

PLAY THE GAME

SPEAK THE LANGUAGE

KlOO®

KLOO GUIDE. How to play KlOO



Play at home

Play on your travels

Play at school

Play for fun



**16 Great games that
make language easy**



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HELLO

Dear Language Learner

Welcome to the KLOO® card playing language system. With KLOO® you don't have to study, work or write to learn a language. Just play and have fun.

This e-book is designed to show how and why KLOO® works and also give you the rules to a range of different games you can play. Some games are quick-fire, simple and ideal for children. Others are more involving and require some deep thinking. Whatever games you choose, your language skills will grow naturally.

We are confident that you too will love playing KLOO® games and, what is more, you'll love how fast and how easily you will start speaking your chosen language. In fact, with KLOO®, you can expect to:

- **Learn to speak a language at least 200% faster.**
- **Start creating proper sentences in seconds**
- **Learn without studying, working or writing — instead just play and have fun**

The Golden Rule

The one Golden Rule of KLOO® is to PLAY. The more you play, the more you learn. That's it – all the rest will follow.

So enjoy KLOO®, share with others and have fun. If you have enjoyed playing KLOO® please tell others about it – and please tell us too!

The KLOO® Team

PS If you're going on holiday, don't forget to pack away your KLOO® with you. It's the perfect travel companion. Bon Voyage!



**“You want to play it, learn and win.
I recommend KLOO® to everyone.”**



WHY KLOO® WORKS

KLOO® has taken the proven five principles of language learning and embedded them in a game system. These principles of language learning are independently corroborated by language experts.

By using the right language principles you are guaranteed to learn much faster. Below we show you the five language principles and the different learning methods that are available:

Methods	DISCOVERY LEARNING	CONTEXT	FUN	REAL PEOPLE	GENERATIVE
Lists	✗	✗	✗	✗	✗
Phrase Books	✗	✗	✗	✗	✗
Books	✗	✓	✗	✗	✗
Toys	✗	✗	✓	✗	✗
CDs	✗	✓	✗	✗	✓
DVDs	✗	✓	✗	✗	✗
Software	✗	✓	✓	✗	✓
KLOO®	✓	✓	✓	✓	✓

1. The best way to learn is through **DISCOVERY LEARNING**. That is the natural way we learned our first language. Hardly any products use this. Discovery Learning involves discovering **what** you want to know, **when** you want to know it. Some scientists call this the “Aha! Moment” or “Eureka Moment”. It’s when you “get it”. This is how our brains are hot-wired to learn a language.
2. **CONTEXT** is crucial. By putting words into context you give your new vocabulary meaning. Meaningfulness is a central plank for getting words into your LONG TERM MEMORY. The best technique for learning words is to seek the meaning of a word (because you need to know it) and then use it in a sentence. Using it straight away helps to lock it in.



WHY KLOO® WORKS ...continued

3. **FUN** is a hugely important factor but often overlooked. Many people give up learning a language because it becomes a chore. However if you enjoy it, you do it more often. The more you do it, the more you learn. KLOO® is definitely FUN.

4. **REAL PEOPLE** means interacting with real people as opposed to learning from screens or audio devices. We learned our first language by talking with other people and all research shows this is the best way. Speaking with others will massively reduce your learning time. The person you are interacting with does not have to be fluent. A friend, parent or colleague who is willing to interact and learn with you will make a big difference.

5. **GENERATIVE** means learning how words fit together to make a sentence rather than as unconnected words (as in vocabulary lists). If you learn how to use words in sentences you rapidly build up the number of ways you can express yourself. With just one deck of KLOO® you can make nearly 3 million sentences.



HOW IT WORKS

The reason KLOO® works is that it has been designed to perfectly replicate the process of Discovery Learning that unlocks our natural ability to learn a language. At the top of each card is an un-translated foreign word. The translation for this card can be found at the bottom of another card – so you have a chance to discover it!



In a KLOO® game, you will **seek** the meaning of a word (to score), then **discover** it, then **use** it (in a sentence.) This process helps lock the new word in your long term memory.

The SEEK – DISCOVER – USE – REMEMBER method is what makes KLOO® different from other language tools and lies at the heart of its success. Experience how you easily start learning a foreign language without ever feeling like you're working or studying. That's because you are using the same process you used to learn your first language.

Create sentences within one minute of playing

- Making a sentence with KLOO® couldn't be easier. Simply follow the colour cues on each card to know what colour card to play next and make a sentence.
- No need to study grammar for hours, days and weeks.
- No need to know the difference between nouns, pronouns and prepositions.
- Just play!

Play a Blue Card Next



It is so motivating to be able to create sentences in a new language within seconds. The KLOO® colour code system makes talking in a new language easy, instinctive and fun.



KLOO® PRODUCTS

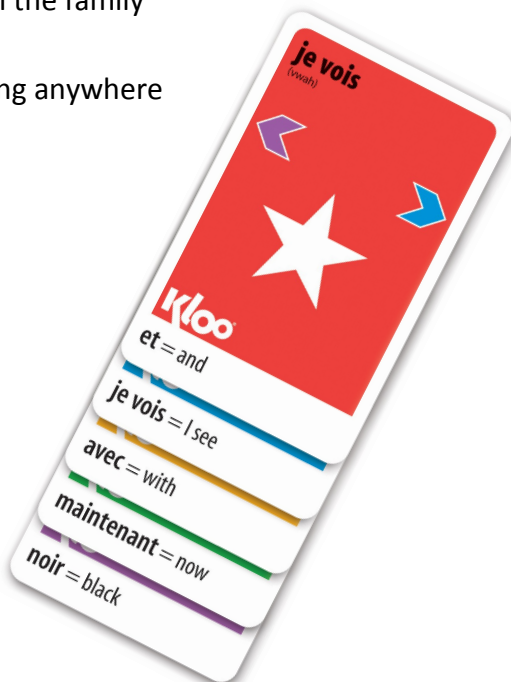
The KLOO® language programme is based on a multi-deck card system. Each deck teaches you new words and new aspects of your chosen language. Uniquely with KLOO®, you can start playing with any deck. Once you have become familiar with all the words in one deck, move on to the next one.

By learning with KLOO® you will learn hundreds of common place words and easily be able to create tens of thousands of everyday phrases and sentences. You can learn at home or take them with you on your travels. You can play solo games – or play with other people. It is totally up to you.

You can also use a KLOO® game board to make games even more exciting and motivating. Choose from the *Race to Madrid™* or *Race to Paris™* game boards – then race around the famous cities of Spain and France. You'll pass famous sites and attractions along the way. First one to the capital wins!

Suitable for:

- ✓ Ages 8–100
- ✓ 1–4 Players
- ✓ For all the family
- ✓ Playing anywhere



What You Get:

- ✓ Hundreds of cards
- ✓ Tens of thousands of useful sentences
- ✓ 16 great games
- ✓ Full instructions and game rules



THE GAME BOARDS

You can score your KLOO® games and make them even more exciting with our *Race to Madrid* and *Race to Paris* game boards. Race through the great cities of Spain and France enjoying the history, culture and attractions. Kids and adults alike find them fun, motivational and educational. First one to the capital wins!

