

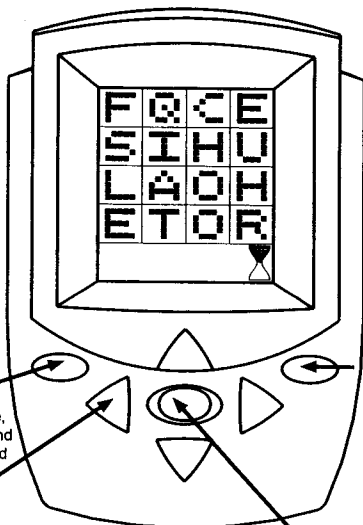
# Electronic HAND HELD Boggle®

## Instructions

For 1 or 2 Players / Ages 8 & up

**IMPORTANT!** If this game malfunctions, push in RESET or try new batteries.

### A Look at Your Game Unit



#### ON/ENTER

Press to "wake up" the game, and to enter a word; press and hold to start a new game, and to end a 2-player game.

#### ARROWS

Press to select game/number of players; to move to letters on a grid.

#### RESET (IN BACK)

Push in to exit demo and to reset the game if it malfunctions.

#### DELETE (-)

Press to erase letters or words; to drop a word from your scoring list; to view your playing time in an untimed game; to choose a different game.

#### SELECT (+)

Press to select game/number of players; to select a letter from a grid; to keep a word on your scoring list; to choose the same grid for your next game.

**Object**

## Object

Score as many points as you can by forming 3- or more-letter words from 4x4 letter grids on the screen.

Race against the 3-minute timer in the *timed* game; or play the *untimed* game and take as long as you want!

## Getting Started

**The first time you play:** Take the game out of "demo" mode by pushing in the RESET button on the back of the game.

**Waking up the game:** The *untimed* game will go to sleep if no buttons are pressed for 3 minutes. To wake up the game and continue playing, press ON.

The *timed* game will go to sleep about a minute after the game ends, if no buttons are pressed. To wake up the game, press ON. After waking up the timed game, you must start a new game.

**Starting a new game:** To start a new game, press and hold ON/ENTER for 3 seconds. The current game will end, and you can begin a new game by pressing SELECT.

## How to Play

**Select a game:** Press the UP or DOWN arrow to select Game A (the timed game) or Game B (the untimed game). Then press SELECT.

*Turning the sound on or off:* On the Game Select screen, you can turn the sound on or off by pressing the LEFT and RIGHT arrows at the same time, for 3 seconds.

**Select the number of players:** The 1-player game features solo play; in the 2-player game, you'll play against a friend. Choose the number of players by moving the UP or DOWN arrow. Then press SELECT.

## ON YOUR TURN

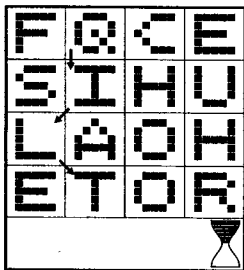
**1-player game:** A 16-letter grid will appear, and the 3-minute timer will begin its count-down. (In the untimed game, the timer is not used.)

**2-player game:** Decide which player will go first; Player 1 then presses SELECT to begin his or her turn. A 16-letter grid will appear, and the 3-minute timer will begin its countdown. (In the untimed game, the timer is not used.) After Player 1 has taken a turn, Player 2 will take a turn using the same letter grid.

On your turn, quickly form 3- or more-letter words by selecting letters that adjoin horizontally, vertically, or diagonally to the left, right or up-and-down. See Figure 1. You cannot "skip over" letters in the grid to form a word. *Note: The letter "Q" always represents the letters "QU".*

**FIGURE 1**

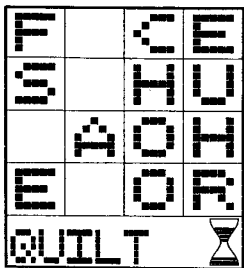
You can form the word QUILT by selecting the adjoining letters. You cannot "skip over" letters to form the word QUIT.



To move to a letter, press the UP, DOWN LEFT or RIGHT arrows. To select the letter, press SELECT. Each letter you select will "move" from the grid to the bottom of the screen. See Figure 2. To delete a letter you've selected, press DELETE.

**FIGURE 2**

The letters you SELECT to form a word move from the grid to the bottom of the screen. They'll reappear on the grid after you ENTER the word.



