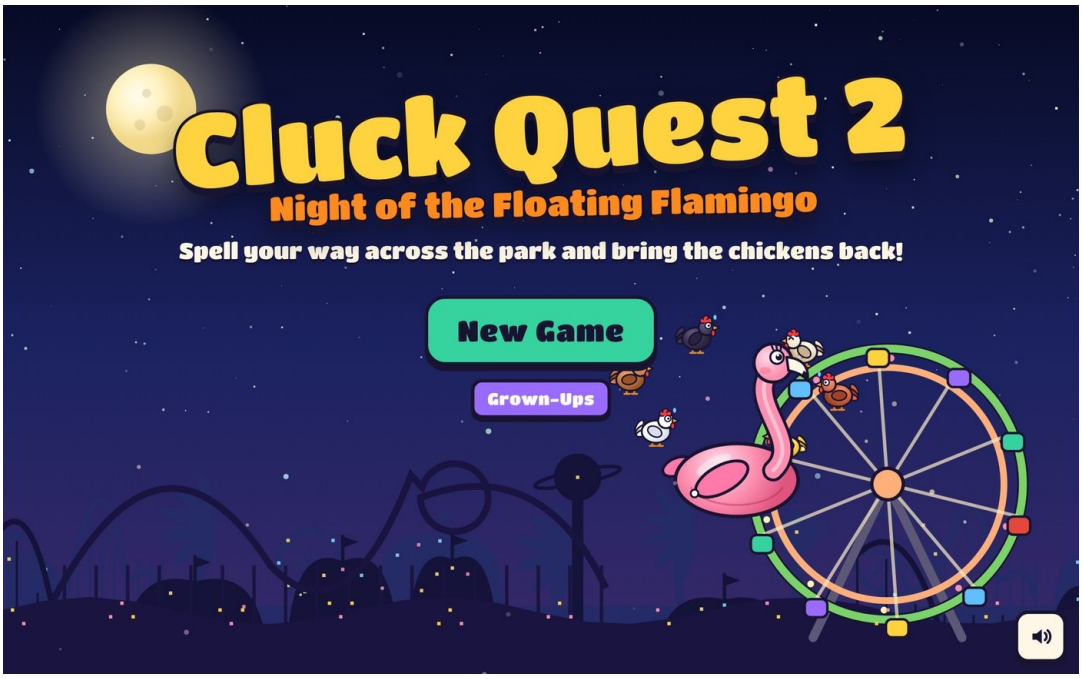


Cluck Quest 2

Night of the Floating Flamingo

User Manual for Teachers and Families

A spelling adventure for third graders

Free to play in a web browser on an iPad or computer. No accounts, no ads, and no purchases. Progress saves on the device.

Play at cluck-quest-2.netlify.app

Scan the code with a phone or iPad camera to open the game.



First-person roller coasters



Carnival games



Silly battles

Contents

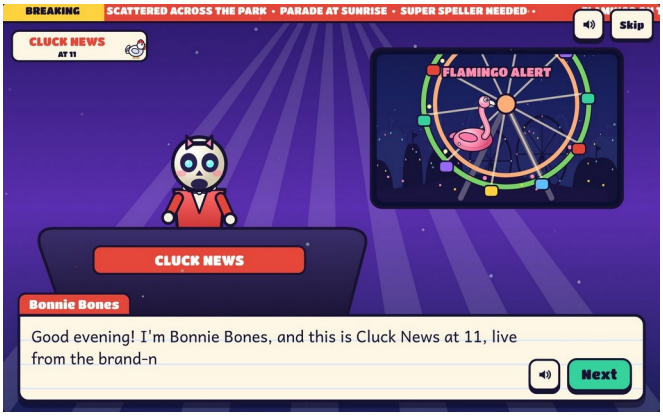
1. About the game 2. What players practice 3. Getting started 4. Grand Galaxy Station 5. Playing in the park
6. Stars, tokens, and prizes 7. Grown-Up Settings 8. Safety, privacy, and content 9. Questions and tips

Created by a parent with Claude, an AI assistant from Anthropic. Guide updated November 2026.

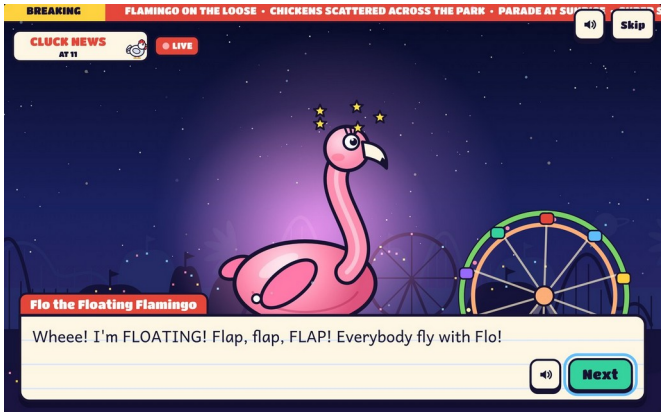
1. About the game

Cluck Quest 2 is a browser game that gives third graders steady spelling practice inside an amusement park adventure. Players explore a space-themed park at night, ride first-person roller coasters, play carnival games, and feed the animals at a space zoo. Nearly every action runs on spelling. A correct word moves a coaster car up the hill, wins a round of ring toss, or calms a frightened chicken.