Rules

You can use a board as a straight race to the capital...or if, you prefer, you can add some extra KLOO® rules to spice things up.

Here are some suggested variations:

- ✓ If you land on a hotel square you can ask any other player to translate a word from a translated word in your hand. If he or she gets it wrong they go back to the nearest hotel.
- ✓ If you land on a face square then the person to your left can you ask to translate any translated word they have in their hand. If you get it right go forward two places. If you get it wrong go back two places.

You can make some of your own rules. Be sure to let us know if you come up with some really good ones so we can share with other KLOO® players. Most of all have fun!

Special Offer

Use your voucher card in your pack to secure a 15% discount on your game board!





GAMES TO PLAY

One of the great things about KLOO® is that it isn't one game – but a game system! It means you can play up to 16 games. Many of the games are based on classic card games you can play with traditional cards. There are games based on whist, rummy and patience. There are kids games that are fast, loud and quick-fire (like 'Penalty Shoot-Out' and 'Hostage'). There are others that are strategic (like 'Classic KLOO®'). You can play games on your own or with other people. Games can be set for absolute beginners or for intermediate learners. Whatever type of game you love, there is one for you – the main difference being that you'll naturally learn a language as you play.

Where to begin?

We recommend you start by playing "**Classic KLOO®**". This was the first KLOO® game to be developed and is still a firm favourite. What is more it is easy to learn and involves making sentences with Discovery Learning – so you'll learn fast. After you have played this a few times why not try a quick-fire game like **Penalty Shoot-Out** or **Betcha Don't Know** - these are great with children. After that maybe some more complicated games like **Gist** or **Patience of a Saint** for one person. These are harder to learn and involve higher levels of card strategy but are rewarding.

For Absolute Beginners

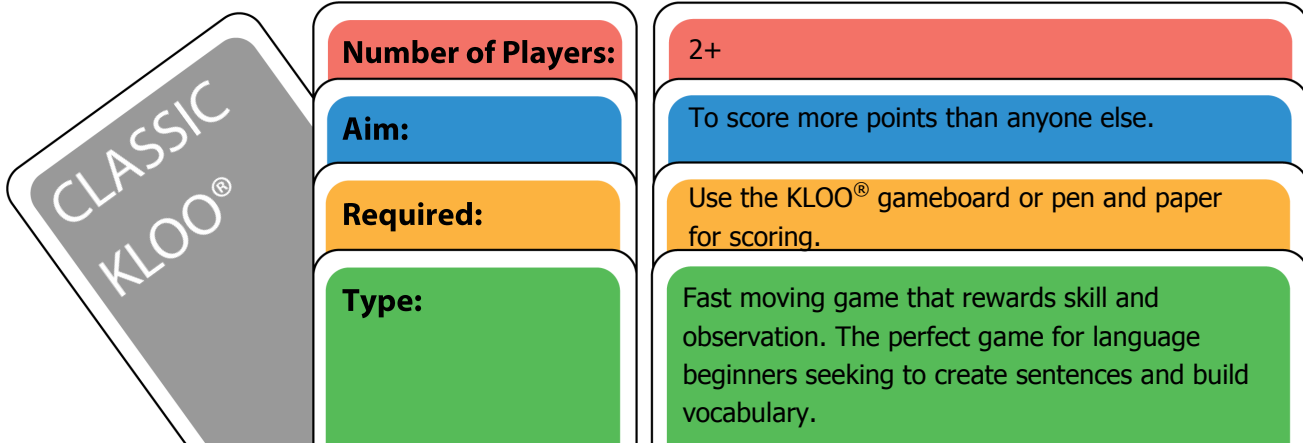
If you are an **absolute beginner** we recommend you start with "**Under Starters Orders**". This solo game will quickly build your vocabulary as well as help you become familiar with the Sentence Building System. After a few games of this you can dip into any other game.

There are 16 games you can play with KLOO®. Full details about each game can be found on the next page



KLOO® GAMES

GAME	NUMBER OF PLAYERS	BEGINNER	INTERMEDIATE	TYPE	PAGE
Classic KLOO®	2 +	✓	✓	Build sentences	11
Under Starters Orders	1 +	✓		Patience	12
Penalty Shoot-Out	2 +	✓		Vocab builder	13
Betcha Don't Know	2 +	✓		Quiz	14
Patience of a Saint	1 +	✓	✓	Patience	15
Chin Chin	2 +		✓	Rummy	16
Gist	2 +		✓	Whist	17
Squeeze Box	1 +	✓	✓	Word match	18
Survivor	2 +		✓	Whist	19 & 20
Prisoner	2 +	✓	✓	Word match	21
Hostage	3 +	✓	✓	Word match	22
Wild KLOO® Chase	3 +	✓		Vocab builder	23
Matchmaker	2 +	✓	✓	Memory	24
KLOO® Revision	1-2	✓		Vocab builder	25
Dump 'em	2 +		✓	Memory	24
Last Word	2 +		✓	Memory	25



HOW TO PLAY

Win points by creating sentences and translating words.

1. One person is elected to deal. The cards are shuffled and cut. Each player is then dealt 7 cards. The remainder of the cards form a Stock Pile in the centre.
2. The player to the left of the dealer plays first and play goes clockwise from him.
3. Using the colour code system, each player tries to create a sentence. He scores 1 point for every card he plays to make up a sentence and 1 point for every word he can translate in that sentence. If a player cannot create a sentence, he can play any single card he wishes.
4. Once played, any words the player cannot translate are moved face up to the Unknown Word Pool in the centre. Any player may translate these un-translated words to score extra points (see below) on their turn. The player who played first in a round may translate any words in the Unknown Word Pool for extra points after the last player has played his hand.
5. Translated words are placed face up, sideways to create a Word Bank with the translations showing (see KLOO® Tips). After each player has played their cards, they immediately draw the correct number of cards from the Stock Pile to return the number of cards in their hand to seven.
6. When it is his turn, a player can translate a word from the Unknown Word Pool to score 3 extra points. This is added to their score for the round. The translated word can be separate from the player's sentence – or be a part of it. If it is part of a sentence it still only scores 3 points (one for the card and 2 for the translation).
7. Scores are noted as play continues. When a player has played all of his cards and the stock pile is exhausted, then the game stops - even if in the middle of a round. Players have 2 points deducted for each card that they hold in their hand that they cannot translate. 1 point is deducted for each word in their hand that they can translate.
8. All the cards are then collected, shuffled and dealt again by the player to the left of the last dealer.
9. The game continues until a player has been round the KLOO® game board the agreed number of times and reaches home first or, if using pen and paper, the player that reaches the agreed amount of points first e.g. 50.

HOW TO WIN	POINT SUMMARY
The First Person to get round the KLOO board or win an agreed number of points wins.	1 Point for each card player correctly in a sentence
	1 Point for each word you can translate in a sentence
	3 Points for any word you can translate in the Unknown Word Pool



HOW TO PLAY

The cards are shuffled and cut.

