



Learn like craaazy...
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 1 - Solo

Play on Your Own and Learn – Just You Against the Deck!

Aim: To form sets of related *Word*, *Definition* and *Example* cards; removing each complete set of 3 from the game until all sets are matched

No. of Players: 1

Cards Used: *Word*, *Definition* and *Example* cards, 1 or 2 *Wild* cards (optional - to reduce difficulty)

1. Shuffle the deck and deal 4 cards **face down** (landscape orientation) in a horizontal line in front of you. Continue dealing until there are 4 cards in each pile. Then deal one more card to each pile **face up**. Place the remaining deck **face down** in front of you. (*Instruction sheets included in the Learnatic® decks contain images to clarify game set up.*)
2. If any of the 4 visible cards are *Word* cards, move those cards to a **second line of 4 cards above**, then turn over the new card underneath. Again, move any *Word* cards to the line of 4 above. (At any time there should be **no more than 8 card 'spaces'** in front of you). **Only *Word* cards can be moved into an empty space on the game board.**
3. After reading all the exposed cards in front of you, match any cards that belong together in a set by placing them on top of each other, leaving the tops of cards visible. Turn over any new cards underneath as they are revealed.
4. When a matching set of 3 cards is achieved, the whole set is picked up and removed from the game.
5. When empty spaces appear within the 8 available spaces, **only *Word* cards can be placed in the space** (either a single *Word* card or a *Word* card in a matched pair).
6. When no more 'initial' matches can be made, go through the remaining deck, 3 cards at a time – do this in the following way: Pick up the deck of cards in one hand, remove the top 3 cards (in order) and place them face up in a pile in front of you. Make any further matches where possible using the exposed card. Once a new card is revealed underneath, make any matches you can using that card, and so on.
7. When you have been through the whole deck (3 cards at a time) pick the deck up and start from the top once again, placing each new group of 3 cards facing upwards, revealing only 1 card each time.
8. If, towards the end of the game, there are only 3 cards left in the deck, you may reveal all 3 cards and match them where possible.
9. Go through the deck as many times as required, until all cards are eventually matched and removed from the game (Congratulations - you successfully defeated the deck!) **OR** until you have been through the whole deck at least once without matching a card (Bad luck you lost - try again!).

Wild Cards (Optional - to reduce difficulty)

Shuffle the *Wild* cards into the deck before play. When a *Wild* card is turned over (either on the game board or in the deck) it can be used to benefit the player in one of two ways:

1. The player may place the card in any empty space on the game board (there may only be 8 playing spaces at any one time) and move any *Definition* or *Example* card (or a matching pair) into the space **without being attached to a *Word* card** (as is normally required). A complete set of 3 cards must be formed on top of a *Wild* card before the set is removed. The *Wild* card is then removed from the game along with the completed set.
2. If there are no empty spaces on the game board when a *Wild* card is revealed, the player may keep the *Wild* card aside until a space becomes available and then use the card as described in Point 1 above.