

Volangulary® Junior Rules

• Object

The object of the game is to move your game piece to the end of the gameboard path using strategy and your language/vocabulary skills.

• Game contents

Volangulary® includes a game board, two dice, timer, six game pieces, Word, Definition and Pass card decks, and card holders.

• The Word and Definition cards

Each Volangulary® Word and Definition card has two sides; a word side and a definition side. The word side has a word with its part of speech (noun, verb, adjective, etc.) along with a sentence showing the word's correct use. The definition side of the card has the definition of the word. When the game is played in different languages, the word side has both languages and the definition side has both translations.



• Difficulty levels

Volangulary® Junior has four levels of difficulty:

- Level K for kindergarten (ages 5)
- J1 for grades 1 and 2 (age 6 and 7)
- J2 for grades 3 and 4 (age 7 and 8)
- J3 for grades 5 and 6 (age 8 and 9)

When playing in multiple languages, levels are meant only as a guide and do not determine language skills.

• Game setup

The appropriate Word and Definition cards are chosen and then placed in a card box or on a playing surface, or may be held in the hand by the player (introductory game only). Card ring holders are provided in all other games. Each player chooses a game piece and places it at the "start" location.

• Playing the game

1. To start the game each player rolls the dice once.
2. The player with the highest roll goes first.
3. Player selects the top card from deck.
4. Player reads the word and sentence from the card out loud.
5. Player starts the timer and attempts to give the definition for the word.
6. If player answers correctly before the timer runs out, player moves game piece along the game path the number of spaces rolled on the dice. If the player stops on a symbol the player follows the instructions for the symbols as indicated below.



Double point value



Take an extra turn



Advance 3 spaces



Lose a turn



Advance 5 spaces

7. If player answers incorrectly or time runs out, player does not move game piece.
8. If player does not know the answer, player may say "pass" before rolling the dice and any other player may attempt to define the word. See "Passing" below.
9. The player defining the word after another player passes does not lose a turn.
10. Play continues in this manner until a player reaches the globe at the end of the path and wins the game.

• Passing

When a player passes, any other player who wants to give the correct definition of the word must say "BONUS" for a chance to give the definition. The first player to say "BONUS" **must** attempt to give the definition or the player loses a turn. This player rolls the dice, then tries to give the definition of the word. If the player gives the correct answer, the player moves the game piece forward the number of spaces rolled on the dice.

• **Pass cards**

When a player passes two times in a row, all other players receive a PASS card. Player's may use their PASS cards to move his or her game piece one extra space for each card. After using a PASS card the player returns the card to the PASS card deck.

Note: There is no penalty to a player for giving an incorrect answer. There is a gain for other players when a player passes, therefore it is not advisable to PASS.

• **Winning the game**

To win the game the player must enter the globe space at the end of the path by 1) rolling the dice a number equal to or greater than the number of spaces your game piece is away from the globe and 2) answering the question correctly.

• **Game Variations**

- Word side facing up. Players give the definition of the word
- Definition side facing up. Players give the word for the definition shown.
- Either side facing up. Players give the word or definition.

• **Team play**

Each member of the team selects the word card deck to match that member's skill level. One game piece is selected for each team. Any team member may try to give the correct definition to the word but only at the team member's level and above.

• **Playing with multiple difficulty levels**

When Volangulary® is played among people of different age groups or skill levels, the rules of the game are changed as follows:

- Players may only try to give answers to WORD cards at their level.
- When a level J3 player passes, each level K, J1 and J2 player gets a PASS card.
- When a level J2 player passes, each level K and J1 player gets a PASS card.
- When a level J1 player passes, each level K player gets a PASS card.
- When a level K player passes, each level K

player gets a PASS card.

- When any player PASSES two turns in a row, all other players at or below that player's level gets a PASS card.

• **Making it more difficult to win**

Player must roll dice the exact number of spaces to enter the winning circle. When player enters the circle player wins the game.

Player must roll dice the exact number of spaces to enter the winning circle and then give the correct definition of the word to win the game.

• **Additional game options**

Please go to www.volangulary.com for a complete list of our products.

Thank you for your support!