

Every Word's a WINNER

SCRABBLE

ELECTRONIC

TURBO SLAM!

RULES FOR 2-4 PLAYERS AGES 8+

Contents: Electronic Turbo Slam Unit with Storage Tray
• 55 Letter Cards • 12 Action Cards

Object: Race to get rid of your cards by playing them to change a four-letter word. Be first to hit the Slam button when it makes the turbo sound, and you'll get to draw an action card which could help you get rid of even *more* cards! To win, be the first player to run out of the cards in your hand.

The First Time You Play

Remove the wrappings from the game parts, and discard or recycle the waste materials.

Separate the 12 colored action cards from the letter cards.

Insert 3 AAA batteries into the Slam unit. (See BATTERY INFORMATION on the other side of this sheet.)

About the Cards

THE LETTER CARDS

You can play either side of a letter card. The small letters in the corners show the two letters on each card. *Note:* Some cards are blanks, and can be used to represent *any* letter.



THE ACTION CARDS

There are four kinds of these special cards. Draw one if you "slam in" first when the turbo sound plays — then play it right away! More about these later.

About the Turbo Slam Unit

PAUSE BUTTON

Press it at any time to pause/unpause the game.

SLAM BUTTON

Press it fast when you hear the turbo sound!



VICTORY BUTTON

Press it to celebrate if you just won the game!

MUSIC BUTTON

Press it to turn the music on or off. (You'll still hear any sounds needed for gameplay.)

POWER SWITCH

(Underneath the game unit)

Slide to the 2-player setting for less frequent turbo sounds; slide to the multi-player setting for more frequent turbo sounds.



Setting Up

As you set up your game, take a look at the **Setup Example** below to see where the game parts are placed.

1. Separate the 16 colored action cards from the letter card deck, and place them in a facedown deck near the Turbo Slam unit, within everyone's reach.
2. One player chooses four letter cards from the deck to make any word, and plays the cards side-by-side within everyone's reach. Then the player deals out the rest of the deck to all players.
3. Place the Turbo Slam unit in the center of the play area within everyone's reach. Slide the power switch on the underside of the unit to the 2-player or multi-player setting.

Setup Example

The illustration below shows a 3-player game set up and ready for play.

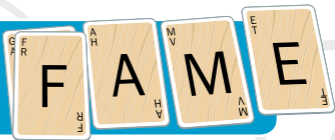


Playing

To begin a game, tap the Slam Button. You'll hear a "Ding-Ding!" sound. *Now all players race at the same time*, to play cards from their hands onto the cards on the table to change words into new words. As you play a card, call out the new word it creates. You may play only *one* new card at a time to change the word.

CARD PLAY EXAMPLE

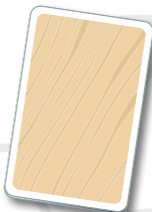
Chris calls out "Fame!" and plays an F on the G, changing GAME to FAME.



Scott calls out "Fate!" and plays a T on the M, changing FAME to FATE.

Always change the letter: Never play a letter on the same letter to make the same word. It's perfectly okay for words to be repeated during the game, as long as there are one or more *different* words played between them.

Playing a blank: Cards showing no letters are blanks. They may be played to represent *any* letter. To play a blank, decide which letter you want it to represent; then play the blank as you would any other card, calling out the new word it creates. The blank represents that letter until it is covered by another card.



Acceptable words: The classic Scrabble rules governing acceptable words also apply to this game. (Proper names, acronyms, foreign words, etc. are not acceptable.)

Challenges: Any player may challenge a word. Just press PAUSE and say "I challenge!" before the next card is played. All players then discuss the word in question, consulting a dictionary if necessary. If the word is accepted, play continues; if not, the player who played the challenged card must take it. To resume play, just press PAUSE again.

HITTING THE SLAM BUTTON

At any time during the game, the turbo sound may suddenly go off! Now all players race to be the first to press the Slam button. If you're the first to press the button, draw the top action card from the deck, and immediately follow the directions on it. Then place the action card facedown in a discard pile next to the deck, and press the Slam button to continue playing.





ACTION CARD DIRECTIONS

Most action cards allow you to get rid of cards – but one of them makes you take them from another player!



HYPER SLAM!

Give 1 or 2 cards to every other player.

MEGA SLAM!

Discard 2 or 3 cards of your choice in the discard pile beside the action card deck.



SLAM DUNK

GIVE

3

to any other player

SLAM DUNK!

Give 2, 3 or 4 cards of your choice to any other player of your choice. *Hint:* Give them to the player with the fewest cards!

YOU GOT SLAMMED!

Uh-oh! Take 2, 3 or 4 cards from any other player of your choice! This player chooses which cards to give you.

YOU GOT SLAMMED

TAKE

4

from any other player

WHAT IF NO ONE SLAMS IN?

Occasionally, time will run out before anyone slams in. In this case, the Slam button will make a sad sound, then continue play.

How to Win

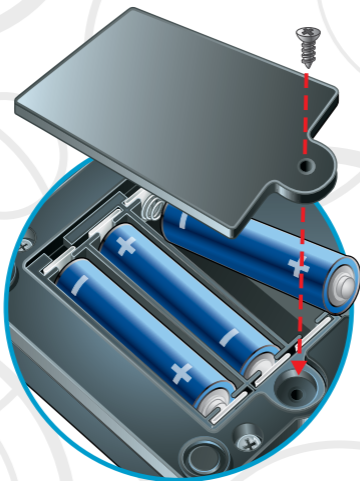
The first player to get rid of his or her last card (either by playing a letter card or giving it away after drawing an action card) wins the game. This player presses the VICTORY button to hear the victory song!

Done Playing?

Slide the power switch to the OFF position. Storage is easy: just place the cards and these rules in the storage drawer.

INSERTING THE BATTERIES

Make sure the switch (on the underside of the Turbo Slam unit) is in the OFF position. Then loosen the screw on the battery compartment, and remove the door. Insert 3 AAA-size alkaline batteries, making sure to align the + and - symbols with the markings in the plastic. Then replace the door and tighten the screw.



IMPORTANT: BATTERY INFORMATION

 **x3**
1.5V AAA or LR03 size
NOT INCLUDED

BATTERIES REQUIRED

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

1. As with all small batteries, the batteries used with this product 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 phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center. 2. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings. 3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries. 4. Remove exhausted or dead batteries from the product. 5. Remove batteries if product is not to be played with for a long time. 6. Do not short-circuit the supply terminals. 7. 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. 8. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

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 receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003. Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Consumer contact: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. ☎ 888-836-7025

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