Welcome to WORDLAUNCH!

This exciting program starts with making reading skills click in ways that stick!

How TO PLAY
In each game level, your child can choose between Game mode and Explore mode.

Game Mode
The Game mode includes ten cumulative learning rounds separated by a bonus round. In the first round, your child is introduced to letters either by their names or by their sounds, and asks them to build three- or four-letter words. Round 2 is a "Speed round" that reinforces the curriculum learned in Round 1. In Round 3, your child is introduced to syllables, and additional small words in which syllable can be gold tokens that will be added to their word count.

Explore Mode
Explore mode encourages your child to practice/produce building words. Your child can add to four letters to his or her Whammy button and Whammy button to hear them sounded out. If the word is on the recognized list of age-appropriate words, your child will earn a gold token.

LEARNING LEVELS

Level 1: Voiced Silly Sounds

Build-a-Car Themed Game (Level 1)
Players are encouraged to identify and place letters in the Word Machine by your child sounds like the word...will transform the vowel sound and the word!

Level 2: Voiced Silly Sounds

Build-a-Car Themed Game (Level 2)
Players can place the Build-a-Car around any area to buy loops, clamps, spins and more speedy words using the gold tokens they've earned. Each time they add a segment, they can send a car careering around and bumping together, creating a dizzily blended-together word.

Level 3: Magic Silent Words

Build-a-Car Themed Game (Level 3)
Players can place the Build-a-Car around any area to buy loops, clamps, spins and more speedy words using the gold tokens they've earned. Each time they add a segment, they can send a car careering around and bumping together, creating a dizzily blended-together word.

Round 1: Players are asked to identify and place letters in the Word Machine by either their names or sounds, as letters are added, edited, or inserted, players are allowed to bump the other car—or get bounced back to the beginning!

Round 2: Speed round: your child hears a word, he or she must find the bumper car with that word written in the way, players have to release the Whammy button to avoid bumping the other car—or get bounced back to the beginning!

Round 3: Players can hit the Whammy button as soon as the magic ends to stop the spinning cups. If this button is hit too late or too early, your child will see a silly animation instead!

Round 4: Four whirly cups with musical music plays! Players have to hit the Whammy button as soon as the music ends to stop the spinning cups. If this button is hit too late or too early, your child will see a silly animation instead!

Round 5: Players must hit the Whammy button each time they hear the crystal crash. A rabbit will hop out of the magic music and grab a gold token!

Round 6: Your child hears a word, he or she must find the right spelling in magic clouds of sparkly dust and press the Whammy button to win a token!
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