

Kris Kros for children

Kris Kros for children includes two forms of the favourite game Kris Kros Classic, adapted for children of different age groups.

An illustrated game plan is included for smaller children over about 5 years. Children can create simple words on it in an entertaining form, by laying letters on the template written on the board. Each word has its funny picture.

A real word game is available for older children over about 7 years; they can get points by composing words or adding letters to other words. The winner is the player who gets most points during the game. Kris Kros for children trains reading, memory, thinking in an entertaining form. It develops language skills and patience of small children.

Rules of children Kris Kros for players over 5 years

The game is intended for: 2 – 4 players

In age: from 5 to 8 years

Game duration: 15 - 20 minutes

Game preparation

Prepare the yellow board with the pictures. Get the pre-cut letters carefully out of the cardboard grid. Then put all the letters in the plastic bag. Prepare the “jackpot” with rewards, e.g. lentil candies or other small sweets beside the game plan.

Aim of game

The aim of the game is to cover all words on the game plan with letters. The player who is the last in covering a whole word with letters gets one reward from the “jackpot”. The player who has the most rewards at the end of the game becomes the winner.

Start of game

Each player takes 8 letters from the bag and lays them in front of him with the letters upside, so that the other players can see them. The youngest player starts the game.

Course of game

The first player chooses three letters out of his eight ones and lays them on any letters of any words. Then he takes three new letters from the bag. The player who sits clockwise continues the game. He lays his three letters, completes his supply from the bag and the next player continues the game. When the player succeeds in filling a whole word during laying the letters, he gets one reward from the jackpot.

It can occur during the game that the words are already so filled up that the player can lay only one or two letters from his supply. Then he completes his supply from the bag with the appropriate number of letters in order to have always 8 letters only. When the player sees that none of his letters suits, he can take 8 new letters out of the bag, giving the old ones back into the bag. Such exchange is counted as one turn.

The game ends when all pre-printed words are filled up.

The players will find out during the game that they can act tactically in order to make finishing of the words more difficult for the other players by seeking the most favourable position for laying their letters. When it is possible, the player must always lay all three letters.

The players can enrich the game by defining one or two words for which they will get double reward. They can write such words on the record table for better retention.

We wish big fun.

Rules of children Kris Kros for players over 7 years

The game is intended for: 2 – 4 players

In age: from 7 years

Game duration: about 30 minutes

Game preparation

Prepare the board game with the blue edge. Get the pre-cut letters carefully out of the cardboard grid. Then put all the letters in the plastic bag. Prepare the record table and a pencil beside the board

game. Title the individual columns in the table in the order in which you are going to play. Each player gets also one plastic holder for the letters.

Aim of game

The aim of the game is to create a word from the letters obtained. This word must be laid horizontally or vertically on the game plan so that you get as many points as possible. Write the points in the table. The player who has the most points at the end of the game becomes the winner.

Start of game

Each player takes 8 letters out of the bag and puts it in his holder so that the other players cannot see them. The youngest player starts the game.

Course of game

The first player tries to create a meaningful whole word on the game plan. At the same time he tries to place this word so that he gets as many points as possible for it. When he does not succeed to compose any word of his letters, he says "PAS" and the next player continues the game. When none of the players succeeds in starting the game, they put all the letters back into the bag and choose 8 new letters.

The first player who composes a word of his letters lays them on the chessboard of the board game. The player must consider well where to place the word in order to get the best point evaluation. The word must be laid so that it can be read horizontally (from left to right) or vertically (from above down). Other possibilities are not acceptable. The players agree the orientation of the board game in advance.

The player finishes his move with counting and reporting his points (see the chapter Scoring). Then he takes as many letters from the bag as he has just laid out. That means that he must always have 8 letters in his holder. Then the next player continues the game. He either lays his own word on the board game, or he creates a word by laying individual letters to the words already created. He can lay letters only in horizontal or vertical direction. When another word blocks the path, then the letter in the crossing must be identical for both words, similarly as in a crossword. The player gets full number of points for any word or words he creates newly or makes up in his move. That means that also the values under the previously laid letters are counted for him, when they are a part of his new word modification.

Creation of words

New words can be created as following:

- by creating a whole new word
- by laying a new word next to a word already laid out, so that the adjacent letters of both words create also another word or words
- by laying a new word in the right angle to a word already laid out, so that the new word contains one of the letters of the word already laid out
- by adding one or more letters to a word (words) already laid out.

That means that it is possible to lay one word and at the same time to complete a word situated in another place of the game plan or to complete several words laid on the board game, all that in one move. None of the letters laid out may be shifted any more.

Words permitted

All word classes that exist in the dictionary can be created, i.e. substantives and adjectives, pronouns, numerals, verbs, adverbs, conjunctions, interjections and particles.

As regards grammatical forms, we suggest to use the singular and plural forms of substantives; the infinitive, -ing forms as well as the past tense and participle forms of verbs. Further, we suggest not to use proper names, chemical symbols, formulas, abbreviations, foreign words, non-standard, argot and garbled words.

In order to avoid doubts about the correctness of the word laid out, it is always better to have a spelling dictionary available.

When the players find out that a word is unacceptable only after having laid it out, the player will take his letters back and loses his move.

But the players can set their own rules about which words are permissible at the beginning of the game. They determine the difficulty of the game by choosing certain limits.

The difficulty of the game can be increased also by time limit during which the player must have played. It is also possible to agree that the words laid out will contain at least 3 letters etc.

Other game situations:

Each player can waive his turn anytime during the game. Then the next player continues.

The player can use his turn anytime to exchange several or all his letters for new ones instead of laying out. The player will determine how many letters he wants to put back into the bag. After having put the letters back into the bag, he mixes the letters and takes new ones. He takes as many letters from the bag as he has put into it. Then he waits until his turn comes again.

Scoring

The player gets points according to where he places his letters on the board game. The inner light green fields are worth 6 points, the blue ones 5 points, the dark green ones 4 points, the yellow ones 3 points, the orange ones 2 points and the red ones 1 point.

Example:

The player lays a word consisting of three letters in the middle of the board game. So he gets $3 \times 6 = 18$ points. He records this result into the table in his column. He completes his holder by three letters, and the next player continues the game.

The second player lays his word consisting of four letters, so that two letters are in light green fields and two in blue fields. So his point gain is $(2 \times 6) + (2 \times 5) = 22$ points.

When a player makes up a word already laid out by adding a letter (letters) to it, the point value for a whole "new" word is counted in his favour.

When a player creates a new word using any of the letters already laid out, he gets points not only for his letters, but also for the letter used (laid out previously).

When a player has laid a new word in close proximity to a word already laid out, and the couples created do not make any sense, the player cannot get points for such couples.

A player who lays all his 8 letters in one move gets an extraordinary bonus of 50 points additionally to his regular sum of points.

End of game

The game ends when all letters of the bag are used up and none of the players is able to create any new word.

Now the points in the table are added up. The player who has got the highest point score is the winner.

The players can adapt the given rules, and so make the game simpler or more difficult. But it is always necessary to agree the rules before the start of the game.

We wish you much fun with our game.