



RULES OF PLAY

OBJECT: *To be the last player to spell a word with the letter cards before time runs out.*

SETTING UP

1. Decide who will wind up the timer for the first round. Note that the dial on the bottom of the timer is designed so that it can be wound up to run for longer or shorter periods. Set the timer switch in the OFF position and then secretly turn the dial either all or part of a turn clockwise so that players will not be able to estimate the length of a particular round. The dial, however, must be turned **at least** as far as the **small** red arrow on its rim. In the shortest setting a round

will last about 30 seconds. With a full turn of the dial a round will last about 1-1/2 minutes. The job of setting the timer must rotate from player to player after each round.

2. Choose a dealer for the game. He or she shuffles the deck, deals out five cards to each player and puts four cards face down on the table.
3. To initiate play, start the timer and at the same time turn all four cards on the table face **up**.

PLAY

All players **simultaneously** try to create a word. The first to do so announces his or her word and immediately arranges cards on the table to form that word.

Rules covering the formation of words are as follows. A player can use:

- A. Any or all of the letters showing face up on the table including extra letter cards which are left over from previous word formations.
- B. One letter card from his or her hand (but only one!).

After the first word is played, other players may jump in and announce new words of their own, quickly rearranging the letter cards to spell their word.

IMPORTANT RULES COVERING WORD FORMATION

1. New words must be as long or longer than previous words.
2. No word may be repeated.

3. Any player may change the word as many times as he or she wants, including changing his or her own word.
4. When the timer runs out the player who has created **the last word** wins all the letter cards in his or her word. A player must have completed arranging the letters to form his or her word to have it count as the last word. If a player has declared a word and is just in the act of assembling it, the **previous** word played is the one that counts.
5. Cards remaining on the table after each round are returned to the bottom of the deck.
6. After a round, the dealer fills each players hand back up to five cards and four new cards are dealt to start a new round.

CHALLENGING

1. Any word (noun, adjective, adverb, etc.), plural of, form of, or tense is acceptable as long as it can be found in a standard English dictionary.
2. As soon as a player spells out a word, he or she may be instantly challenged by any other player who thinks that the word formed is:
 - A. Illegal by the above definition.
 - B. Spelled incorrectly.

The challenging player quickly presses the OFF button on the timer, the game stops and the challenge is debated. If the challenger is proven correct the challenged player is **eliminated** from that particular round. If the challenge is not legitimate the challenging player is likewise eliminated. Play is then resumed for the remaining players by pressing the ON button.

TO END THE GAME

1. As the deck of cards gets smaller, the dealer must first fill all players hands to five. To start a new round the dealer must then have at least one card remaining to place on the table. If not, **the game is over**. All players count the cards they have **won**.
2. **The player who has won the most cards is the winner.**



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