Beginner variation

Create 8 columns of 7 cards, all facing up. You must create **and translate** sentence sequences of at least 2 cards using the colour code system. To be considered a sentence, your sequence must contain a verb (usually a red card). To make a sentence, you can move a single card from the top of one column onto a card that is on top of another column **as long as it follows in the SBS colour sequence and you can translate both cards**. You may continue moving cards to build the sentence as long as you wish. When you have completed your sentence and can translate all words in that sentence, you may move the whole sentence away from the playing area, face up, on their sides with translations showing to create a Word Bank. If you manage to move all your cards away you win. If you fail you lose.

Variation – intermediate

When you move your complete sentence away – you turn them upside down (i.e. do not create a Word Bank). To ensure you can exit the game make sure you know and remember the translations on each card before you place them face down!

Variation – more advanced

When dealing the cards, place the first row face up, the second row face down, alternating until you have 4 rows facing up and 3 rows facing down.

Play as above. When a face down card is revealed (by playing the card over it), you can turn over the face down card and play it.

Variation – more advanced still

To add extra difficulty, combine this variation with the intermediate one above.

**Number of Players:**

2 Players

Aim:

To score more penalties than your opponent and knock them out.

Required:

Just KLOO® cards.

Type:

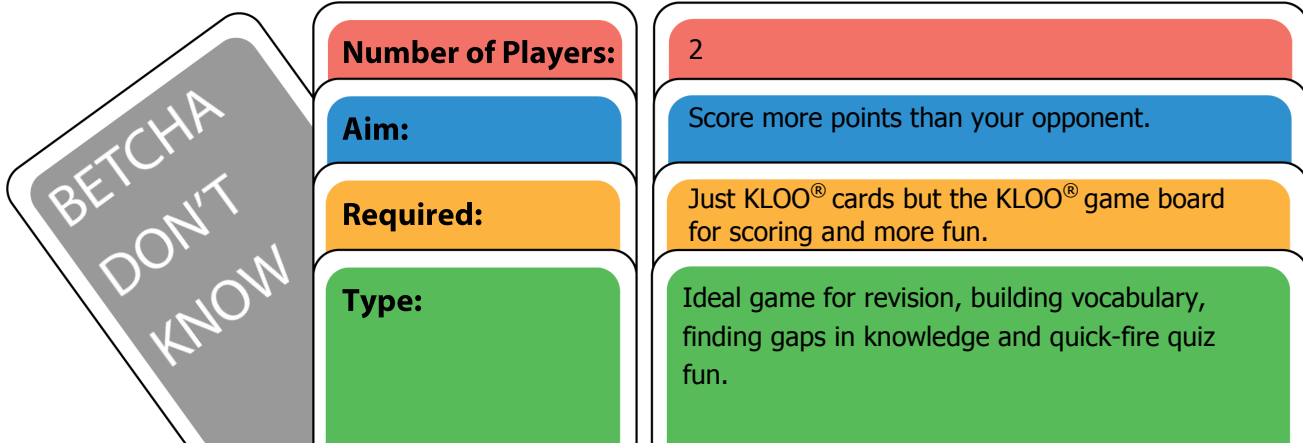
Simple, high drama game based on a football penalty shoot-out. Some skill is required in your player selection. Great for football enthusiasts. Builds vocabulary.

HOW TO PLAY

1. Each player is dealt 11 cards. This is your football team.
2. From your 11 cards select 5 cards that you think your opponent is least likely to correctly translate to take the first five penalties.
3. The first player asks his opponent to translate the vertical translated foreign word on his card. If he gets it right, it is saved. If he gets it wrong, you score a goal.
4. The second player then asks the first player to translate a word.
5. This continues until all five cards have been played.
6. After each player has taken 5 penalties, the player with the most goals is the winner.
7. If after 5 goals they are drawing then the game moves to sudden death. Both players select one of their six remaining cards and again ask the other player to translate. If one player scores and the other doesn't, then the one who scores is the winner. This process continues until a winner is found. If all 11 cards are used up, players draw alternate cards from the deck until a winner is found.

HOW TO WIN

After each player has taken 5 penalties, the player with the most goals is the winner.



HOW TO PLAY

1. Players cut to determine who deals first. Highest wins and aces are high. Winner elects who deals.
2. The cards are shuffled and cut.
3. Seven cards are dealt to both players and players look at their cards.
4. The non dealer starts and is known as the first player. He asks the opposing player if he knows what the meaning of one of the translated foreign words in his hand is.
5. If the second player knows the meaning, he wins the card and the card is passed over.
6. The second player places the won cards next to him in a pile. The pile is used to keep score.
7. The first player picks up a card from the top of the Stock Pile to replace the one he just lost and asks another question.
8. This continues until the second player gets the answer wrong or does not know.
9. At this stage, the players now swap cards.
10. The first player gives the second player the card he got wrong. While the second player gives the first player any card he wishes.
11. The second player now asks questions of the first player.
12. Play continues until a player has runs out of cards.
13. At this point the player with the most cards in their score pile is declared the winner.

HOW TO WIN

Be the player with the most cards in your score pile.



HOW TO PLAY

Wonderful game to play and learn while you have some spare time on your hands.

1. Cards are shuffled and cut and then dealt into nine piles of three cards, face up with translations showing. The remaining cards form a Stock Pile.
2. You can move cards to create complete sentences as defined by the colour code system. If you have at least three cards forming a complete sentence sequence then you can clear those cards away and put them in a Word Bank (placed sideways with translations showing) **as long as** you can translate all cards in the sequence. Sequences must contain a verb (red card). Any card (or card sequence from another pile) can be played into the space left behind. (TOP TIP: spaces are best filled by cards that start a sentence sequence).
3. Legal moves are:
 - You can move any top card onto a card that would appear before it in a sentence sequence **as long as** you can translate both cards.
 - You can lift more than one card in a fan and place them on a card that would appear before them in a sentence sequence, **as long as** you can translate all the cards and all the cards are in the correct sequence.
 - You can place any single card into a space **as long as** you can translate that card.
 - You can place a sentence sequence of cards in a space **as long as** you can translate all those cards.
 - You can clear a sentence sequence away if it contains **at least** three cards and you can translate **all** those cards, and the sentence contains a verb (usually Red cards).
4. Once you have exhausted all moves you can turn over **every third** card in your Stock Pile. You can play the card into a space if you can translate the word, or you can play it onto another card as long it is in the correct sequence and you can translate both words.
5. If you cannot play your card from the Stock Pile you place it on a Waste Pile. Then turn over the next third card until you have been through the Stock Pile.
6. You may play a card from your Waste Pile in the same way, if you can translate it. Once a card is turned over from the Stock Pile, that card must be played before a card can be played from the Waste Pile.
7. Once you get to the end of the Stock Pile you take the Waste pile, turn it over and start again.

HOW TO WIN

You win the game if you move all the cards from your Stock Pile into the centre and then all the cards from the centre into the Word Bank. If you cannot, you lose.

Number of Players: 2—4 Players

Aim: To score the most points.

Required: Pen and paper or use the KLOO® game board for more fun

Type: This game is based on the classic game of Rummy. Your objective is to create sets of cards (sentences!) to score points. This is a highly strategic game that requires wits and knowledge.

