

PHONOPOLY

Place your
challenge
cards here.

Place your
chance
cards here.

1. Place your counters on start and write your names on the score card.
2. On your turn, roll the dice and move your counter around the board clockwise.
3. If you land on a coloured space, read the word correctly to score the points.

4. If you land on a challenge space, pick up a challenge card and answer the problem correctly to score the points.
5. If you land on a chance space, pick up a chance card for a trick or a treat!
6. The first player to reach 100 points wins!

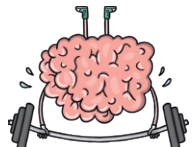
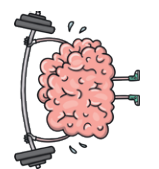


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Start
Collect 5 points
every time you
pass start.

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Roll a dice!
If the number is even,
pick up a **chance** card.
If it is odd, pick up
a **challenge** card.

+ 2 points	threw
+ 10 points	whiskers
+ 5 points	dislike
+ 2 points	birth
+ 10 points	chimney
Challenge	
+ 5 points	complete
+ 2 points	enjoy
+ 5 points	envelope
+ 10 points	avenue
+ 2 points	haunt
Challenge	
+ 5 points	perfume
+ 10 points	dominoes

+ 2 points	+ 10 points	+ 5 points	+ 2 points	+ 10 points	Chance	+ 5 points	+ 2 points
dried	phone	pursue	ground	cube		thirteen	spray

**Pick up a
challenge card.**
Good Luck!

+ 10 points	alphabet
+ 5 points	flame
+ 2 points	teacher
Chance	
+ 10 points	whisper
+ 5 points	donkey

**Pick up a
chance card.**
Good luck!