Before you start

Place the four pieces of the board next to each other with the sections of the yellow square joining in the centre. The boards are double-sided so that by mixing and matching you can ensure that each game has different picture options.

Each player chooses a set of 8 coloured playing tokens.

Shuffle the letter cards and place them face down next to the playing board.

Playing the game

One of the players turns a letter card face up and places it on the yellow square in the centre of the board, announcing which letter is in play.

Note: the letter card should be turned away from the player placing the card to ensure everyone sees the letter at the same time.

All the players look for any picture that starts with the revealed letter. For example, if the letter 'A' is turned over, a player could place their coloured playing token on a picture of an Apple and say "Apple".

The first player to place their token on the board ends the turn. Only one token can be placed on the board per letter.

A player may not name a colour. For example, if the letter is 'R', players cannot place a token on the Apple and say "Red". It is, however, OK to think creatively; for instance, a picture of an Aeroplane can be used with the letter 'A' for Aeroplane, or 'W' for Wing, or 'P' for Propeller or Plane.

Once a token has been played the next player to the left turns over the next card, placing it in the centre of the board as before, and announcing the new letter. Players then begin looking for a picture that begins with the new letter.

If none of the players can spot an image that starts with the exposed letter, a new letter card can be turned over.

Winning the game

Play continues until the winning player successfully places all eight of their coloured tokens on the board. If the letter cards run out, shuffle the deck and place back beside the board, continuing play as before.

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