HOW TO PLAY

- Each player draws a card from the deck. The player with the highest first letter of the main word is the first dealer (where a = 1 and z = 26).
- The deal passes to the left in subsequent deals. The cards are shuffled and cut. Cards are dealt, one card at a time, face down, clockwise until each player has the following number of cards: 2 players receive 10 cards each, 3 or 4 players receive 7 cards; 5 or more players receive 6 cards.
- The rest of the pack is placed face down in the centre to create a stock pile.
- The top card of the stock pile is turned over and placed beside the stock pile to create a discard pile.
- Play moves clockwise starting with the player to the left of the dealer. On his turn each player has an opportunity to take the top card from the discard pile and add it to his hand or, alternatively, take a card from the top of the stock pile. At the end of his turn he must place a card from his hand onto the discard pile. Cards on the discard pile are spread so that the top word and the translated words are visible.
- Between drawing a card and discarding a card, each player may form a set of 3 or more words in the correct colour sequence (as defined by the colour code system) to form sentences. He may also form a series of word matches of two or more cards, consisting of cards that have the translation of another card. Word matches and sentence sets are played face up on the table in front of the player.
- Players may add a card or cards to their own sentence sets or word matches or lay off against other people's matches and pairs. A laid off card is laid down face up in front of the player that played it.
- Scoring happens as the game is in progress. Players receive 1 point for each card played in a set or match and a further point for every word in a sentence set they can translate as they lay down. Any un-translated words are placed **above** the laid down fans of the sentence sets to indicate it is un-translated. Any player may translate this card on their turn to score two extra points. The card is then placed back into the fan of the set.
- When a player plays all of his cards he shouts "Out". At this point 1 point is deducted from the scores of the other players for every card they still hold in their hand.

Variation: It can also be played that once a player has laid down his first set or word match, he can thereafter pick up all cards from anywhere in the discard pile

HOW TO WIN	POINT SUMMARY
The winner is the first player to reach an agreed number of points e.g. 50 points, or the first player to reach home on the KLOO game board.	1 point for all cards in a translation match
	1 point for each card in a sentence set
	1 point for translating each word in a sentence set
	2 points for translating an un-translated word
	-1 point for each card left holding in your hand after someone is out

Number of Players: 2+

Aim: To win the most points.

Required: Pen and paper to score or use the KLOO® game board for more fun.

Type: Fast moving whist, trick taking game that requires cunning, sharp tactics and knowledge. Players need to learn words fast in order to win tricks and thwart their components. This version is a hit with all ages.

HOW TO PLAY

1. One person is elected to deal. The cards are shuffled and cut. Each player is then dealt 7 cards. The remainder of the cards form a Stock Pile in the centre. the players may look at their cards.
2. The player to the left of the dealer plays first and play goes clockwise from him. The top card of the Stock Pile is turned over. The colour of that card is trumps.
3. The first player plays a card from his hand that he can (hopefully) translate. The values of the cards are subject to the player being able to translate the cards. If they cannot translate then the card is not “empowered” and will be beaten by translated cards of whatever value (see below for values). Un-translated cards will immediately be placed in an Un-translated Word Pool for other players to translate (see below).
4. The normal rules for winning tricks apply (see KLOO® Tips on winning tricks). Subsequent players must follow the colour of the lead player if they can. If they cannot follow colour they can play a trump card or discard a card. For cards of the lead colour, the highest value first letter of the “main” word (where a = 1 and z = 26) wins the trick unless it is trumped – in which case the highest valued trump will win. The winner places these cards horizontally with the translations showing to create a Word Bank (see KLOO® Tips) for all players to refer to.
 - If a player cannot translate his card, the winner will be the person who plays the highest ranking card, that he can translate.
 - If no one can translate their cards, the winner will be the player that would have won the trick on card values alone.
 - Two cards of the same value will go to the second letter, then the third letter etc. to determine the winner.
 - On the rare occasion that the winning cards are the same word then the first card played wins.
 - The winner of the trick scores 2 points and it is noted down on a score pad or they move their piece on the KLOO® game board.

Un-translated cards are placed into an Unknown Word Pool as they are played. Subsequent players can translate these words to score 1 point, when it is their turn to play. The score is noted or they move their piece on the KLOO® game board. The translated word is now placed in the Word Bank with its translation showing. The player who played first in a round can translate any words left in the Un-translated Word Pool after the last player has played.

The winner of the most number of points plays first in the next round and chooses trumps. If 2 or more players score the same number of points then they split the pack to decide who chooses trumps. The highest letter of a word that a player can translate wins. An un-translated word is beaten by a translated word of whatever value. If no one can translate then the highest letter wins. Any un-translated words from the cut are placed in the Un-translated World Pool. Translated words go back in the Stock Pile.

Once all 7 cards have been played, another seven cards are dealt from the Stock Pile. The Unknown Word Pool and Word Bank remain face up on the table. Only when the Stock Pile is exhausted are the words in the Word Bank picked up and shuffled and dealt again.

For scoring points, the “main” word is considered to be the word that comes after pronouns or definite and indefinite articles – or a word on its own. In the example in Italian of il gatto in Italian (the cat) for instance, the scoring word is “gatto”, not “il”

HOW TO WIN	POINT SUMMARY
The first person to reach an agreed target (e.g. 100 points) or reach home on the KLOO game board is deemed the winner.	2 Points for winning a trick
	1 Point for any word you can translate in the Unknown Word Pool on your turn.



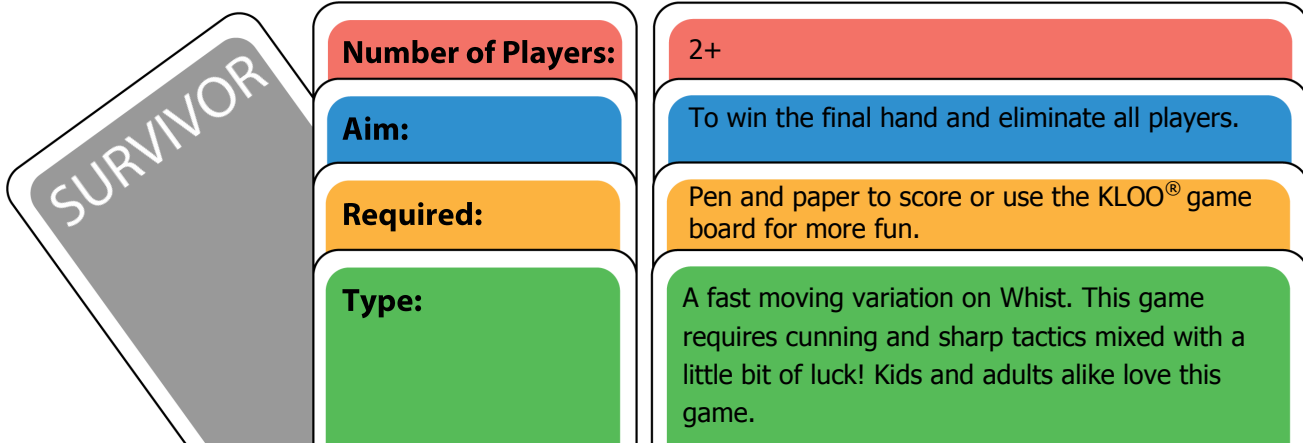
HOW TO PLAY

1. Cards are shuffled and cut.
2. Play starts with a deck of face down cards. Cards are turned over to face up one at a time. Each card is placed to the right of the one played before.
3. If the card is of the same colour of any of the three cards to the left of it, it can be placed on top of that card as long as you can translate **both** cards.
4. Cards can also be placed on top of any of the three preceding cards if it is a “pair” of that card (i.e. if one card has the translation of the other, whichever way round).
5. Play continues until you get all cards into one pile and you win. If you fail to get them into one pile, you lose.

