

# Spelfabet Twender (two sound blender) game

This is a card game for between 2 and 6 players, aged 5 and over (younger children will need help at first).

## Preparation

Print two of the following four pages on A4 paper, single sided. Depending on what kind of printer you have, and whether or not you have coloured paper available, you can print either:

- The next two, green and orange pages on white paper using a colour printer, *OR*
- The last two pages on coloured paper, with page 4 on green paper, and page 5 on orange paper, using black ink.

The colour-coding of this game is consistent with the [Spelfabet movable alphabet](#), and based on a traffic light, i.e. green = initial consonants (go), orange = vowels (caution, these are the trickiest part of English spelling), red = final consonants (stop), and is intended as a guide.

Laminate both pages, then cut them up into 36 cards (18 green consonant spellings and 18 orange vowel spellings).

## How to play

1. Shuffle the cards and deal an equal number to each player (except if you have five players, in which case put one card in the centre).
2. Decide whether people's names, slang etc will be accepted as words, as well as words that are in the dictionary. If in doubt about non-dictionary words, a player must put their proposed word into a sentence to the satisfaction of all other players for it to be accepted.
3. Decide whether to keep your cards visible or hide them from other players (use hardback books as screens if you decide to hide them).
4. The youngest player plays one of their cards (either a vowel or a consonant) into the centre as the starting card, except if you have five players, in which case each player starts with seven cards, and the remaining card becomes the starting card.
5. The player to the youngest player's left (or the youngest player, in a five-player game) then has to add a spelling to the starting card to make a word. If the first player has played a vowel, the second one has to play a consonant, and vice versa. If unable to make a real word, the second player knocks on the table and play passes to the left.
6. The next player then has to put a spelling on top of one of the existing spellings in the centre word, to make a new word e.g. if the word is "new", they could put a "f" on top of the "n", making "new", or put an "ear" on top of the "ew" to make "near".
7. Play continues in a clockwise direction, with any player who can't make a new word knocking on the table instead of taking a turn.
8. The game is over when someone plays their last card, or nobody can make any more words, in which case whoever has the least cards wins.



**p**

pair

**b**

bee

**t**

toe

**d**

do

**c**

care

**g**

gear

**f**

far

**s**

soy

**sh ch**

shore

**j**

jaw

**m**

moo

**n**

new

**l**

lie

**w**

way

**y**

your

**r**

row

**h**

he hour

<b>ay</b>	<b>ee</b>	<b>e</b>	<b>ie</b>	<b>o</b>	<b>ow</b>
-----------	-----------	----------	-----------	----------	-----------

day	see	née	me	pie	go	do	low	cow
-----	-----	-----	----	-----	----	----	-----	-----

<b>ew</b>	<b>oo</b>	<b>ar</b>	<b>aw</b>	<b>oe</b>	<b>oy</b>
-----------	-----------	-----------	-----------	-----------	-----------

chew	new						
sew	too	jar	war	raw	toe	shoe	boy

<b>air</b>	<b>are</b>	<b>ear</b>	<b>eer</b>	<b>ore</b>	<b>our</b>
------------	------------	------------	------------	------------	------------

hair	care	year	bear	deer	more	four	hour	tour
------	------	------	------	------	------	------	------	------

**p**

pair

**b**

bee

**t**

toe

**d**

do

**c**

care

**g**

gear

**f**

far

**s**

soy

**sh ch**

shore

**j**

jaw

**m**

moo

**n**

new

**l**

lie

**w**

way

**y**

your

**r**

row

**h**

he hour

**ay**

day

**ee**

see née

**e**

me

**ie**

pie

**o**

go do

**ow**

low cow

**ew**

chew new  
sew

**oo**

too

**ar**

jar war

**aw**

raw

**oe**

toe shoe

**oy**

boy

**air**

hair

**are**

care

**ear**

year bear

**eer**

deer

**ore**

more

**our**

four hour  
tour