The story. A Cluck News report opens the game. The night before the grand opening of Starfruit Park and Nebula Lagoon, a shooting star brings Flo, a giant flamingo pool float, to life. Her happy flapping scatters the city's chickens across the park, and the chickens need to be back in their Coop Cars for the sunrise parade. The player becomes the hero who brings them home. At the end, Flo apologizes, becomes a friend, and a fireworks show spells GREAT JOB! along with the player's hero name.



The game opens with a Cluck News report.



Flo the Floating Flamingo, the cause of all the trouble.

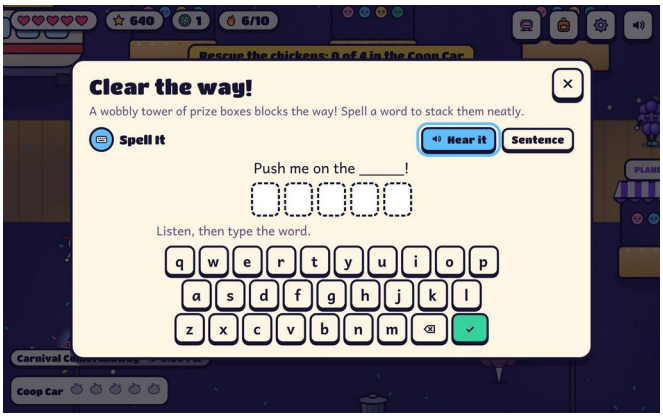
At a glance

Subject	Spelling, in American English
Designed for	Third grade, about ages 8 to 9. Difficulty and word lists can be adjusted.
Devices	iPad, Chromebook, Windows, or Mac, in a current web browser such as Safari, Chrome, or Edge. Touch, mouse, and keyboard all work.
Cost	Free. No ads and no purchases. The in-game shop uses stars that players earn by spelling.
Accounts	None. No sign-up is needed.
Saving	Progress saves automatically in the browser on the device being used.
Reading support	Every spelling word and practice sentence is read aloud. Story lines have a speaker button.
Sound	Recommended, since words are spoken. Headphones work well in a classroom.
Session length	The game saves often, so short sessions work well. Finishing all five park areas takes many sessions.

2. What players practice

Every challenge begins the same way. The game says the word, reads a sentence that uses it, and says the word again. Players can tap Hear it or Sentence to listen as many times as they like. Then they spell the word using one of four challenge types, which the game rotates to keep practice varied.

Spell It	Hear the word and type it on the on-screen keyboard or a real keyboard.
Letter Tiles	Tap scrambled letter tiles in the right order. The tiles include a few extra letters.
Fill It In	Fill in the missing letters of a word that is partly shown.
Pick It	Choose the correct spelling from three or four look-alike choices.



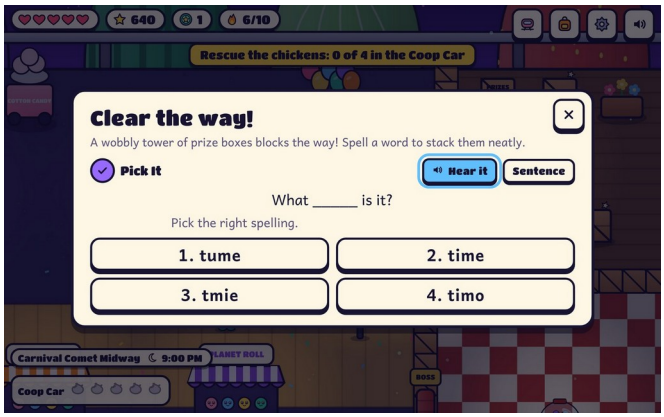
Spell It



Letter Tiles



Fill It In



Pick It

Built-in word list

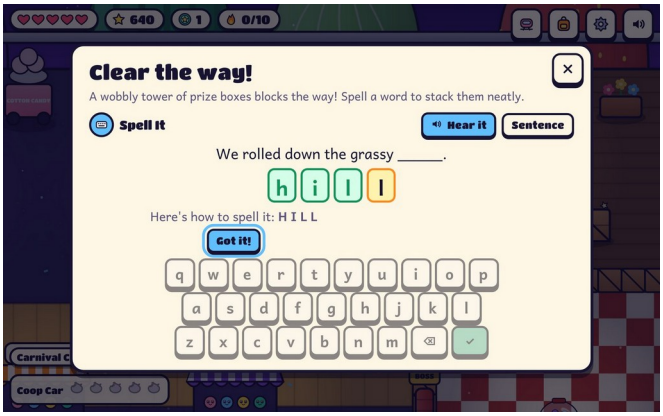
The game includes 285 third-grade words in five levels. Each word comes with a practice sentence, and all spellings follow American English (color, favorite, neighbor, gray). The early parts of the park use easier levels, and later parts move to harder ones.