TOP TIP: take note of and memorise translated words before they disappear under another card!

HOW TO WIN

You win when you get all your cards into one pile




HOW TO PLAY

1. One person is elected to deal. The cards are shuffled and cut. Each player is then dealt 7 cards. The remainder of the cards form a Stock Pile in the centre. Players may look at their cards.
2. The player to the left of the dealer plays first and play goes clockwise from him. The top card of the Stock Pile is turned over. The colour of that card is trumps for the first round.
3. The aim is to eliminate all other players from the game.

Empowering a card

4. The first player plays a card that he can (hopefully) translate. The values of the cards are subject to the player being able to translate the cards. If they cannot translate then the card is not “empowered” and will be beaten by translated cards of whatever value (see values below). Un-translated cards will immediately be placed in an Un-translated Word Pool for other players to translate (see below).
5. The normal rules for winning tricks apply (see KLOO® Tips). Subsequent players must follow the colour of the lead player if they can. If they cannot follow colour they can play a trump card or discard a card. For cards of the lead colour, the highest value first letter of the “main” word (where a = 1 and z = 26) wins the trick unless it is trumped – in which case the highest valued trump will win. The winner places these cards horizontally with the translations showing to create a Word Bank (see KLOO® Tips) for all players to refer to.
 - If a player cannot translate his card, the winner will be the person who plays the highest ranking card that can be translated.
 - If no one can translate their cards, the winner will be the player that would have won the trick on card values alone.
 - Two cards of the same value will go to the second letter, then third letter etc. to determine the winner.
 - On the rare occasion that the winning cards are the same word then the first card played wins.
 - The winner of the trick scores 2 points and it is noted on a score pad or they move their piece on the KLOO® game board.
6. Un-translated cards are placed into an Unknown Word Pool as they are played. Subsequent players can translate these words to score 1 point, when it is their turn to play. The score is noted or they move their piece on the KLOO® game board. The player who played first in a round can translate any words left in the Un-translated Word Pool after the last player has played. Words in the Pool that are translated are immediately moved to the Word Bank.
7. The winner of the trick plays first in the next round and chooses trumps.
8. Once all 7 cards have been played, the player with the most points can choose trumps in the next round and leads with the first card. If 2 or more players score the same number of points then they split the pack to decide who chooses trumps. The highest letter of a word that a player can translate wins. An un-translated word is beaten by a translated word of whatever value. If no one can translate then the highest letter wins. Any un-translated words from the cut are placed in the Un-translated World Pool. Translated words are shuffled back into the Stock Pile.
9. In the subsequent round, everyone’s points are put back to zero and six cards are dealt out from the Stock Pile. The Unknown Word Pool and the Word Bank remain on the table.



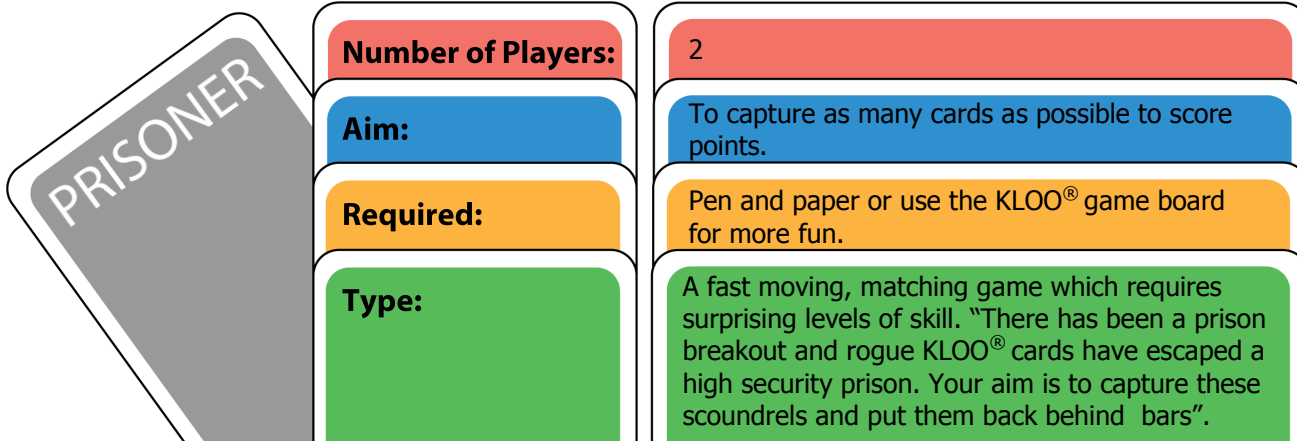
Number of Players:	2+
Aim:	To win the final hand and eliminate all players.
Required:	Pen and paper to score of use the KLOO® game board for more fun.
Type:	A fast moving variation on Whist. This game requires cunning and sharp tactics mixed with a little bit of luck! Kids and adults alike love this game.

HOW TO PLAY ...continued

- In each new round, one less card is dealt out (so 5 cards in the third round then 4 in the fourth round etc.) until players receive just one card.
- If at any stage a player gets no points in a round, then they become a “Dog” and they receive only one card in the next round. They can see and play this card at a time of their choice, provided it is their turn. As a Dog, they may not score a point by translating a word from the un-translated Word Pool. If they fail to win a trick again, they become a “Blind Dog” when they receive a single card in the next round which they cannot see but can play at a time of their choice provided it is their turn. If he still fails to win a trick then he is eliminated from the game – a “Dead Dog”. If, however, they do win a trick as a Dog or as a Blind Dog then they are back in the game and are dealt the normal number of cards in the next round.

(For scoring points, the “main” word is considered to be the word that comes after pronouns or definite and indefinite articles – or a word on its own. In the example in Italian of il gatto (the cat), the scoring word is “gatto”, not “il”)