## Types of Words Allowed

Any word (noun, verb, adjective, adverb, etc.), or plural of, form of, or tense of a word is acceptable as long as it can be found in a standard English dictionary. Words within words are also permissible and are scored separately, as long as they are entered separately: *spare, spa, par, are, spar, pare*. Proper nouns (Smith, Ohio, France, etc.) and foreign words are *not* allowed.

*Exceptions:* Words that are considered archaic, obsolete, offensive or obscene have been excluded from the computer's dictionary. However, players may override the computer dictionary to accept *any* word, as long as they agree to do so.

When you've formed the word you want, press ENTER. The word will be added to the computer's memory, and the letters will reappear on the grid. Now quickly select letters for your next word!

**Same word:** If you try to enter a word you've *already* entered, a SAME WORD message will appear. Press DELETE for each letter in the word, to replace it on the grid. Then continue playing.

## Confirming Your Words

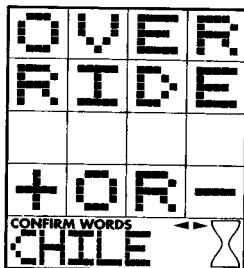
When the timer runs out, TIME IS UP will appear. (If you're playing the untimed game, press and hold ON for 3 seconds when you're done playing.)

Now the computer will show the words you entered, one at a time, on the bottom of the screen. (If any word is longer than 7 letters, you can scroll left or right using the arrows.)

To keep a word, press SELECT. The computer will accept the word for scoring, *unless it is not in the computer's dictionary*. For all such words, an OVERRIDE message will appear, and you must tell the computer whether to *keep* the word (press SELECT), or *delete* it (press DELETE). See Figure 3.

**FIGURE 3**

The word CHILE is not in the computer dictionary because it's a proper noun. Press DELETE to drop the word from the scoring list; or, if you're playing by different rules, press SELECT to keep it.



## Scoring

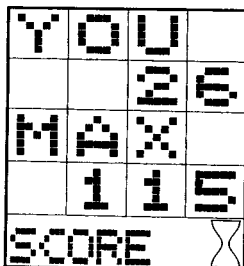
After your words have been accepted or deleted, the computer will show your score for the game. Each word is scored according to the number of letters, as shown below:

- 3 letters ..... 1 point
- 4 letters ..... 1 point
- 5 letters ..... 2 points
- 6 letters ..... 3 points
- 7 letters ..... 5 points
- 8 or more letters .... 11 points

In a 1-player game, you'll score points for every word on your scoring list. Your score will appear, as well as the maximum score for that grid. See Figure 4.

**FIGURE 4**

In a 1-player game, you score for each word you kept. The computer also displays the maximum score for the grid.




The computer will then show a sample of the words you missed. Press the DOWN arrow to scroll through the words. Press SELECT to end the game.

**In a 2-player game**, each player scores points *only for unique words* (words not also entered by the other player). See Figure 5. Players can then press SELECT to see a sample of the words they missed. Press the DOWN arrow to scroll through the words. Press SELECT to end the game.

**FIGURE 5**

In a 2-player game, each player scores for unique words only. The higher score wins!

F1			
		15	
F2			
		10	
SCORES			

**Your time:** If you played the *untimed* game, you can press DELETE on the scoring screen to find out how long you played. Then press SELECT to play again.

## How to Win

In a 1-player game, try to score as close to the maximum points as possible. In a 2-player game, the player with the higher score wins. (In case of a tie, play again!)

## Playing Again

On the scoring screen, press SELECT. On the SAME GAME screen, press SELECT to play another game with the same grid; or press DELETE to try a different grid.

## Troubleshooting

If the game should lock up, push in the RESET button on the back of the game unit. If it still appears to malfunction, remove the batteries and replace them with fresh ones.

## Maintenance

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries, or push in the RESET button.

## Batteries

**Important:** The batteries included in this game are for demonstration purposes only, and may be weak. For best performance, you may need to replace the batteries with fresh ones before you play.

**To replace the batteries:** Loosen the screw on the battery compartment on the back of the game unit, and remove the door. Insert 3 AAA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.

# CAUTION

- 1) As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
- 2) Make sure the batteries are inserted correctly and always follow the game and battery manufacturers' instructions.
- 3) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

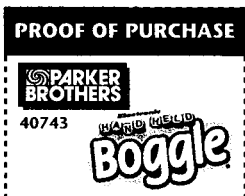
## FCC WARNING

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to:  
Hasbro Games, Consumer Affairs Dept.,  
P.O. Box 200, Pawtucket, RI 02862.  
Tel: 888-836-7025 (toll-free).

Canadian customers please write to:  
Hasbro Canada, P.O. Box 267,  
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