Suggested word list:

et  at  ot  ig  in  ug  an  ap  av  ut  ow  ag
bet  bat  cot  big  bin  bug  ban  gap  bay  but  bag
get  cat  dot  dug  can  man  lap  day  cow  how  hag
jet  hat  mat  pin  tin  thin  win  hug  gay  low  lag
let  pat  not  rig  juk  may  pay  ray  mow  sag
met  pot  rot  tug  may  pay  ray  tags  tag  tag
set  that  tot  win  may  pay  ray  tags  tag  tag
wet  tug  may  pay  ray  tags  tag  tag  tag  tag

ack  ore  ink  ave  ine  ail  ake  ash  ear  ate  are
back  bore  link  cave  dine  bai  bake  bash  bear  bate  bare
hack  core  mink  gave  game  came  cash  care  date  dare
lack  more  pink  pave  same  make  make  care  dare
pack  pore  rink  rave  rame  rake  tak  care  dare
rack  sore  sink  save  save  save  save  care  dare
sack  store  stink  wave  wave  wave  wave  care  dare
stack  tore  think  wail  wail  wail  wail  care  dare
tack  wore  wink  wail  wail  wail  wail  care  dare
stare  

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© WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.
Contents:
Game Board
4 Wild Animal Game Pieces
4 Word-ending Dice
1 Number Die

You will need paper and a pencil to keep score.

Object of the Game:
Score the most number of points by making words.

Directions for game play:
Each player chooses a game piece and places it on start. Players roll the number die and the player with the highest number goes first.

The first player rolls the Number Die and moves ahead that many spaces. Then he/she rolls all 4 Word-ending Dice. The player uses the letter on the board in front of each word-ending on the dice to try and make words. The player scores 1 point for each word he/she makes. Mark the score on a piece of paper. Then it is the next player’s turn.

The first player to reach the finish space scores 2 points. When one player reaches the finish space, the game is over. The player with the most points at the end of the game is the winner!

Option for longer game play:
Play as above, but the player with the most points after completing 2 games is the winner.

Special spaces on the board:
"Choose a letter":
If a player lands on one of these spaces, he/she can choose any letter from the board. The player does not move his/her game piece. Then the player rolls all 4 word-ending dice and scores 1 point for each word.

Toucan Spaces:
If a player lands on one of these spaces, he/she rolls the word-ending dice twice (for a possible 8 points). The player scores points for duplicate words.

"Skip a Turn":
If a player lands on one of these spaces; he/she does not roll the word-ending dice. The player must wait until their next turn to move.