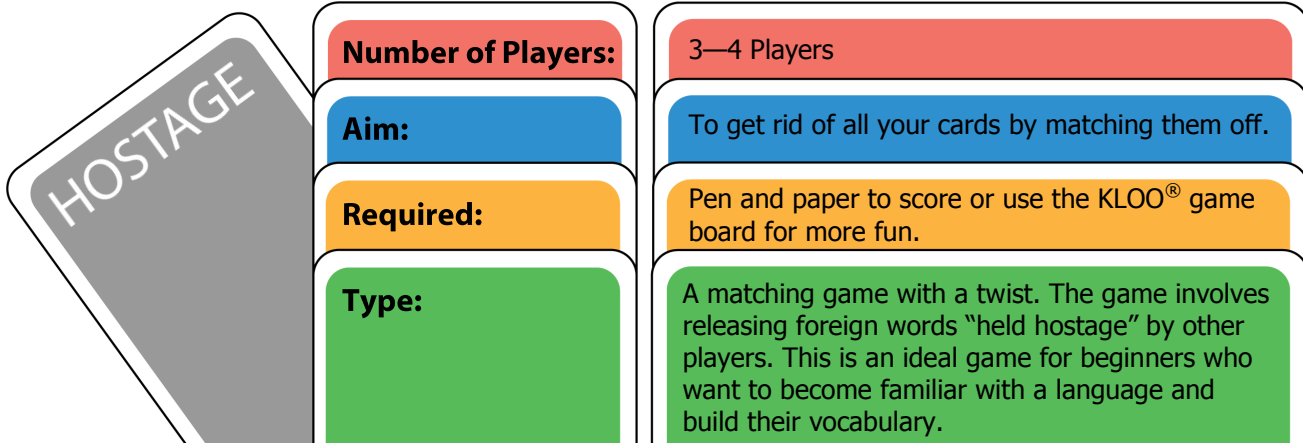
HOW TO WIN	POINT SUMMARY
The winner is the person who wins the last round or has eliminated all other players.	Points are set back to zero on each round
	2 Points for winning a trick 1 Point for any word you can translate in the Unknown Word Pool on your turn.



HOW TO PLAY

1. One person is elected to deal. The cards are shuffled and cut. 6 cards are dealt alternately to each player. 6 further cards are placed face up on the table – these are the scoundrels that must be caught. The remainder of the cards form a Stock Pile in the centre.
2. The non dealer plays first. Cards can be captured in two ways.
 - He can match the colour of a card in his hand with a card on the table. However, he must translate both cards to make the capture. Furthermore, if the card is a verb (usually red) it must also match in person (i.e. match “I, you, he / she, we, you pl, or they” versions of the verb). If the card is brown (i.e. a noun), then it must also agree in gender – masculine of feminine.
 - He can also match translations pairs (i.e. if one card shows the translation of the other – whichever way round).
3. If a card matches the colour of one card and in translation of another card, you can capture two prisoners at the same time – as long as you can translate all of the cards. Cards captured are placed near the player that won them, face up and laid horizontally to form a Word Bank (see KLOO® Tips for more on Word Banks). After playing their card it is the next players turn. If a player cannot capture a prisoner he must play a card from their hand to the table to become a prisoner and it is the next players turn.
4. At different times there will be different numbers of cards on the table. If a player clears all the cards on the table he calls “in the slammer” and earns an extra 3 points. All points are noted on the score pad or pieces are moved on the KLOO® game board.
5. It is the next players turn when a table is cleared. The next player must play a card to the table when the table has been cleared by the previous player as they have no scoundrels to capture.
6. Players play all their cards in their hand until they are all are played, when another 6 cards are dealt to each player. Play continues until four hands of 6 are dealt to each player.
7. The remaining eight cards are played to the table as the last eight prisoners (master criminals) which are placed above the others. Players earn two points for capturing a master criminal.
8. Any cards left on the table are said to have escaped and do not score for either player.
9. Once the full deck has been played, all the cards are collected, shuffled, split and dealt again.
10. First person to get round the KLOO® board or win an agreed number of points (e.g. 50 points) wins the game.

HOW TO WIN	POINT SUMMARY
The first person to get round the KLOO® board or win an agreed number of points (e.g. 50 points) wins the game.	All colours (except below): 1 point
	Yellow cards 2 points
	Purple cards 2 points
	Green cards 2 points
	Clearing a table 2 points
	Last 2 cards per card 2 points

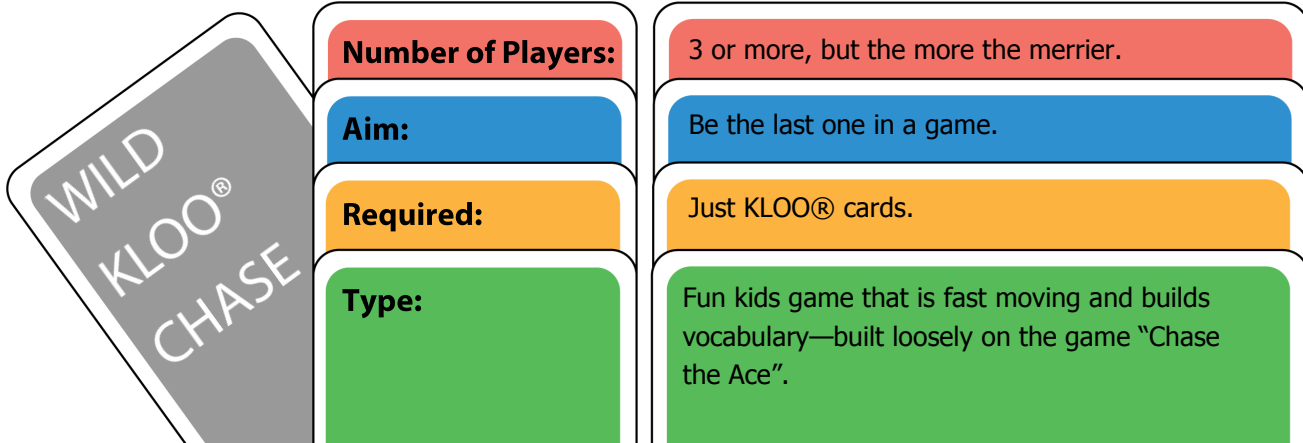


HOW TO PLAY

1. One person is elected to deal.
2. The cards are shuffled and cut.
3. All cards are dealt and players may look at their cards.
4. The player to the left of the dealer plays first and thereafter, play moves clockwise.
5. The aim is to match translation pairs (where one card provides the translation of another).
6. The first player asks a player of his choice if he has a specific un-translated word that the first player has the match by saying "I believe you are holding the foreign word (*say foreign word*) which means (*say translation*) hostage – I demand his release". If the other player has the matching card he must pass it over.
7. The winning player places the translated matching card from his own hand face down. The card he won is placed face up sideways to create a World Bank (see card instructions for more on Word Banks) for all players to refer to. The player may then match an un-translated word in his hand with the translation of the one in the Word Bank. If he finds a match, the one from the Word Bank moves face down on to his pile, while the one from his hand replaces it in the Word Bank. This process may continue until a player does not have the asked for card and says: "Sorry, you are mistaken". The play then moves to the next player to the left who can first match any cards in the Word Bank, then ask players if they hold a foreign word hostage.
8. The first player to get rid of all their cards wins.

HOW TO WIN

The first player to get rid of all their cards wins.



HOW TO PLAY

Each player starts with three lives one of which they forfeit if they lose a game. If they lose all three lives they are out of the game. The last person in the game is the winner.

1. The cards are shuffled and one card is dealt to each player.
2. The aim is to not have the lowest value card.
3. Cards are valued by the first letter of the main word where a = 1 and z = 26. In order to be able to “activate” the full value of your card you must be able to translate it (see scoring below).
4. Starting with the player to the left of the dealer, players may trade their card with the player to the left.
5. He offers it face down to him and says “trade”. The players then exchange cards.
6. The next player then has the opportunity to exchange with the player to his left until everyone has had a chance to play.
7. If any player is asked to trade and passes over a card beginning with a, b, or c, they must say “Chill” as they pass over. Other players may then know if they are “safe” if they can translate and have a higher value card.
8. When all players have had a chance to trade they must turn over their card and, if possible translate, in turn.

