

ABC

Ravensburger® Games No. **24 042 5**

Letters and Reading – Listening – Language

The perfect game to discover the letters of the alphabet!

This colorfully illustrated set offers several evolving ways to play in order to identify the initial letter of words, match letters to images, recognize different scripts or learning to put together the alphabet with lower case and capital letters. This game helps children to learn the ability to concentrate, to listen and to reason.

Contents

26 Letter puzzle card pairs

On the front to the left: An image with its name underneath, and to the right: The initial of the corresponding word.

On the back, to the left: the capital letter, and to the right: the corresponding lower case letter

2 Alphabet puzzle card pairs

1 game instructions

Game 1: The Trading Game (2+ players)

Setting Up

Shuffle all the cards, Images and Letters and distribute them evenly among all children. Everyone places their cards face up (white background) in front of them. If a player already has a pair among their cards, they place it in front of them.

How to Play

The youngest player starts first. The game proceeds clockwise. On their turn, the player asks one of the other children for a card that matches one of theirs.

In exchange, they offer them one of their cards.

- If the trade takes place, they can assemble their matched pair. It is now the next player's turn.
- If there is no trade, it is the next player's turn.

End of the Game

The first player to match up all their pairs wins the game.

I would like the initial for the Rabbit. Do you want my letter B?

Game 2: **The Card Race** (3+ players)

Setting Up

The cards are evenly distributed among all players just as in "The Trading Game". This time around, everyone keeps their cards hidden (for example, behind an opened book). If a player has a pair among their cards, they place it immediately in front of them.

How to Play

The oldest child plays first. The game proceeds clockwise. When it is their turn, the player asks one of the other children for a card that matches one of theirs.

- If the trade takes place, the player can ask a different child as long as they get the card they ask for.
- If there is no trade, it is now the next player's turn.

All assembled pairs are placed in the middle of the table.

End of the Game

The first player to match all their pairs wins.

Can you give me the B for Bike?

Can you give me the image that goes with the B?

Game 3: **Solo game**

Setting Up

Choose 10 known card pairs. The remaining cards are put back in the box.

The chosen pairs are carefully separated. Put all cards on the table in front of you face up, and shuffle them well.

How to Play

Choose an image and place it in front of you. Look for the corresponding first letter. Each time, announce the the card's image name and its first letter.

The card cut-outs will show if the two cards are a pair.

- If the right cards are assembled, the pair is put to the side.
- If the pieces do not match, the letter is placed back in the middle of the table.

End of the Game

The game ends when all pairs have been matched. Next, try with 20 or even 26 pairs.

Find a collection of games adapted to all ages

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Ravensburger North America Inc. • PO Box 9333 • Seattle, WA 98109 • USA

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