Level	Focus	Sample words
Level 1	Short vowels, blends, and digraphs	cat, ship, jump, lunch, snack
Level 2	Long vowels and vowel teams	cake, train, boat, beach, night

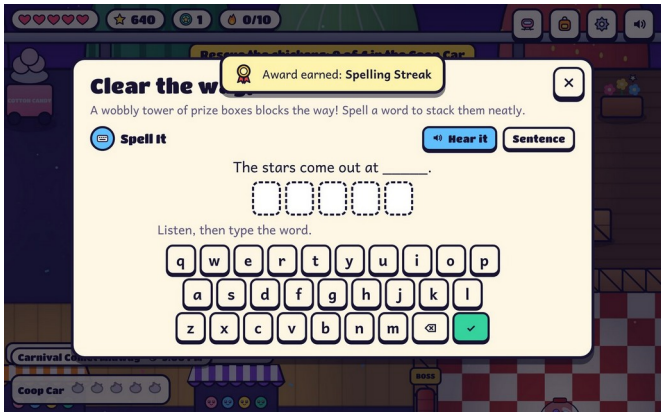
Level	Focus	Sample words
Level 3	R-controlled vowels, ou/ow and oi/oy, and endings	shark, bird, cloud, coin, jumped, running
Level 4	Two-syllable words, silent letters, prefixes, and suffixes	basket, knee, climb, careful, unhappy, berries
Level 5	Tricky high-frequency and longer words	because, friend, through, beautiful, neighbor

When a word is misspelled

On a first miss, the game marks which letters are correct and offers one more try. After a second miss, it shows the correct spelling, spells it aloud letter by letter, and waits for the player to tap Got it! before the next word appears. Missed words come back later for extra practice, and the Progress Report lists any words that still need work.



A second try, with the correct letters marked.



The correct spelling, shown and spoken.

Your own spelling list

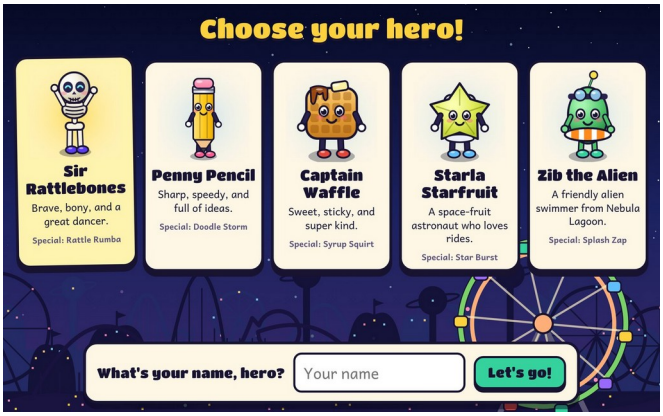
Teachers and families can load a class or weekly spelling list in Grown-Up Settings. When a custom list is selected, the game uses only those words in every ride, game, and battle. Section 7 explains how to add a list.

Connection to third-grade standards

The game's practice connects to third-grade spelling goals in the Common Core State Standards, especially L.3.2.e (conventional spelling of high-frequency words and words with suffixes) and L.3.2.f (using spelling patterns and generalizations). Many states use these standards or similar ones.

3. Getting started

1. Open **cluck-quest-2.netlify.app** in a web browser, or scan the QR code on the cover. On an iPad, tap the Share button and then **Add to Home Screen** to create an app-style icon.
2. Tap **New Game**. A short news report tells the story. Tap **Next** to move through it, or **Skip**.
3. Choose one of five heroes and type a name. A first name or nickname works well. The name stays on that device.
4. Ruler Rudy, the monorail conductor, explains how to walk, read signs, and board a train. After that, the yellow banner at the top of the screen always shows the next goal.
5. To return later, open the same link on the same device and tap **Continue**.



Five heroes to choose from, each with a special attack.



