Ali's turn to ask for cards from any player.

Game ends when all families have been formed.

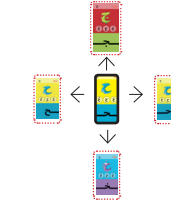
NOTE:
You can only ask for cards which are in another player's hand. You cannot ask for the cards of a complete letter family which has been placed faceup in front of another player.

Game 7 FAMILY TREE

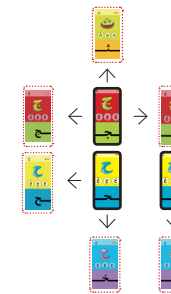
LEVEL:
● Basic to Intermediate

OBJECTIVE:
To be the first to lay down all your cards on the family tree.

HOW TO PLAY
Deal the cards as follows depending on the number of players in the game:
5 players: 45 cards, 9 cards each (Alif to Dhod OR choose 15 letter families). Start with Dal.
3 players: 33 cards, 11 cards each (Alif to Zaay OR choose 11 letter families). Start with Haa.
Shuffle the required number of cards depending on the number of players (refer to above) and deal ALL the cards.



The player who has the **middle Haa** in a 3-player game (or a **middle Dal** in a 5-player game) will start by placing it faceup in the middle of the play area. Play continues to the right. The next player must place a card that is either above, below or to the side of the middle Haa (i.e. middle Jim, middle Kha, beginning Haa or end Haa). If the player cannot make any move, he must 'Pass'. Players continue to place cards adjacent to the cards already on the family tree, as shown below, until one player has finished all his cards. That player wins.



Strategy
Hold on to your cards nearest to Haa as long as possible to keep other players from being able to get rid of their own cards, so that you have the power to stall the game and increase your chances of winning. But remember, you cannot choose to pass on a turn if you have a card that can be played.