

BOGGLE To Go!

FOR 2 TO 4 PLAYERS
AGES 8+

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.

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.

Contents: • Cover and base with grid and integrated storage compartment • 16 letter cubes
• 3-minute sand timer • 4 pencils • Pad of paper

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 (see Scoring).

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

The First Time You Play

Turn the game over and open the bottom storage compartment by pushing in the tab. Remove the contents, replace the door and turn the game back over.

Unlock the clear cover by pressing in the 2 sides toward the curved walls (above the slots that are marked "LOCK"). Remove the letter cubes from their plastic bag and discard the bag. Place the cubes back into the grid. **RIGHT**

Now turn the cover 90° and replace it onto the base by sliding the tabs into the slots marked "PLAY". This way the cover is easily removed after shaking. You're now ready to start a game.

Figure 1
OILS (and
OIL)



Figure 2
SIL0



Figure 3
SOIL



Gameplay

Each player will need a pencil and piece of paper.

1. Shake up the cubes: With the cover in the PLAY position, give the game a good shake. After shaking, make sure the cubes lie flat in the grid. Then remove the cover. **WRONG**

2. Start the 3-minute timer: Turn the timer over right away, before players start searching for words!

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,I,L.

Figure 4
SOILS



Figure 5
SOAR



Scoring

When the timer runs out, 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
(per word)	_____					
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, meaning rip or cry, counts only once.
- A word found more than once by the same player in different areas of the grid may not be counted for multiple credit.
- The QU counts as 2 letters during scoring.
- 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

the *locked* position. This will prevent the cover from accidentally coming off and the cubes spilling during storage or travel.

others might miss; this strategy increases your chances of scoring.

Maintenance

The cubes and base can be wiped clean with a damp cloth.

Storing Your Game

Done playing for now? Store the timer, pad and pencils in the bottom storage compartment. Store the letter cubes in the grid and replace the cover in



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