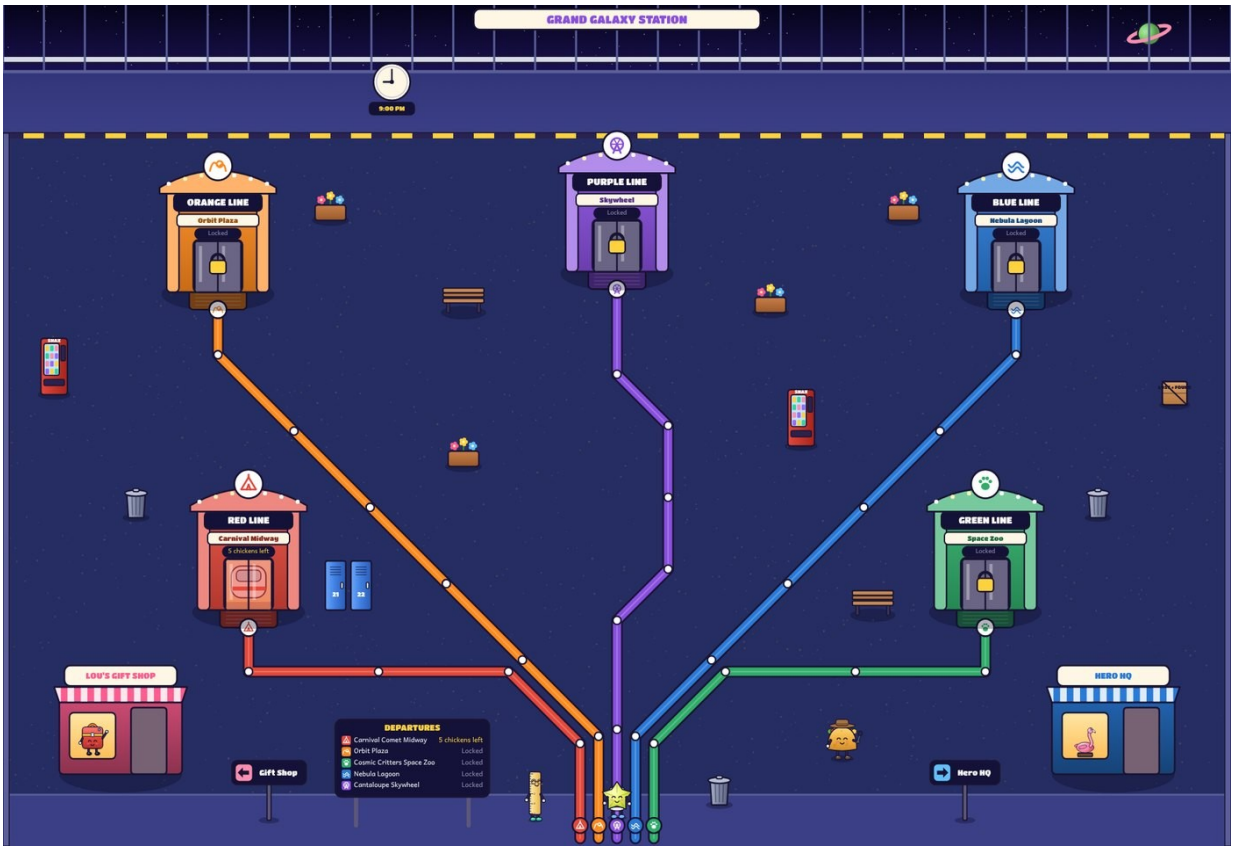
The yellow banner shows the next goal.

Moving and interacting

Players tap anywhere to walk there, or use the arrow keys. Tapping a character starts a conversation, and characters will share a hint, a spelling tip, or a joke when asked. A large button in the corner shows what the player can do nearby, such as Talk, Search, Play, or Ride. The backpack holds snacks, attacks, tokens, and costumes.

4. Grand Galaxy Station

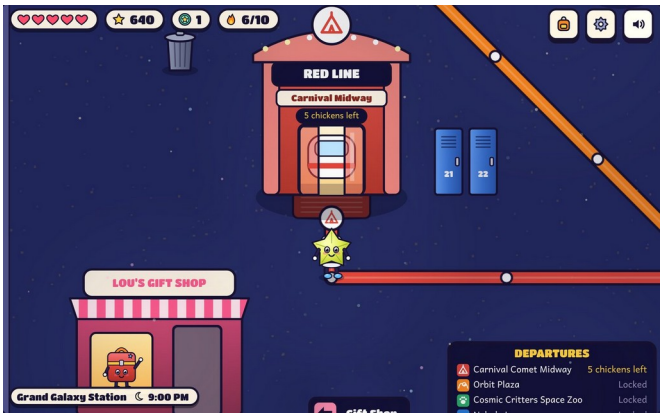
The station is the hub of the game, and it works like a real transit map. Each monorail line has its own color, picture, and station building. Players follow the colored line on the floor to its station and walk inside to board. Signs and the departures board read aloud when tapped. Lines open one at a time, each after the part of the park before it is finished.



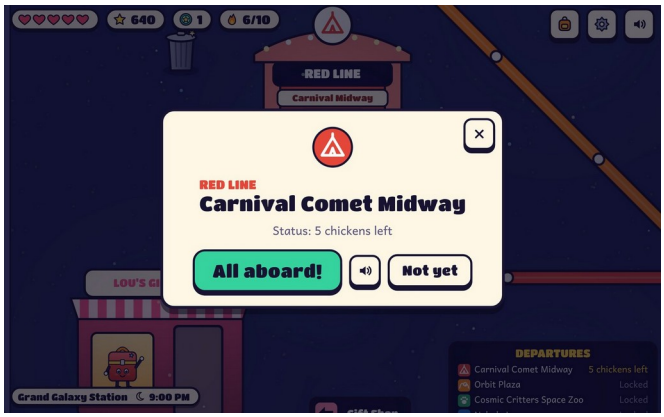
The full station. Five colored lines lead from the entrance to five line stations.

