



Magic Spelling

Abracadabra! Race to find the letters to spell your word using the magic wand. Rub the card to magically reveal the correct spelling and be the first to fill your spell book with all the yucky ingredients!

Contents

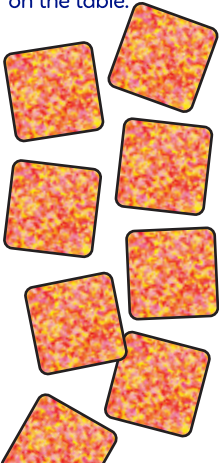
- 4 spell book boards
- 20 spell ingredient cards
- 36 word cards
- 36 letter tiles
- 1 magic wand
- 1 sand timer
- 1 two-part cauldron spinner (separate plastic arrow from base and attach to spinner board)

Setting up the game

Each player chooses a spell book board.



Spread the letter tiles, letter side down, on the table.



Shuffle the word cards and place in a pile, bubble side up.



Note: For an easier game use only the green bubble cards.

For more able wizards, use both sets of cards shuffled together.

Spread the spell ingredient cards face up on the table.



Assemble the cauldron spinner and place it with the magic wand and sand timer, within reach of everyone.



1 Pick a card!

The youngest player starts.

Turn over a word card and think about how you might spell the word.



2 Find the letters!

Turn over the sand timer and, using the magic wand, race to find the letters that spell the word.



As you find each correct letter, turn the tile over and place it in front of you.

Note: Letters should be turned over in the order that they appear in the word.



3 Check your spelling!

If you have found all the letters of your word **before the sand timer runs out**, rub the black strip on the card to magically check your spelling. If you have spelled the word correctly shout 'Abracadabra!' and place a matching spell ingredient on your spell book board.



Return the letter tiles, face down, to the table and mix up. Put the word card at the bottom of the pile.

Play passes to the next player.

Abracadabra!

4 Time's up!

If you **do not** spell the word correctly or the **timer runs out** before you find all the correct letters, return the letter tiles, face down, to the table and mix up. Put the word card at the bottom of the pile.

Time's up!

Play passes to the next player.



5 Spin the spinner!

When you collect the last ingredient for your spell book, spin the spinner...



a If the arrow lands on the crossed bones, you must return one ingredient to the table and try to spell another word on your next turn. Play passes to the next player.



If the arrow lands on 'Abracadabra!' you have won the game and can cast your magic spell!

6 The winner!

The winner is the first player to collect all their spell ingredients and spin 'Abracadabra!' on the spinner.



You are now a wizard! Follow the instructions to cast your spell!