



INSTRUCTIONS

AGES: 8+

PLAYERS: 2 or more

CONTENTS: 4 plastic letter boards, 100 plastic disks, flip over timer, 56 category cards, die (dots 1 through 6), timer die (numbers 15, 30, hand and disk).

OBJECT: Be the first player or team to cover all letter spaces on their letter board by calling out words to specific categories before time runs out.

SET-UP: Each player/team places one letter board and approximately 25 plastic disks on table in front of them.

To determine what player/team begins play, roll die, highest roll starts. Player/team to the left of starting player/team will control timer and die.

PLAY:

- Roll timer die first, if number 15 or 30 is rolled, set timer arrow to the number location on top edge of timer. Do not start timer until category die is rolled.
- Roll category die, number 1 through 6 will show. Playing team will now turn over a category card and begin play using the category of the number rolled.

Start timer by setting it on table, player/team will begin to call out words that relate to the category trying to fill in as many of the letter spaces as they can before time runs out. When a player or team gives an acceptable word relating to the category and letter they place a disk over the letter in their letter tray.

EXAMPLE: Category - "TYPES OF NUTS"

Players call out answers: **ACORN, WALNUT, BRAZIL, PEANUT** and cover the letters **A, W, B,** and **P** as they say the word. "**A**" for **acorn**, "**W**" for **walnut**, "**B**" for **Brazil**, and "**P**" for **peanut** as they say the word. When time runs out, timer will flip over and the turn ends, play moves to the player/team to the left. **REMEMBER, PLAYERS/TEAMS TRY TO GIVE AS MANY WORDS TO A CATEGORY, COVERING AS MANY SPACES POSSIBLE WITHIN THE TIME LIMIT.**

• IF CHIP IS ROLLED ON TIMER DIE:

Player/team covers one of the open letters on their board with a disk, their turn ends and play passes to the left.

• IF HAND IS ROLLED ON TIMER DIE:

Playing player/team will have 15 seconds to remove chips from another player's/team's letter board using a specific category as in regular play. To begin set timer to 15 seconds. Select the board you will remove chips from. Roll category die, start timer and begin play using category rolled on die. Player/team remove chips from letter board while calling out words to the category.

EXAMPLE: Category - "TYPES OF NUTS"

Players call out answers: **ACORN, WALNUT, BRAZIL, PEANUT** and removes plastic chips from the selected board. "**A**" for **acorn**, "**W**" for **walnut**, "**B**" for **Brazil**, and "**P**" for **peanut** as they say the word. When time runs out, timer will flip over and the turn ends, play moves to the player/team to the left. **REMEMBER: PLAYERS/TEAMS ARE CALLING OUT AS MANY WORDS RELATING TO THE CATEGORY TO REMOVE CHIPS FROM SELECTED PLAYER'S LETTER BOARD.**

WINNER: The first player or team to cover all of the letters on their letter board. **NOTE:** Letters do not have to be covered in alphabetical order.

QUICK PLAY RULES:

1. Determine who will start.
2. Player to left of player/team controls timer and die.
3. Roll die, set timer to dice roll. If hand is rolled the playing player/team can remove as many disk as they can from any player's/team's letter board in 15 second time limit using category rolled on card (1 through 6). If disk is rolled playing player/team can add one disk to their letter board on any open letter ending their turn.
4. Roll category die, turn over category card and use category for play matching number rolled on die.
5. Start timer and begin calling out words that relate to the number rolled on the category card, cover up first letter to the word on letter board as it is called off.
6. Play stops when the timer flips over.
7. Play moves to player/team to the left.
8. Winner of game is the first player/team to cover all of the letters on the letter board.