Line	Destination	What is there
Red Line	Carnival Comet Midway	Six carnival games
Orange Line	Orbit Plaza	The Kiwi Comet roller coaster and the Merry-Go-Random
Green Line	Cosmic Critters Space Zoo	Five space animals to feed
Blue Line	Nebula Lagoon	A wave pool rescue, a water coaster, and a log flume
Purple Line	Cantaloupe Skywheel	The finale with Flo

Lou's Gift Shop and Hero HQ sit near the station entrance. Lockers, benches, and vending machines around the hall hold small surprises that change on every visit.



Walking up to the Red Line station.

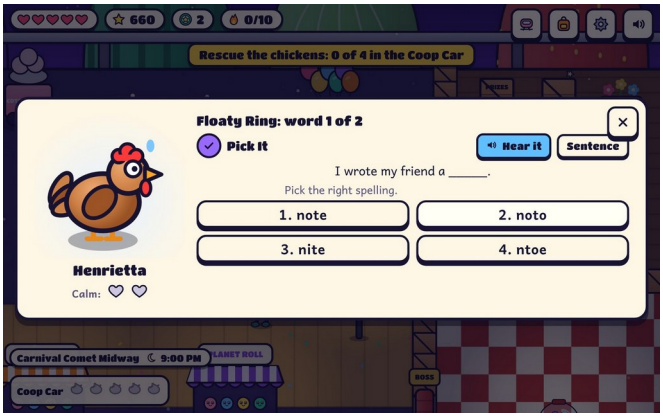


Stepping inside opens the boarding card.

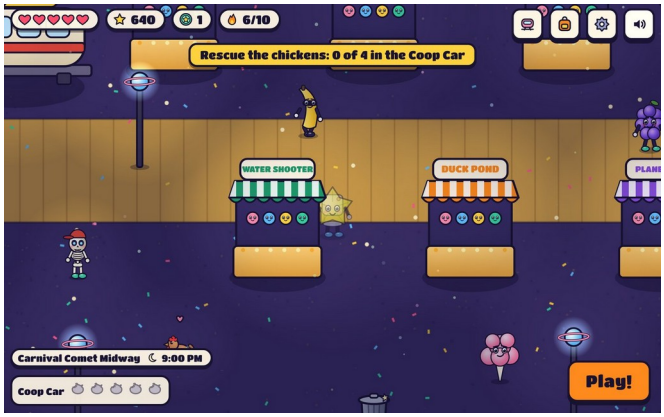
5. Playing in the park

Rescuing chickens

Each park area has five chickens to rescue. Some wander loose, some hide in crates, and some are stuck on rides or at games. To calm a loose chicken, the player picks a gentle tool, such as a corn trail, a lullaby, or a floaty ring, and spells two words. The chicken then follows the player to the Coop Car at the monorail stop. Once four chickens are safe, a gate opens to the area's boss, who guards the fifth, golden chicken.



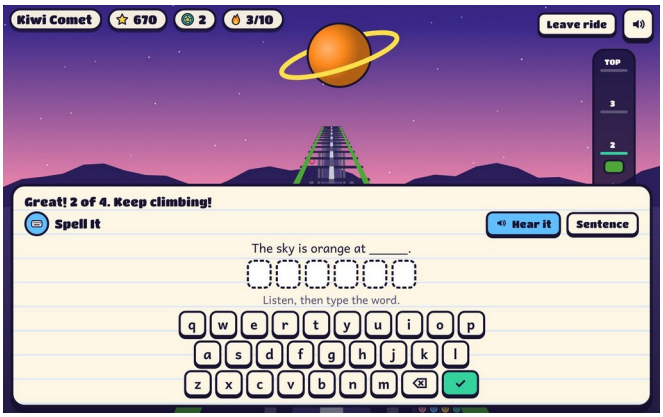
Calming a chicken with the Floaty Ring.



Carnival Comet Midway, the first area.

Rides

The Kiwi Comet, the Wormhole Water Coaster, and the Glorp Gorge Log Flume play in first person. Each correctly spelled word moves the car one step up the lift hill, and a missed word slides it back one step. (A setting can send the car back to the bottom instead.) Four correct words reach the top, and then the ride runs on its own with drops, curves, tunnels, and splashes. Every ride takes a souvenir photo for Hero HQ.



