



Learn like crazy...  
without going mad!

## Learnatic Card Games – Instructions

N.B. If players are beginners they may refer to the relevant 'Solution Sheet' (included in each Learnatic® deck of cards) until they become more confident.

### GAME 3 - Freeze

#### Fast and Frantic – The Ultimate Challenge for Confident Players

**Aim:** To score the highest number of points by matching Definition and Example cards from your personal pile to Word cards on the table, forming pairs and complete sets of 3 cards

**No. of Players:** 2 - 4

**Cards Used:** *Word, Definition and Example cards, 2 Wild cards*

(Players take it in turns to be the dealer)

1. Separate the *Word* cards from the rest of the deck, add the two *Wild* cards to the *Word* cards and shuffle.
2. The dealer shuffles the remaining *Definition* and *Example* cards together and deals them evenly to all players, face down, so that each player has their own personal pile.
3. Then the dealer deals ALL *Word* cards into 4 piles horizontally (landscape formation) in a line in the centre of the table face down (make sure all players can reach the cards easily). The top card of each pile is then turned over so that 4 words are revealed. When all cards have been dealt, play begins.
4. There is no turn-taking in this game; each player makes matches whenever they can, as quickly as possible. If a player has a card in their personal pile that matches a *Word* card on the table, that player removes the pair and places it neatly to the side. That pair of cards is then out of play (but is required later for scoring). Any player may then turn over the card on the table to reveal a new *Word* card.
5. At any time, if one of the 4 *Word* card spaces becomes empty, any player can replenish the space with the top card from any *Word* pile.
6. Players must keep their **personal cards in a pile at all times** (either in their hand or on the table) Each player can only have **one** card exposed at any time but may flick through their pile at any speed they choose. (Players may not scatter their cards on the table).
7. Play continues until all *Word* cards on the table have been matched. Scoring then commences.

#### Wild Cards

When a player turns over a *Wild* card, that player yells 'Freeze' and all other players must stop play immediately. The player removes the *Wild* card (placing it to one side) and turns over the card underneath to reveal a new word. The player may also turn over any other *Word* cards on the top of a pile so that 4 *Word* cards in total are face up. This player is then allowed to flick through their entire personal pile just once (revealing one card at a time) and make as many moves as possible while the other players remain frozen. The player may turn over a new card underneath when a match is made but the player CANNOT move a face-up *Word* card to another position, even if a blank space appears within the 4 *Word* spaces. When the player cannot make any more moves, he/she declares 'done' and play begins again for all players. If another *Wild* card appears during a 'freeze', it is simply removed from the game and the new card underneath can be revealed. The same applies if one or more *Wild* cards appear within the first 4 cards turned over at the beginning of the game.

#### Scoring

Once all *Word* cards have been matched, each player spreads out their matched pairs of cards and, using the remaining cards in their personal pile, tries to make as many complete sets of 3 cards as possible (*Word, Definition and Example*). Points are awarded as follows:

Set of 3 cards = 2 points

Pair of matched cards = 1 point

(If a player has incorrectly matched cards during the game, that player deducts 2 points per set or pair.)

Players add up their points and the player with the highest score is the winner.