

Matilda

Splendid Spelling Games

Matilda's the Bookworm Game - For 2 to 4 players

Contents: 100 letter cards, 40 Bookworm cards

Object of the game

Be the first player to collect 10 books for Matilda to read by creating words from their hand of cards.

How to play

1. Separate the Bookworm cards from the letter cards and place these in a pile.
2. Next shuffle the letter cards and deal 7 cards to each player letter side up. The remaining letter cards are placed letter side down in another draw pile.
3. The youngest player (player 1) goes first. They look at their cards and decide what other card they need to be able to make up a word. They then can ask any other player for that particular letter. If that other player has the letter in question, they must give it to them. However, if they don't have the letter they say 'take a letter' and player 1 takes the top letter card from the draw pile.
4. Player 1 now looks for a word in their hand of cards and if they can make up a word, of 3 or more letters, they place it down in front of them for all players to see. If everyone agrees the word is correct then player 1 gets to take the following amount of Bookworm cards:
3 letter word = 1 Bookworm card
4 letter word = 2 Bookworm cards
5 or more letter word = 3 Bookworm cards
Player 1 then returns the used cards to the bottom of the draw pile and play moves to the next player. If the word is spelt wrong they must keep their cards and play moves on to the next player. If no words can be made from the cards they have, they can swap up to 3 cards from the draw pile, placing their discarded 3 cards to the bottom of that pile. This ends their turn.
5. Play continues with each player taking it in turn to first, ask for a card and then, make up a word.
6. If any players have less than 7 cards they can take these from the draw pile at the beginning of their turn before asking other players for a letter card.
7. Wild cards with no letters on them are joker cards and can be used as any letter. The player using this card must tell the other players what the letter should be.
8. The first player to collect 10 Bookworm cards for Matilda to read is the winner.



1

Matilda's Wordgrid Game - For 2 to 4 players

Contents:
100 letter cards
40 Bookworm cards
1 minute timer

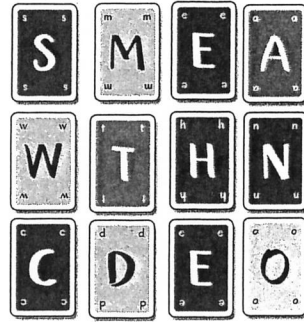
Each player will also need a pen/pencil and a piece of paper to write on.

Object of the game

Create as many words as possible in 1 minute.

How to play

1. Separate the Bookworm cards from the letter cards and put these aside. Remove the 2 Wild cards and put these aside.
2. Shuffle the letter cards and take the top 16 cards from the deck. Place these cards in a 4 x 4 grid on the table, letter side up, so that all players can easily see them (see below).
3. Start the timer and all players then write down as many words as they can make up using the 16 letters on the grid. Letters can only be used once per word.



Example words:

CODE
MEAT
THEM
THAN
WET
SEAT
NEON
DO
EAT
WHEAT
HEAT
TO
DEN

4. When the timer has finished all players then add up the words they have written down on their own list. The player with the most correctly spelt words wins that round and takes a Bookworm card. Next remove the grid and deal out a new one and play continues to the 2nd round.
5. The first player to collect 5 Bookworm cards wins the game.
6. For a faster game, decrease the amount of Bookworm cards players need to collect to win the game. Increase the amount for a longer game.
7. If on any round a grid is dealt that contains no vowels (a,e,i,o,u), re-shuffle the deck and deal out a new 4 x 4 grid.

2

Matilda's Wordstack Game - For 2 to 4 players

Contents:
100 letter cards
40 Bookworm cards

Object of the game

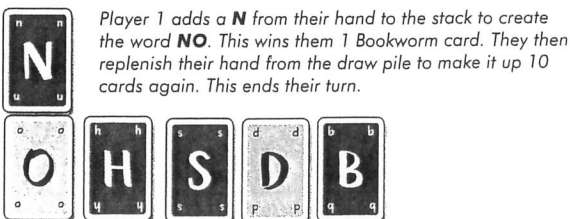
Create as many words as possible by stacking cards on top of other cards.

How to play

1. Separate the Bookworm cards from the letter cards and put these aside.
2. Shuffle the letter cards and deal 10 cards in front of each player letter side up. The remaining cards are placed letter side down on the table to form the draw pile.
3. Next, the player dealing the cards takes 5 cards from the draw pile and places them side by side, letter side up, on the table so that all players can see them. This is called the stack.



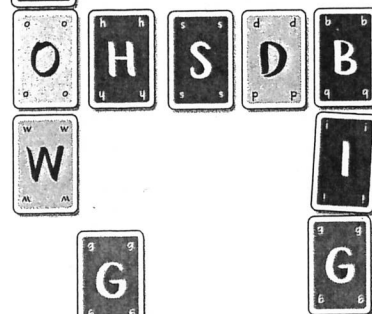
4. Youngest player goes first (player 1) and looks at their own hand of cards and tries to create a word using one of the 5 cards on the stack and cards taken from their own hand. See example below.



5. If a player cannot create a word from their hand they can swap up to 3 cards from the draw pile, placing their cards to the bottom of that pile.
6. Play then continues to next player. See example over.

3

Player 2 adds a **W** onto the 1st stack to create the word **NOW**. They win 1 Bookworm card. Then the next player adds **IG** to the 5th stack to create **BIG** and wins 1 Bookworm card.



Players can place cards on top of existing cards to create new words. See example here where a player has added **G** and **R** to create **GROW**. A 4 letter word wins them 2 Bookworm cards.



Scoring:

2 or 3 letter word wins 1 Bookworm card
4 letter word wins 2 Bookworm cards.
5 or more wins 3 Bookworm cards.

7. Wild cards with no letters on them are joker cards and can be used as any letter. The player using this card must tell the other players what the letter should be.
8. The first player to win 10 Bookworm cards wins the game or if no players can add to or create anymore words, the player with the greatest amount of Bookworm cards wins.



4

BRIARPATCH.