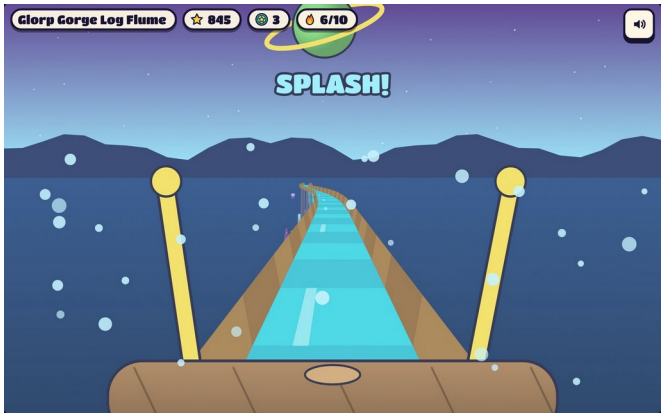
Spelling words to climb the lift hill.



Then the ride begins.



The Wormhole Water Coaster.



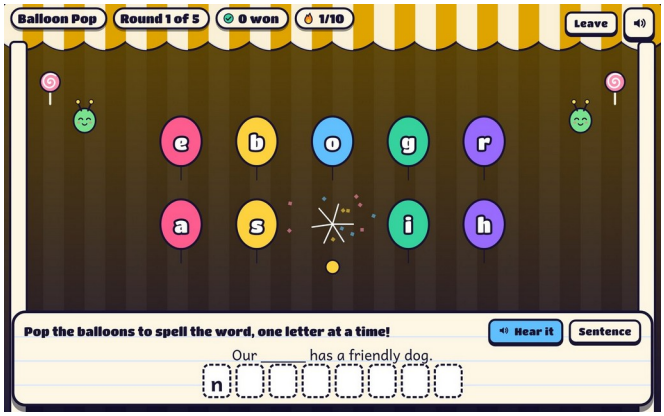
The Glorp Gorge Log Flume.

Carnival games, the carousel, the zoo, and the wave pool

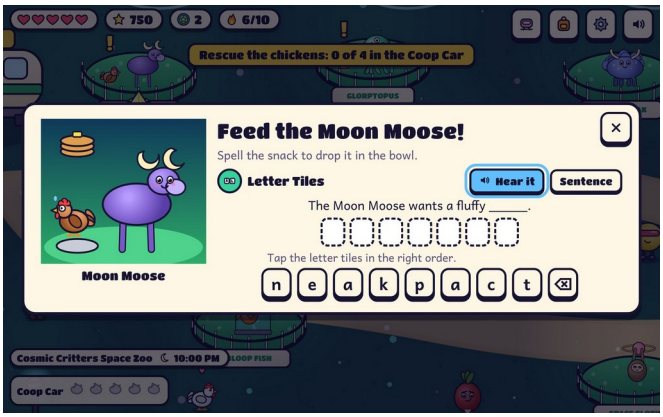
The Midway has six booths: Ring Toss, Ball Toss, Balloon Pop, Water Shooter, Duck Pond, and Planet Roll. Each one uses a spelling skill, such as picking the right spelling or popping balloons in letter order. A game lasts five rounds, and winning three earns a prize. In Orbit Plaza, the Merry-Go-Random spins giant staplers, fish, and sponges, and a correct word earns the player a ride. At the Space Zoo, players spell each animal's favorite snack to feed it. At Nebula Lagoon, each correct word tosses a floaty tube to a chicken in the wave pool.



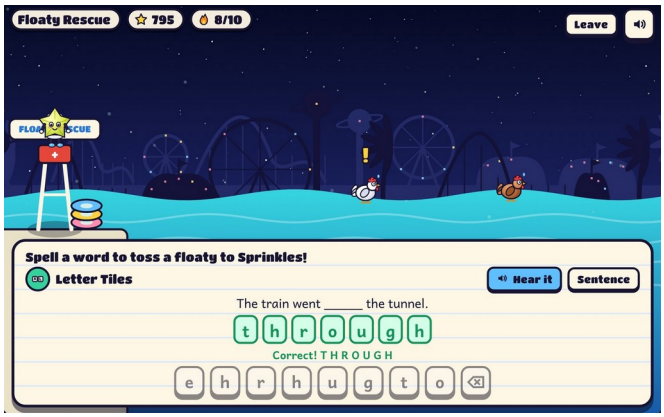
Ring Toss: toss the ring onto the right spelling.



Balloon Pop: pop the letters in order.



Feeding the Moon Moose at the Space Zoo.



Tossing floaties at the wave pool.

Silly battles

Goofy characters, such as a banana, a cotton candy cloud, and a giant gumball machine, sometimes block the way. The player chooses an attack, and each attack uses one kind of spelling challenge. A correct word powers up the attack. Every opponent has a weak spot, shown on screen, that earns double power. A missed word gives the other side a turn, which costs the hero one heart. If all the hearts run out, the hero rests and tries again with full hearts. Nothing is lost.



Choosing an attack. Each one uses a spelling type.

