

How to use **Kloo**

Race to London is a teaching resource designed to make learning English fast, easy and fun. It is ideal for classroom teaching, private tuition and learning at home where at least one person has a good understanding of English.

Players will use KLOO's award winning ColourSense™ cards throughout the game. As they play, students will be able to swiftly arrange the cards to make grammatically correct sentences in English (even if they are absolute beginners) and learn the meanings of many important words. The nature of the game also encourages learners to practice speaking English out loud.

The cards can be used in different ways. Teachers can use the cards to demonstrate important grammatical principles. In addition, teachers can simply let students play with the cards. By doing so, students will intuitively start to become familiar with how important words work together to make grammatical sense.

Card Themes and Vocabulary

Race to London contains 4 decks based around the themes of "People", "Eating & Drinking", "Places" and "Everyday Objects". As they learn all the words in one deck, they move onto the next deck, building vocabulary as they play. Within a short time, students will learn many of the high frequency words that are essential for speaking good English.

Introducing games into the classroom can lead to better learning. Learners become more focused, try harder and have more fun. They also find their learning accelerates without ever feeling that they are working, studying or writing.

Use KLOO® ColourSense™ Cards for

Creating Sentences	High Frequency Words
Speaking Out Loud	Learning Grammar
Themed Vocabulary	Having Fun
Human Interaction	Hands-On and Visual Learning



KLOO® Coloursense™ Cards

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KLOO® Coloursense™ Cards

How to Make Sentences with KL00® Cards

Making A Sentence

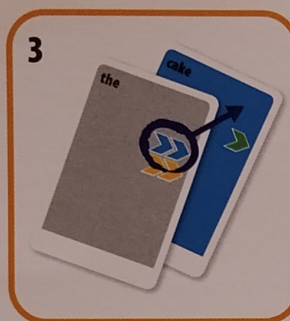
To make grammatically correct sentences using KL00's ColourSense™ card system, there are just three simple rules!



1 Start a sentence by playing a red card with a big star on it.



2 Play a Grey Card Next
To make your sentence longer, just play a card that matches the colour of the arrow on the card just played.



3 A sentence cannot finish on a double arrowed card - so you must be able to follow it with another card in order to play it.

With these rules you can make nearly 3 million sentences with each KL00 deck!

"The" Cards

There are four "the" cards in each deck. Keep these separate and face up on the table for anyone to use to make a sentence. Once a sentence is made, players return the "the" cards face up to the centre again for the next player. You do not get any points for playing a "the" card.

TIP: If you want more "the" cards in a game, you can borrow them from other decks



How to Play KL00's Race to London

Rules for KL00's Race to London

No. of players: 2 - 4. **Required:** KL00 ColourSense™ Cards + the Race to London Game Board.

Aim: Win points by creating English sentences and translating. The first person to reach London wins!



Setting up the Game

- i) Firstly, players agree how many circuits of the board they will make before heading into London. Two players racing once around the board once will typically take 25 minutes. Players also decide what deck they are playing with. Decks should not be mixed (unless players decide they want to make very odd sentences!)
- ii) Players choose a coloured car and place it on the "GO" square.
- iii) Take out the four "the" cards and keep aside. These are used whenever needed and returned to the middle after use for other players to use.
- iv) The red star cards are kept apart to form a separate pile from the other coloured cards. Shuffle both decks well.
- v) Each player is then dealt 7 cards: 1 from the red pile and 6 from the other pile.
- vi) The undealt cards form 2 stockpiles: one of the red star cards and one of the rest. The red cards are placed face up while the non-red cards are placed face down. Players have the option of playing the top red card when making a sentence on their go. After each player's turn, players can draw from either stockpile to take their hand back up to 7 cards. However, they may only draw a maximum of 2 cards from the red card pile.
- vii) The player to the left of the dealer goes first and the game moves in a clockwise direction.



Scoring a Sentence

viii) Starting with a red card, the first player tries to create a sentence. A sentence can be 1 to 7 cards long (excluding "the" cards). With the exception of the "the" cards, **1 point** is scored for every card played in a sentence. The player moves their car one space on the board for every one point scored.

ix) **1 point** is also scored for every card that the player correctly translates. These are also scored on the board.

x) A player can play the top card from red pile if they wish. This is scored in the normal way.

xi) After each turn, a player picks up cards from either stockpile to take their hand back up to 7 cards. Players must always have at least one red card in their hand of 7. However they may only draw a maximum of two cards from the red pile.

xii) Translated cards are turned face down into a used pile. However, any untranslated cards are left face up and kept separate on the table.

xiii) The next player to correctly translate one of these untranslated words, on their turn, scores an extra **3 points**.

