

**IMPORTANT:  
BATTERY INFORMATION**

Phillips/cross head screwdriver (not included) needed to replace batteries.

**Replacing the battery:**

Loosen the screw on the battery compartment (located on the back of the game unit), and remove the door. Insert a CR2032 battery "+" side up into the battery compartment.

Then replace the door and tighten the screw.

**CAUTION:**

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.

4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. DO NOT USE RECHARGEABLE BATTERIES. DO NOT RECHARGE OTHER TYPES OF BATTERY.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.



This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of them in a household waste bin.

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# Boggle

**Contents:** Boggle Game with Electronic Timer

**Object**

Find as many words as you can in the 4 x 4 letter grid. To win, be the player with the highest score at the end of a 3-minute game; or be the first player to reach the designated point limit in a tournament game.

**How to Play**

Players sit around the table so that everyone can see the Boggle grid when it's in play. Each player will need a pencil and paper (not included).

To start the game, do the following:

1. Turn the lid clockwise as far as it will go, to lower the grid base. See Figure 1.

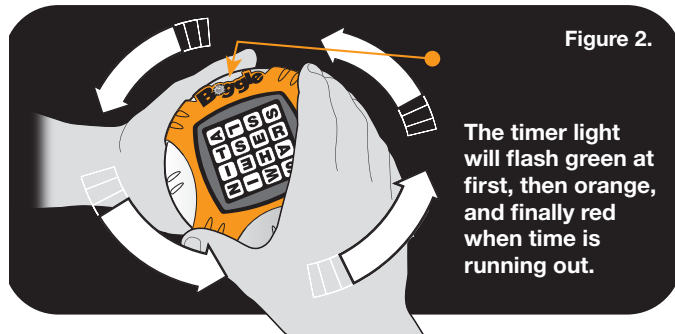


2. Shake the letter cubes to mix them up. If necessary, jiggle the cubes until they fall into place in the grid base.

AGE  
**8+**  
2-4  
PLAYERS



3. Now turn the lid anti-clockwise as far as it will go, making sure the letter cubes are lying flat in the base. See Figure 2. The timer light in the Boggle “o” will flash on to begin the countdown!



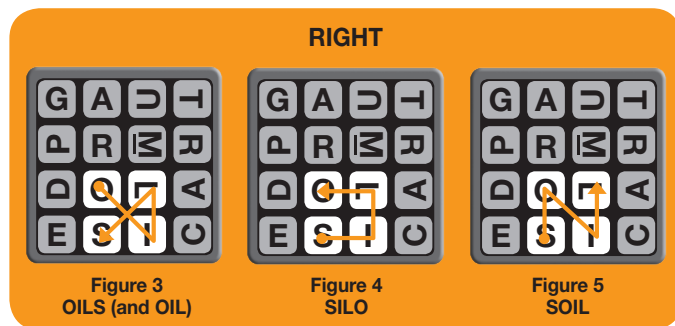
4. Now quickly place the game in the centre of the play area, and all players start looking for words.

### Finding Words

Search the assortment of letters for words of three or more letters. Words are formed from letters that adjoin in sequence horizontally, vertically or diagonally in any direction. No letter may be used more than once within a single word.

When you find a word, write it down. Keep looking and writing until time's up!

**Example:** Figures 3, 4 and 5 show how words may be formed using the adjoining letters S, O, L, I.



### WRONG

In Figure 6 (SOILS), the one S is used twice.  
In Figure 7 (SOAR), the letter R was skipped.



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 words (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 permissible: spare, spa, par, are, spar, pare.

### Scoring and Winning

When time runs out, the timer light will stop flashing red and make a soft beep. All players must stop writing. Each player in turn then reads his or 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

The winner is the player 1) who earned the most points when play stopped, or 2) who is the first player to reach the tournament score – 50 points, 100 points, or whatever was decided before playing.

### Things to Remember

- Multiple meanings of the same spelling do not earn multiple credit. For 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 two 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 an N.
- You get full credit for both the singular and plural of a noun – as long as you wrote down both. See Figure 3: OIL and OILS.
- For the highest score, look for unusual words that others might miss – and that will earn you more points!