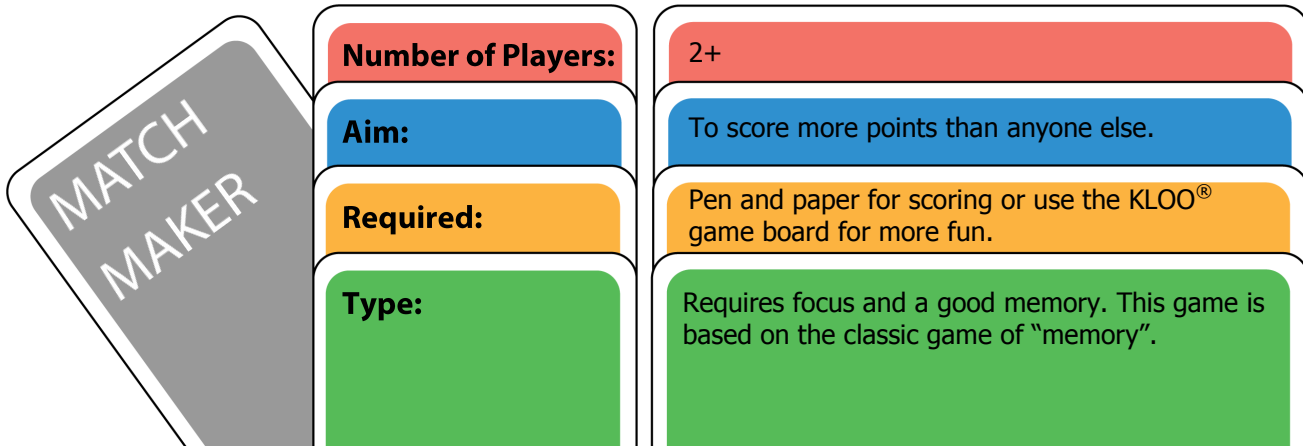
The loser is defined as follows:

- The only person who is not able to translate his word loses.
 - Where there are two or more people who cannot translate their words, the lowest ranking un-translated card loses.
 - Where everyone can translate their words, the lowest ranking card loses.
9. The played cards are placed face up and on their sides with the translations showing to form a Word Bank. The loser of that round loses one life. When a person loses three lives they are out of the game. The next round is dealt from the remaining cards.

(For scoring points, the “main” word is considered to be the word that comes after pronouns or definite and indefinite articles – or a word on its own. In the example in Italian of “il gatto” (the cat), the scoring word is “gatto”, not “il”)

HOW TO WIN

The last person in the game is the winner.



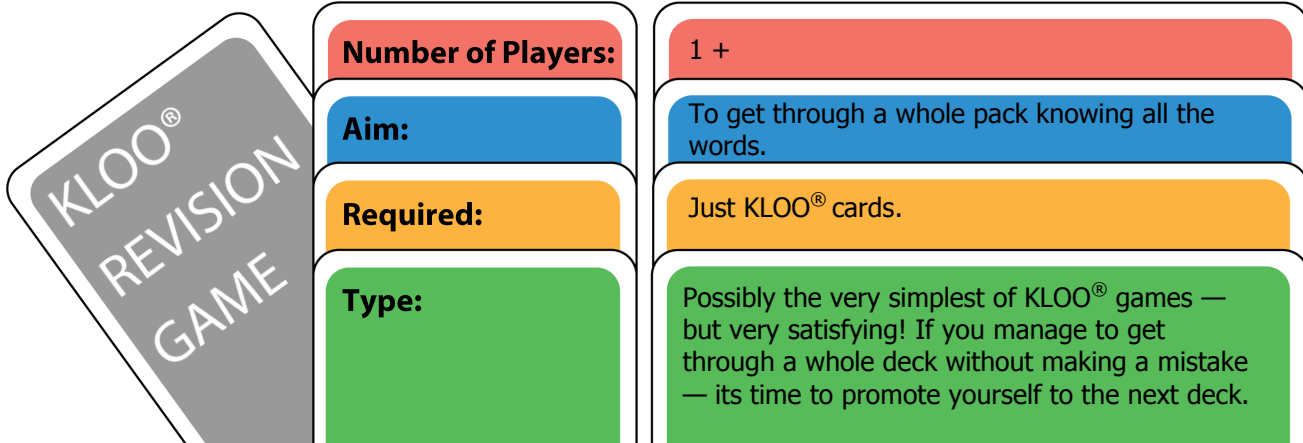
HOW TO PLAY

Here you are matching translation pairs and is, therefore, a great game for beginners wanting to build their vocabulary. Watch how your vocabulary builds super fast.

1. One person is elected to deal. The cards are shuffled and cut.
2. Then all of the cards are dealt into the centre, face down, into rows and columns (7 rows by 8 columns is ideal).
3. The player to the left of the dealer plays first and play moves clockwise.
4. The first player turns over two cards. If one card provides the translation of the other, then the cards are said to be matched and the player scores three points.
5. Both cards are left face up in the position they were found. If they are not matched, the player allows the other players to see the cards and then returns them face down in exactly the same position.
6. The next player then plays.
7. If a player turns over a card and it matches with an already turned over card (NB. a pair of KLOO® cards with a translation match can still match with up to 2 other cards!), then he can score a single point for each turned over card it matches. If the pair of cards are also a pair, he can score a further three points. All matched cards are always left face up. The maximum number of points that be scored therefore is 5 points (3 points for a matched pair just turned over and a further two points for those 2 cards matching with previously turned over cards).
8. Play continues until all cards are turned over.
9. The winner can be determined in several ways. Usually, the player with the most number of points when all the cards are turned over is the winner. An alternative is that the player who reaches home on the KLOO® game board first is declared the winner.
10. Players should decide how to win ahead of the game.

The game has an element of strategy in not only finding memorising translation pairs – but also determining how to score optimum points.

HOW TO WIN	POINT SUMMARY
First person to get round the KLOO board or win an agreed number of points wins or the player with the most points after all the cards have been turned over.	3 points for turning over a pair of cards where one card provides the translation of the other (whichever way round).
	1 point for finding a translation pair between a card just turned over and a card that is already face up.



HOW TO PLAY

1. The cards are shuffled and cut and placed face down on the table.
2. You turn over the top card and translate the un-translated word. If you can translate it then place the card face up on the table. (*Hint: take note of the translated word for later!*)
3. You pick up the next card and, if you can translate it, place it on top of the previous card. Continue this way.
4. Single players win by translating the whole deck.
5. The highest score wins for two or more players.

Variation beginner

Instead of placing each card directly on top of the card just played, place it so the translations are showing and create a Word Bank (Look at KLOO® Tips for more on Word Banks).