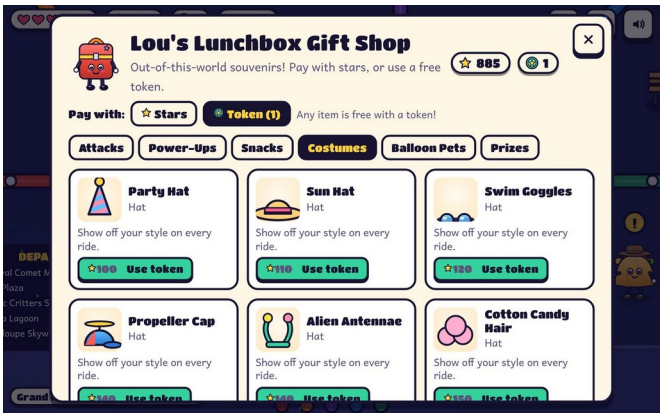


Spelling a word to power up the attack.

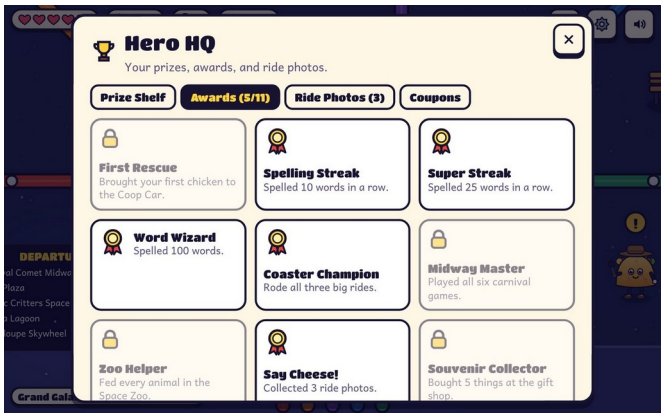
6. Stars, tokens, and prizes

Players earn **stars** for correct words, rescues, and wins. Spelling **ten words in a row** correctly, in any part of the game, earns a free **Shop Token**, and a message on screen announces it. Tokens are saved in the backpack until the player decides to use one.

Lou's Gift Shop sells new attacks, power-ups, snacks, costumes, balloon pets, and souvenir prizes. Each item can be bought with stars, or with one token. Nothing in the shop costs real money. **Hero HQ** displays prizes, 11 awards, and ride photos.



The Gift Shop in token mode.



Awards in Hero HQ.

Adults can also add optional **real-life rewards** to the shop, such as extra free time, with a star price. When a child buys one, the game records a coupon so an adult can mark it as given.

7. Grown-Up Settings

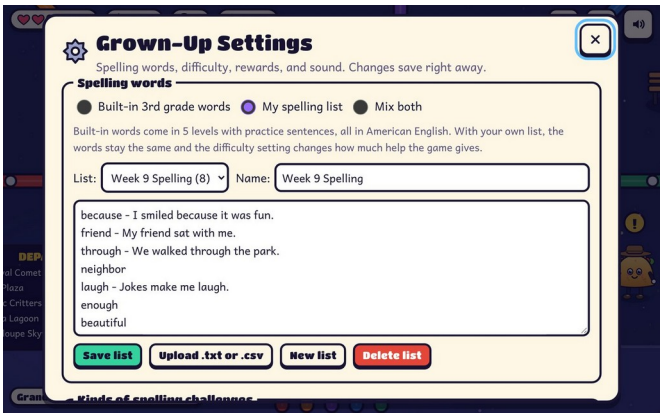
Tap the gear button during play, or Grown-Ups on the title screen. Changes save immediately. The settings are not password protected, so adults may want to show children which parts are for grown-ups.

Setting	What it does
Spelling words	Built-in third-grade words, My spelling list, or Mix both.
Kinds of spelling challenges	Choose which of Spell It, Letter Tiles, Fill It In, and Pick It appear. At least one type must stay selected.
Difficulty	Easier, Just right, or Harder, plus an option to adjust automatically as the child plays. Easier shows the first letter, uses fewer blanks, and adds fewer extra tiles. Harder hides how many letters a word has and adds more extra tiles.
Ride hills	A missed word slides the car back one step, or sends it back to the bottom.
Read-aloud and sound	Spelling words are always read aloud. Story read-aloud, voice speed, sound effects, and music can each be changed.
Shop tokens	Choose whether tokens can also buy real-life rewards.
Real-life rewards	Add optional rewards with a star price, and see coupons the child has bought.
Progress report	Words spelled, first-try accuracy for each challenge type, best streak, current word level, and a list of words to practice.
Start over	Erases the hero, stars, and prizes. Settings, word lists, and rewards stay.

