

Game Folio™ Edition Boggle®

FOR 2 OR MORE PLAYERS / AGES 8 TO ADULT

Contents: • Zipper case • 16 letter cubes • grid and dome • Built-in timer • 4 pads and 4 pencils • 2 “AAA” batteries

Object

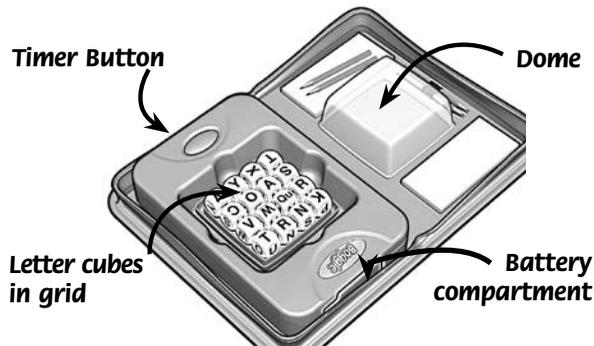
Be the player with the highest score at the end of the 3-minute game; or be the first player to reach the designated point limit in a Tournament game.

Players score by listing words of the highest point value they can find in the four rows of letters.

The First Time You Play

Remove the game parts from their plastic bags, and discard the bags.

Open the case and lay it flat. If necessary, bend the case backward a few times, to relax it and make it lie flatter.



Inserting the Batteries: Loosen the screw on the battery compartment door (located on the panel above the *Boggle* name), and remove the door. Insert the 2 “AAA” batteries provided with the game, making sure to match the + and - symbols with the ones in the plastic. Then 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 installed correctly and 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.

Gameplay

Each player will need a pencil and paper. (The game includes 4 pencils and pads. If more than 4 play, they’ll need their own pencils and paper.)

1. Shake up the cubes: With the dome on top of the grid, give the cubes a good shake. (You can pick up the grid to shake it, or you can shake it right in the case.) After shaking the cubes, make sure they lie flat in the grid. You can then remove the dome or leave it on top of the grid.

2. Start the 3-minute timer: Press the timer button. It will light up green at first, then turn amber, then turn red when time is running out!

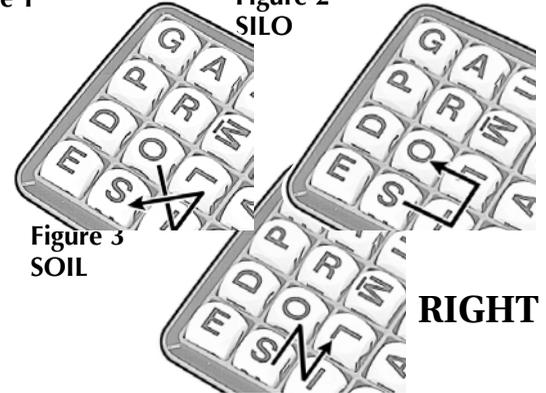
3. Search for words: Now all players quickly search the grid for words of 3 or more letters. Words are formed from letters that adjoin horizontally, vertically, or diagonally to the left, right or up-and-down. However, no letter cube may be used more than once within a single word.

When you find a word, quickly write it down. Keep searching and writing until time’s up!

Example: Figures 1 through 3 show how words may be formed using the adjoining letters S,O,L,I.

Figure 1
OILS
(and
OIL)

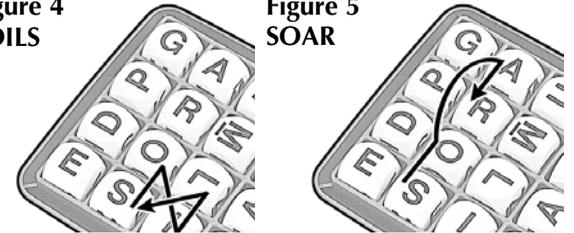
Figure 2
SILO



Figures 4 and 5 show examples of incorrect word formation. In Figure 4 (SOILS), the one S was used twice. In Figure 5 (SOAR), the letter R was skipped; letters must join in sequence.

Figure 4
SOILS

Figure 5
SOAR



Try your skill at finding the hidden words in the grid above. There are more than 70, including *molar*, *prose* and *turmoil*. Can you find more?

Types of Words Allowed

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

Scoring

When time runs out, the timer button will stop flashing red and make a tone. When the tone sounds, all players must stop writing. Each player in turn then reads his/her list aloud. Any word that appears on more than one player's list must be crossed off *all* lists—and no one gets credit for it!

Players score their remaining words as follows:

NO. OF LETTERS 3 4 5 6 7 8 or more

POINTS 1 1 2 3 5 11

Winning

The winner is the player 1) who earned the most points when the scores were tallied; or 2) who is the first to reach the "tournament" score—50 points, 100 points—whatever was decided before playing.

Things to Remember

- Do not touch the cubes or the grid while the timer is running.
- Multiple meanings of the same spelling do not earn multiple credit. Example: The word t-e-a-r, for *rip* or *cry* counts only once.
- The same word found by a player in different areas of the grid may not be counted for multiple credit.
- The QU counts as 2 letters.
- Both the M and the W have a line under them.
- The Z has a line under it and should not be read as IN.
- You get full credit for both the singular and the plural of a noun—as long as you wrote down both! See Figure 1: OIL and OILS.

- For the highest score, look for unusual words that others might miss; this strategy increases your chances of scoring.
- To reset the timer back to 3 minutes at any time, just press the timer button to stop, then press again to restart.

Maintenance

The zipper case and plastic parts can be wiped clean with a damp cloth.

Storing Your Game

Done playing for now? Store the game parts in their compartments as shown below. The next time you play, open the case label-side up to keep the game parts in place.



FCC STATEMENT

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 the 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 consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2