HOW TO WIN

Single players win by translating the whole deck. The highest score wins for two or more players



HOW TO PLAY

1. One person is elected to deal. The cards are shuffled and cut. All the cards are dealt face down to each player.
2. The player to the left of the dealer plays first and play continues clockwise from him.
3. The first player turns over a card from his deck. Cards can be got rid of by playing to the centre to create sentences or they can be matched with cards of the same colour on other players' Waste Piles. If a player cannot play they must place their card face up next to their Stock Pile to form a Waste Pile. [Beginners form a Waste Pile which shows translations for reference, more advanced players form a single pile]. Once a player places a card on the Waste Pile it cannot be played on that turn even if he subsequently notices a move. When all the cards from a player's Stock Pile are exhausted, he turns over the cards in his waste Pile to form a new Stock Pile.
4. A player can start a sentence in the centre by playing the right colour card to start a sentence sequence (as defined by the Sentence Builder System™- usually purple or red cards) **and** being able to translate that card. After successfully playing a card, the player turns over the next card and continues to play until no move can be made and discards onto his Waste Pile. A maximum of 9 sentence sequences can be in play in the centre. Cards of the right colour in a sequence, as defined by the Sentence Builder System™, can subsequently be played on top of cards in the centre to create longer sequences.
5. When there are three or more cards in a sentence, the sequence can be cleared away by a player to make space for a new sentence to start, as long as they can translate all the words in the sentence they are clearing away. Card clearance must happen before the player has drawn a card. The cleared away cards are placed sideways with their translations showing to create a Word Bank (see KLOO® Tips) that players can refer to for translations. These cards are no longer in play.
6. Players can also play a card onto another player's Waste Pile if their card is of the same colour as the card on top of the other players Waste Pile and they can translate **both** words. A player can only move a maximum of **one** card on to each of the other players' Waste Piles per turn.
7. On his turn, a player can also play cards from the top card of his Waste Pile as long as he can translate it. Once a card is turned over from the Stock Pile, that card must be played before a card can be played from the Waste Pile.
8. The winner is the first player to get rid of all his cards. If no players can move, the player with the least number of cards wins.

HOW TO WIN

Be the player to get rid of all your cards. If no players can move, the winner is the player with the least number of cards.

Number of Players: 2+

Aim: The aim is to win tricks by playing the last card in a sentence.

Required: Pen and paper to score or use the KLOO® game board for more fun.

Type: A game that requires wits, skill and observation. An ideal game for learning new words and building new sentences.

HOW TO PLAY

1. One person is elected to deal. The cards are shuffled and cut. Each player is then dealt 7 cards. The remainder of the cards form a Stock Pile in the centre. The players may look at their cards.
2. The player to the left of the dealer plays first and play moves clockwise.
3. In this game there will be four areas:
 - The Word Bank
 - The un-translated Word Pool
 - The Free for All area
 - The play area
4. The first player must play a card that starts a sentence – usually a red or purple card as defined in the colour code system.
5. If he can, the next player **must** continue the sentence by playing a card as defined by the SBS. If the player can translate the word he plays, he is deemed to have beaten the card before...if he cannot translate it then the previous card is still winning. Play continues until a player cannot play and the last person to have played a card **and** translated the word wins the trick. The number of points is equal to the number of cards in the sentence that the winning player can translate. These points are noted on the scorecard or moved on the KLOO® game board. Translated played cards are used to form a Word Bank (see KLOO® Tips). Any un-translated cards move to an un-translated Word Pool (see KLOO® Tips). Any player can translate a word in the Unknown Word Pool on their turn to score 2 extra points.
6. If the first player in a round cannot start a sentence then he may place two cards to the bottom of the Stock Pile and draw two from the top and play passes to the next player. This continues until someone can start the round.
7. The player who could not play a card on the last round (and so stopped the sentence) always starts the next sentence.
8. Play continues in this way until all the cards in people's hands are played or no one can start a sentence. If players are still holding cards in their hand at this stage, all of these are placed in the centre, face up, to form a "Free for All" area. Any player can play a card from this area on their turn instead of from their hand. Seven new cards are then dealt to each player from the Stock Pile. Play continues with players playing from their hand or from the pool. If a player cannot follow with a card from their hand – but can from playing from the Free for All cards – he must play a Free for All card.

HOW TO WIN	POINT SUMMARY
The winner is the first player to win an agreed amount of points (e.g. 100) or has reached home on the KLOO® game board.	1 point for each card a player can translate in a winning trick
	2 points for translating a word in the Unknown Word Pool



KLOO® TOP TIPS

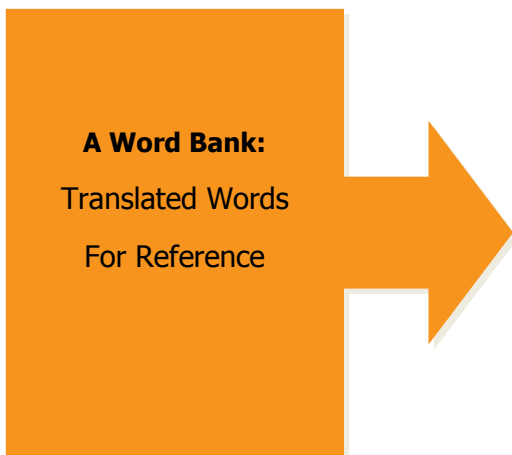
Un-translated Word Pool

Sometimes you will not be able to translate a word. In most games, cards that are un-translated are moved, face up, to the centre where anyone can translate them, on their turn, for extra points. So in the example below, if you did not know that in French "un chien" means "a dog" then you would leave it on the table. The next player could translate it and score.



Word Banks

In some games, cards that have been correctly played are placed into a Word Bank which shows the translations. This Word Bank grows as the game progresses and players can use it as a reference to discover words they cannot translate. To create a Word Bank simply place a card face up and overlapping horizontally so the translations show.





KLOO® TOP TIPS ...continued

Tricks

Some games involve winning “tricks”. In these games each player will play a single card and the card deemed to be of the highest value wins the trick. Players should, if they can, follow the colour laid down by the first player. So if the first player plays red, the other players must play red unless they cannot follow. The highest card of the colour led wins the trick.

However, if the player can not follow the lead colour they may discard a card or play a trump card. A trump card is a colour that will beat all other non trump cards. Depending on the game, trumps are sometimes decided by turning over a card from the pack, or sometimes decided by a player who is winning. When trumps are played the highest trump will win.

The higher value card of two cards of the same colour is determined by the first letter of the main word where a = 1 and b = 2 etc. until z = 26. So in French “noir” (first letter “n”) beats “marron” (first letter “m”).

However in KLOO® there is a twist. To “empower your card”, you must be able to translate it. If you cannot translate it then you will be beaten by any other card that is translated. If no one can translate their cards then the winner is determined by card values alone.

Variations

KLOO® games are highly flexible, effective and fun way to learn. There are in fact different variations on the games you can play to make games more or less difficult. The rules you play should depend on the language level **of the weakest player**.

Below are some of the simple variations you can apply to games:

1. Played cards are not placed in a Word Bank put placed face down so translated words do not show...make sure you know the translations before they are turned over.
2. For games that involve discard piles – these can be placed so that only the top card is showing instead of being spread to show the translated words.
3. Grammatical sense v Semantic sense: sometimes you can create nonsense sentences e.g. “I eat the mountain”. When there are beginners in the group such sentences should be allowed until their standard improves. However, if the standard of players is stronger, then you can agree to not permit nonsense or highly improbable sentences. These rules should be agreed beforehand.



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Speak the language™



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