

Take our Aleph Bet Adventure!

Get ready for an exciting journey! You'll need one, two, or three of your friends to help you play. You're going to be whisked off to a kosher animal safari park filled with all your favorite animals and characters. Starting with the first Hebrew letter Aleph and all the way to the last letter Tav, you'll find a friendly group who are ready to help you learn the Hebrew alphabet. The first player to get to the last green space on the board wins! Now, if you're ready to start the Aleph Bet Adventure, just listen to the instructions.

Let's Get Started

- Set your game board up on a flat surface like a table or floor.
- Each player places his or her game piece inside the start circle.
- Shuffle the cards. Place the cards face down in a pile next to the game board.

Let's Play

- Each player chooses a card from the deck. The player with the color or letter closest to the starting area goes first. The game then proceeds to the player on the left.
- Start a "discard" pile next to your playing deck. If you use all the cards from your playing deck, simply shuffle your discard pile, flip it over and continue playing.

What happens if?

You draw a color card: Move your game piece down the trail and stop at the first matching color space you reach. No moving backwards, only forwards.

You draw an alphabet picture card: Find the corresponding letter on the colorful path and start moving! If you're next to the cow at the piano and you pick up the treasure card, then get ready to say see'ya later to the cow, because you're going all the way back to the treasure by the letter Aleph.

Now let's say you're close to the king and you pick the train card. Start your engine going because you're movin' forward all the way to the train by the letter Reish.

You land on the letter Koof with the star: You're so lucky! You get to slide down the rainbow until you get to the end of the rainbow at the purple space.

You land on the letter Ayin with the star: We hope that you enjoyed flying your kite. But since your kite got stuck in the tree, you have to lose one turn to help get your kite out of the tree.

You land on a space already occupied: Get ready to jump one space ahead. Look at your friend who you just passed and say "you're too slow, Mo!"

You're close to the end of the trail. Do you have to draw a green card to win the game? Yes. Players continue to draw cards from the pile until they get the green card they need to win.

And remember - any player who has fun playing the game is a winner!

