Winning the Game:

The game is over when all players reach The End. The player who collected the most Hat Tokens during the game is the winner.

Word List:

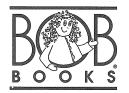
Players can make at least 168 different words, not including names. Here is a list of possible words:

			0.00				
Word List							
bad	cop	fun	jet	mat	pit	set	wed
bam	cot	gab	jig	men	pop	sin	wet
ban	cub	gap	job	met	pot	sit	wig
bat	cut	get	jog	mob	pug	sob	win
bed	dab	gig	jot	mop	pun	sop	wit
bet	dad	gob	jug	mug	put	sub	yam
bid	dam	gun	kid	nab	ram	sun	yap
big	den	gut	kin	nap	ran	tab	yen
bin	did	had	kit	net	rap	tad	yet
bit	dig	ham	lab	nit	rat	tan	zap
bob	din	hat	lad	nog	red	tap	zed
bog	dog	hen	lap	not	rid	ten	zen
bug	dot	hid	led	nub	rig	tin	zig
bun	dug	hit	let	nun	rob	top	zit
but	fad	hog	lid	nut	rot	tot	
cab	fan	hop	lit	pad	rub	tub	
cam	fat	hot	log	pan	rug	tug	
can	fed	hub	lot	pat	run	tut	
cap	fig	hug	lug	pen	rut	van	
cat	fin	hut	mad	pet	sad	vat	
cob	fit	jab	man	pig	sap	vet	
cog	fog	jam	map	pin	sat	wad	



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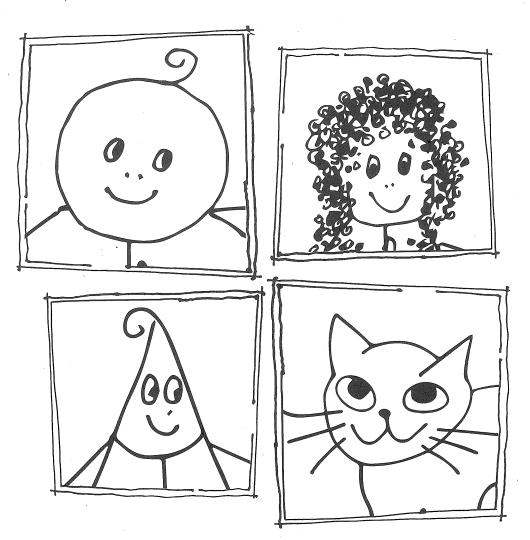
© 2015 University Games Corporation, San Francisco, CA 94110. All Rights Reserved. University Games Europe B.V., Weth. Sangersstraat 23, 6191 NA BEEK (L.), The Netherlands. U. Games Australia, Level 1, 10 Willoughby Rd, Crows Nest NSW, Australia 2065. University Games UK, 3 Bakery Court, London End, Beaconsfield, Bucks, HP9 2FN, UK. Retain this information for future reference. Made in China. B010371 06/15



Happy Hats

Beginning Reading Game

Ages 4 and Up 2 - 4 Players





WARNING: CHOKING HAZARD-Small parts. Not for children under 3 years.

Contents:

- Game Board
- 44 Hat Tokens
- 40 Word Ending Cards
- 4 Characters and Stands
- Spinner
- Instructions (Word List included)

Objective:

Players journey through the alphabet in this board game, creating 3-letter words along the way and collecting Hat Tokens as rewards for successfully creating words

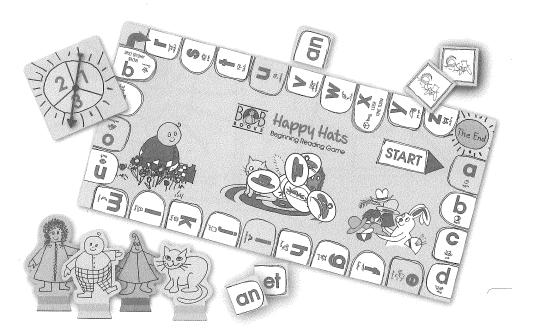
Set-Up:

If this is the first time playing the game:

Attach the Spinner arrow to the Spinner card. The arrow should be placed on the side with the numbers 1-3.

Punch out the Character pieces and the Hat Tokens.

- Each player selects a Character piece, inserts it into a Stand and places it on START on the Game Board.
- Place the Hat Tokens in the center of the Game Board in a pile.
- Shuffle the Word Ending Cards and deal five (5) cards to each player. Place the remaining cards in a stack face-down next to the Game Board.



How to Play:

- 1. The youngest player goes first by spinning the Spinner and moving his/her Character forward that number of spaces on the Game Board. If the Spinner arrow lands exactly on the line between two numbers, the player spins again.
- 2. Letter Spaces:

Most letters (excluding, a, e, i, o, u, q, x): For each letter the player lands on, he/she searches his/her 5-card hand for a Word Ending Card that will create a word (see Word List on page 4). If the player finds a Card that completes a word, he/she puts the Card next to the letter on the Board, displaying the word the player has created. As a reward for creating a word, the player selects any Hat Token from the center of the board to add to his/her collection.

Vowels (a, e, i, o, u): If a player lands on a green vowel space, he/she looks for a Word Ending Card in his/her hand that starts with the same letter. For example, if a player lands on letter "e", and has the Word Ending Card -en in his/her hand, the player places that Card next to the letter "e" on the Board and collects a Hat Token. The object is to match vowel letters, not to make words.

Letters q and x: There are very few short words that start with the letter \mathbf{q} or \mathbf{x} . If the player lands on the "q" space he/she will move ahead one space. If the player lands on the "x" space he/she loses a turn.

- After each turn, if the player has created a word or found a vowel match, the player should select another Card from the Card stack. Each player should always have five (5) Cards in his/her hand.
- If all of the Word Ending Cards have been used, collect them from around the Game Board, shuffle them and then place them in a stack for further play.

Word Rules:

The goal of the game is to encourage players to develop letter and sound recognition skills to be able to put together simple, three-letter words and encourage players through the process of developing these important skills:

- Point out letters on the Game Board and the sounds they make. Use the words and pictures on the Board to reinforce this. For example, to demonstrate the sound the letter "b" makes, point to the word and the picture of the "ball" on the Board saying, "The letter 'b' sounds like 'buh', like the first sound in the word ball,"
- If the player makes a word that is meaningless (for example, "zet"), reinforce the sounds that the player has put together: "Z-e-t; zuh-eh-tuh; zet! Those are great sounds, but that is not a word. Can you find a Word Ending Card in your hand that will make a word?"
- Names are OK in this game! Ben, Jan or any name that can be created on this board counts (as long as you can verify correct spelling).
- If you are in doubt as to verifying a word in this game, either check the word list on page 4 or, as a general rule, players must be able to define or explain a word to get credit (rather than guessing) and collect a Hat Token.
- If a player makes a word that is objectionable or inappropriate, calmly guide the player to choose a different Word Ending Card in his/her hand and make a new word.