OBJECT OF GAME
The first player to flip up all 10 keys on his/her side of the 4-Way SpellDown game board wins the game.

PLAY
1. Players press down all 10 keys on their sides of the SpellDown game board.
2. The youngest player begins the game.
3. The first player rolls the dice in the middle of the four sets of keys. The player must use BOTH letters on the dice and one or more of their wooden letter keys to make a word.

EXAMPLE 1
If a player rolls the letters R and A on the dice, he/she have the following options:

3 Letter Word: RAG - Player may flip up the G key.
4 Letter Word: GRAB - Player may flip up the G key and the B key.

EXAMPLE 2
If a player rolls the letters S and A on the dice, he/she has the following options:

3 Letter Word: HAS - Player may flip up the H key.
4 Letter Word: SAND - Player may flip up the N key and the D key.

WORD RULES:
- Before flipping any keys up, announce your word and spell it for the other players.
- There is no limit to the number of letter keys a player may use to make a word.
- No proper nouns allowed (names, cities, etc.)
- In the event of a word dispute, consult your nearest dictionary.

ROLL TWO RED LETTERS:
If a player rolls two RED letters on the dice, he may make one opponent of his choice flip all of his keys back down and start over.

CANNOT MAKE A WORD?
If a player, on their turn, cannot make an acceptable word, they must flip DOWN any one of their letter keys.

The first player to flip up all 10 of their keys wins the game!