

Spellbound Instructions

How to Play

Set the pack of cards face downwards on the board. Each card has four words – one from each of four series – with the easiest at the top down to the hardest at the bottom.

All players start on series 1 at the top. The winner of the first game must start his second game on series 2, and so on. Each time you win a game, you must go on to the next series for the next game. (If other players agree, you may ignore this rule and choose the series to be used by each player according to age, ect.)

The youngest player has first throw. The dice passes around the players in a clockwise direction (i.e. to the left).

When you land on a red square, the player on your left takes from the pack the number of cards shown on the square. He calls out the words in your series, one by one, and you spell them. The correctly spelt cards are put back under the pack. Keep the card for any word you get wrong and learn the spelling. At your next turn, hand the card back and spell the word instead of throwing the dice. If you still make mistakes, wait and try again next turn.

Variations

The words already on the cards have been chosen as typical examples of easy, middling and hard words from school spelling lists. You can add to or change the pack if you:

1. Make cards of words set for you in school.
2. Make cards from special lists of words, such as words and names connected with sports; names of animals, birds and insects; names of countries and cities; words about cards and planes.
3. Make cards of long words and tricky words.

Here are some of the trickiest: accommodation, accompanied, accrued, accumulate, achievement, acknowledgement, actuates, adequate, adieu, advantageous, affectionately, affiliated, all right, ammunition, anaesthetic, awkward, bachelor, bankruptcy, bazaar, beneficial, beneficiary, bouquet, bronchitis, cemetery, chauffeur, Christian, column, committee, comparative, competition, conscience, conscientious, controversy, conveyance, counsel, countenance, criticism, curiosity, delinquent, descend, deterrent, discretion, dissatisfied, efficiency, eligible, eucalyptus, existence, exquisite, forfeiture, good-bye, guaranteed, hysterics, indefinitely, inferred, insignia, intellectual, interpreted, interruption, irresistible, leisure, livelihood, maintenance, melancholy, miscellaneous, mischievous, morale, mortgage, murmur, museum, necessarily, negotiate, nuisance, omissions, ordinance, original, pamphlet, parallel, partial, patience, perceive, picturesque, prejudiced, privileged, procedure, profession, psychology, pursuing, questionnaire, refrigerator, remembrance, restaurant, rheumatic, schedule, seize, siege, tariff, temporarily, tragedy, transferred, undoubtedly, unnecessary, valuing, villain, walnut.