



# NAB-IT!

## CONTENTS

- 100 two-sided letter tiles (25 each of 4 colors)
- 4 gray bank tiles • 4 letter bags

## OBJECT

Link tiles together to build words crossword-style. Stack tiles on other tiles to change words into different words. Try to “nab” (steal) words by stacking the highest tiles in the words. You score one point at the end of the game for each word that you control. To win, have the most points when the game ends.

## THE FIRST TIME YOU PLAY

Remove the letter tiles from the plastic bags. Discard or recycle the waste. Place the 25 tiles of each color in their matching-color letter bags. Place the 4 gray bank tiles aside.

## SETTING UP

1. Sit at a table (or any other hard, flat surface) to play. Then all players set up their tiles and bags as described below.

2. Choose a color, then take the bag of that color with the 25 matching tiles inside. This will be your color throughout the game.

3. Take one gray bank tile and place it near your tile bag. This special tile is used for scoring only. (More about this later.)



## ABOUT THE TILES

Your tiles are specially shaped so that they can be linked and stacked.



Linking



Stacking

Each of your tiles (except for the blank) shows a letter on each side. The letter in the corner is the letter that appears on the opposite side. You can play either side of a tile on your turn.

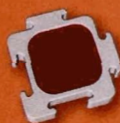


One Side



Opposite Side

**The blank:** Each player has one blank tile. You may play your blank as any letter. After doing so, declare the letter it represents. It stays that letter for the rest of the game.



## PLAYING

Draw five tiles from your bag and line them up in front of you. Each player does the same. It doesn't matter if the other players can see your tiles.

**Getting started:** The youngest player goes first. If that's you, link two or more of your tiles in the center of the play area to form a word. See Example 1. Then draw more tiles from your bag to replenish to five tiles. Play then passes to your left.

## EXAMPLE 1



The yellow player starts by linking four tiles together to create GAME.

## On Your Turn

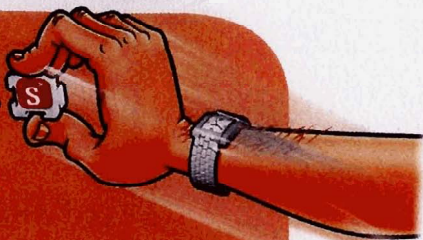
1. Add one or more of your tiles to previously-played tiles to create one or more new words. You do this by linking and/or stacking your tiles. This ends your turn, unless you nabbed one or more words (see *Nabbing*.)

Example 2 shows how a player links and stacks to create two new words.



FOR 2-4 PLAYERS AGES 8+

## GAME RULES



### EXAMPLE 2



Green stacks T on G, then links R and Y to create TAME and TRY.

**Stacking:** Follow the rules below when stacking tiles:

- Never stack a tile directly onto a tile of the same letter. For example, you can't stack an R directly on top of another R.
- Never cover an entire word on one turn by stacking a tile on every letter. At least one letter from the previous word must appear in the new word.
- Never place more than one tile on the same stack on one turn.
- Never place tiles in more than one row or column on one turn.
- Never create a stack that's more than five tiles high.

**Rotating the game:** You can easily turn the game to face you by holding, pressing and turning any of the higher stacks.

2. If you nabbed one or more words on your turn, you may bank one tile before ending your turn. See *Nabbing* and *Banking*, below.

**Nabbing:** Nabbing is the name of the game, because it's how you score points! You nab a word from another player by stacking the highest tile in that word. In Example 2, Green nabbed *Game* by changing it to *Tame*. Green now controls that word, but control may (and probably will) change hands several times more before the game ends!

On each turn that you nab, you get to bank one tile for an extra point (see *Banking*).

**Banking:** To bank a tile, draw one tile at random from your bag and stack it on top of your bank tile. At the end of the game, each banked tile will add one point to your score!



You may bank only one tile per turn, no matter how many words you nabbed on that turn. Banked tiles can never be nabbed by other players. If you run out of tiles to bank, sorry. You're out of luck!

**Exchanging tiles:** Instead of playing tiles, you may use your turn to exchange one or more of your tiles. Just set the tiles aside and draw the same number from your bag. Then return your discard tile(s) to the bag.

**Announcing your last tile:** If you draw your last tile, announce it to the other players. (If you get caught forgetting to do this, you must return one banked tile to the bag!)

## "Illegal" Words and Challenging

**Illegal Words:** Any word that falls in the category below is not allowed:

- Words that are always capitalized;
- Words that use a hyphen or apostrophe;
- Abbreviations and symbols;
- Prefixes and suffixes that cannot stand alone;
- Foreign words that don't appear in the dictionary.

**Challenging:** Any word may be challenged before the next player's turn begins. Use a dictionary to resolve challenges. If the challenged word is illegal, the challenged player must remove the played tiles, then either make a play or exchange one or more tiles.

## Ending The Game

The game ends when either:

- One player plays his or her last tile; or
- No player can make a play.



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## HELPFUL HINTS

Nab these tips and strategies to get the edge on your opponents!

**Try to nab on every turn.** The most important strategy is to get into the Nab-It! habit! If you can nab at least one word per turn, you'll earn a potential point one, plus a nab-proof bank tile.

**Multi-point nabbing:** Try to stack on intersecting tiles (tiles that join two words). By nabbing both words, you'll score two potential points and a bank tile!

**Avoid setups.** Beware of playing the 4th tile in a stack; you may be setting up another player to place the 5th tile and steal that stack for keeps!

**Hold that blank!** Try not to play your blank too soon. If you can play it on a 4-high intersecting stack, you'll score three nab-proof points: one point for each word, plus a bank tile.

**Catching up:** Nab-It! is famous for dramatic, come-from-behind victories. If you're losing toward the end of the game, check out who's in the lead. Then nab as many words as you can from that player. Each point you nab adds one to your score and deducts one from the leader!

## Scoring

After the game ends, all players count up the words they control. **You control a word if you own the most tiles at the highest level in that word.** If two or more players own the same number of tiles at the highest level, they each score a point for that word.

Score points as follows:

- One point for each word you control;
- One point for each of your banked tiles;
- One bonus point if you played the last tile.

Example 3, below, shows how final points are scored in a sample four-player game.

## WINNING

The player with the most points at the end of the game wins Nab-It!

**Ties:** In case of a tie, the tying players count their top tiles (tiles not covered by other tiles). The player with the most top tiles wins. If the tying players have the same number of top tiles, then the game is a true tie. Rematch, anyone?

## EXAMPLE 3

Red scores 6 points:  
One each for SQUINT and DANCER, and 4 for banked tiles.

Purple scores 7 points:  
One each for HEAP, HARE, RINSE and LINED, and 3 for banked tiles.

Yellow scores 8 points to win:  
One each for SPORTS, EASEL and RISE; one for "going out;" and 4 for banked tiles.

Green scores 4 points:  
One each for PAD and ROAD, and 2 for banked tiles.

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