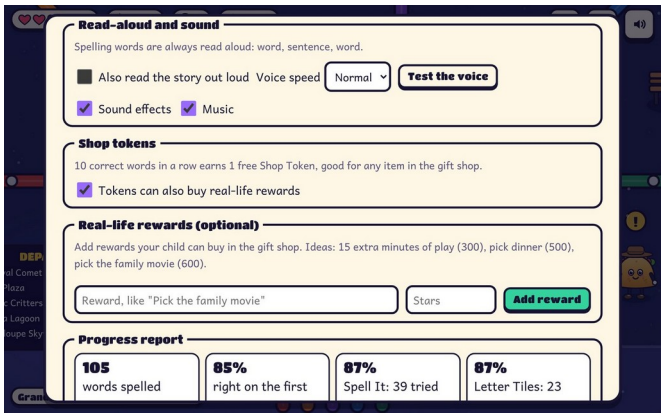
Adding a class spelling list

1. Open Grown-Up Settings and choose **My spelling list**.
2. Type a name for the list, such as Week 9.
3. Type or paste the words, one per line. To add a practice sentence, type a dash after the word, then the sentence. For example: **because - I smiled because it was fun.**
4. Tap **Save list**. To load words from a file instead, tap **Upload .txt or .csv**.
5. To keep several lists, tap **New list**. Choose the active list from the List menu.

Words without a sentence are read aloud by themselves. A word can be up to 24 characters and may include spaces, apostrophes, and hyphens. Lists are saved on the device where they were entered.



A weekly list loaded in Grown-Up Settings.



The Progress Report.

8. Safety, privacy, and content

Privacy

The game has no accounts, ads, chat, links to other websites, or real-money purchases. It does not collect or send any information. Progress, word lists, and settings are saved only in the web browser on the device being used, and the hero name a child types stays there too. The game is hosted on Netlify, a web hosting service. Like most websites, Netlify may keep standard technical logs when the page is opened.

Clearing the browser's website data erases the saved game. Private or incognito browsing does not keep progress. Each device and browser holds one saved game, so children who share a device also share a game.

Content notes

Battles are cartoon-silly. Attacks include bubbles, glitter, tickles, and a few potty-humor jokes, such as Magic Fart and Thunder Burp. Opponents get tired and wander off, and nobody gets hurt. A few friendly characters are skeletons.

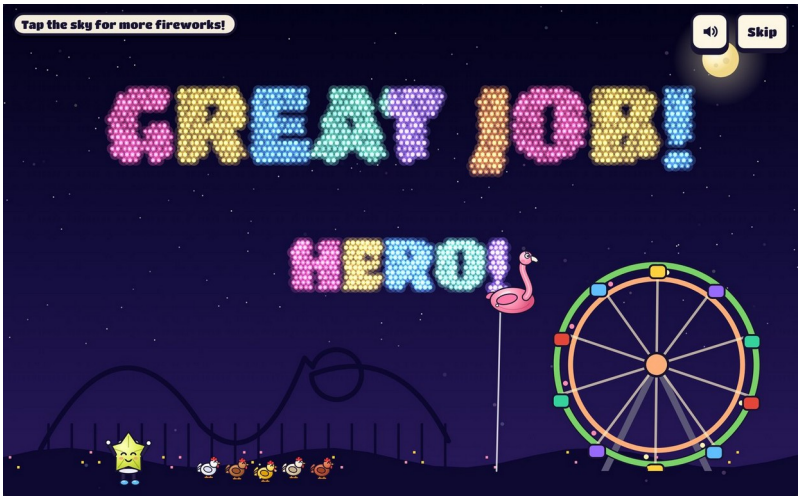
The three big rides use first-person motion with drops, spins, and a barrel roll. The game also shows brief bright flashes for ride photos and during the fireworks finale. Three of the park's chickens are rescued by riding, and no setting turns off the motion or flashes. Children who are sensitive to motion or flashing lights may need an adult's judgment here.

Accessibility

Words, sentences, signs, and story lines can all be read aloud, and the voice speed is adjustable. Buttons are large and work with touch, a mouse, or a keyboard. The text uses Andika, a typeface designed for beginning readers. The monorail lines pair every color with a picture and a name. If a browser has no read-aloud voice, the game shows each word briefly before the player spells it.

9. Questions and tips

Does the game need the internet?	Opening the link needs an internet connection. The child's family also has a copy of the game file that runs without internet.
Will it work on school devices?	It runs in a current browser on iPads, Chromebooks, and computers. Some school networks block new websites, so the school's technology team may need to allow cluck-quest-2.netlify.app.
Is there a time limit?	There are no timers in Cluck Quest 2. Battles give a small bonus for quick answers, but speed is never required.
How can I see what a child has practiced?	Open Grown-Up Settings and scroll to the Progress Report.
What if a child gets stuck?	The yellow banner at the top always shows the next goal, and any character will give a hint when asked.
Who made the game?	A parent made the game with Claude, an AI assistant from Anthropic, for a child in third grade. It is free and is not a commercial product.



The finale: fireworks spell GREAT JOB! and the hero name.

Created by a parent with Claude, an AI assistant from Anthropic. Guide updated November 2026.