



Phoncards® Game Rules

Game	WAR
Level	Basic to lower intermediate
Deck(s)	1 or 2 or both
Players	2 to 6
Ages	3 to 103
Duration	Until one player has won all of the opponents' cards, or a time limit can be set
Goal(s)	To learn spelling and the sounds of phonics

DIRECTIONS

OBJECT: Be the player to have 'captured' the most cards at the end of the game.

SET UP: All players gather around a desk or table. In this game, the "Ace" is the highest-ranking card.

TO PLAY:

- Step 1.** Choose a dealer to deal out the cards evenly until all cards have been dealt and all players have an equal number. Any leftover cards are placed aside and are not used.
Without looking at their cards, players then place all cards in a stack, face-down, in front of themselves.
- Step 2.** Play begins when all players simultaneously flip the top card from their stacks into the "center" of the table.
- Step 3.** The player who flips the highest ranking card wins the round and takes ('captures') all of the cards from the 'center pile.'
The winner then lays out the 'captured' cards from that round (turned face-up) for all to see and recites the **Phonics Target Sound (PTS)** on each card.

Afterwards, the winner adds the 'captured' cards to the bottom of his stack (to be used as more 'soldiers') and play continues from "Step 2."

Step 4. If any players flip over the same highest ranking cards, they declare **WAR**. For example, if two or more players have a "king", and "king" is the highest ranking card, then that is considered **WAR**.

Step 5. WAR

During **WAR**, all participating players turn up the next card from the top of their stack.

The player with the highest ranking card then wins that **WAR**.

The winner takes all of the cards from the center pile, recites all of the **Phonics Target Sounds (PTS)**, and then adds the 'captured' cards to the bottom of his stack!

However, if the turned up cards are again the same rank, repeat **WAR**. Warring players turn up the next card from the top of their stacks until someone wins the **WAR**.

The game then continues, with all players, from "Step 2."

TO WIN:

The player who collects ('captures') all of the cards wins!

Or, if playing with a time limit, the player with the most cards at the end wins!

Variations:

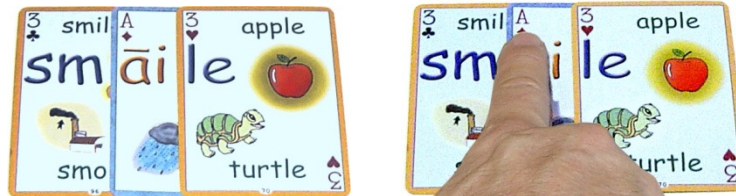
STEALING CARDS

For advanced players, at the end of any round, if any player can spell a word using the upturned cards in the center pile, they can 'steal' those cards and keep them. (For example, if a player can see the letters to spell the word "INK" he can shout out the letters "I-N-K" and collect, or 'capture', those cards for himself and put them under his own stack.

TEAM PLAY If there are a lot of players, small teams can be formed in place of individual players.

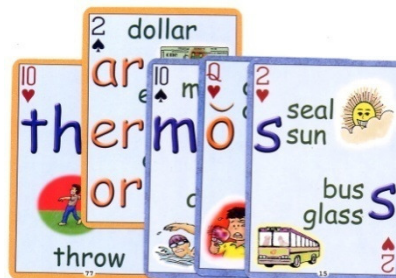
Notes:

Rules and Tips:



- ✓ Allow or disallow fingers to block out individual letters.
- ✓ Allow or disallow the use of proper nouns.
- ✓ Individual card sounds can't be used alone.
(For example: the "old" and "sure" card)

How you can make a word with three individual PTS on one card.



How to use Phoncards to make a word