Making a Challenge

xiv) If one player believes the translation of another player is incorrect, they can make a challenge during the other player's turn. They can consult the **KLOO** vocabulary list, a dictionary or an English speaker (or teacher) to confirm the challenge. If the challenge is correct then the challenger wins three points while the other player scores zero points for their turn (but the cards are still played). If the challenge is incorrect then the challenger misses their next go.

xv) Anyone may also challenge someone who is attempting to translate an untranslated card in the middle. If the challenge is correct the person translating loses **3 points**. If the challenge is incorrect the challenger loses **3 points**.

Finishing the Deck

xvi) After one of the stock piles is exhausted, players continue to make sentences and play as many cards as they can to score further points. Players can draw and play single red cards as a sentence. This continues until no one can make any further sentences.

xvii) Players then place all their remaining cards in turn on the table and have **1 point** deducted for any cards that they cannot translate. Any translation attempts may be challenged in the normal way (see xiv). Points and penalties are scored on the game board but if a player lands on a Hotel or Quiz square (see below) at this stage of the game, nothing happens.

xviii) On their turn, a player may attempt to translate any single untranslated card left in the centre to gain an extra **3 points**. The next player may then have the chance to translate another untranslated word. Again, all translation attempts may be challenged. Points are scored but if a player lands on a Hotel or Quiz square, nothing happens.

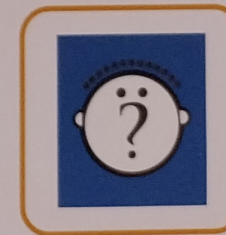
ixx) Any remaining untranslated words can be translated at the end of the game using the **KLOO** vocabulary list, a dictionary or by referring to a teacher.

xx) The cards can be re-shuffled and 7 cards dealt again. The game continues until a player wins by reaching London first.

Special Squares

If you land on a Hotel Square you can pass any card you wish from your hand to another player. You then select a card (without seeing the words) from the other player's hand to take both your hands back up to 7 cards.

If you land on a Quiz Square you have the option to translate the top red card for an extra point and move one square forward.



DOWNLOAD FREE GAME CARDS and EXTRAS at www.kloogame.com

FREE KLOO Cards - Download, Print & Play

You can download extra **KLOO** cards from our website, www.kloogame.com. There are extra verb cards in different tenses, more green cards and optional game cards for when you land on the special squares on the game board. The extension cards are all for free.

➤➤ Extra red verb cards in different tenses

➤➤ Extra green connection cards

➤➤ Extra "the" cards

 Special Hotel and Quiz cards that you pick up when you land on the special game board squares

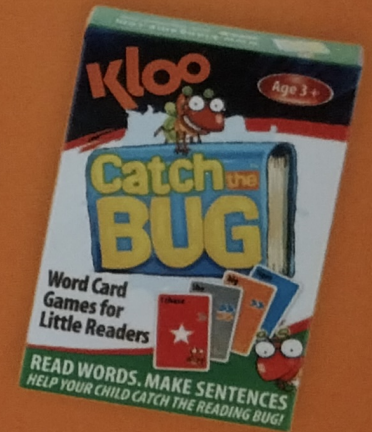


FREE card extras at
www.kloogame.com

KLOO® English Reading Games

Catch the Bug, Ages 3-5

By making sentences and reading cards, little readers can catch the Elusive Reading Bug. The game makes reading fun and opens up a whole new reading experience for your child, allowing them to play with words, arrange them and make thousands of grammatically correct sentences. Great fun and perfect for young children learning to read English.



KLOO Zoo, Ages 4-6

This award winning game follows on from Catch the Bug, introducing young readers to more words, more complex sentences, more games and lots of new animals. Children familiar with the KLOO sentence system will be able to make and read sentences up to 12 words long - even before they can write.



Learn French, Italian or Spanish with KLOO, Ages 7 - 100

Did you know KLOO foreign language games have won more awards than any other foreign language games including Best Card and Board Game of the Year? Play the game and learn a language. Choose from French, Spanish and Italian games at www.kloogame.com



More LANGUAGE GAMES at
www.kloogame.com