

**AGES 8+**  
**1+ PLAYERS**

# SCRABBLE<sup>®</sup>

# Boggle<sup>®</sup>

**Contents:** SCRABBLE BOGGLE Game with Electronic Timer

## Object

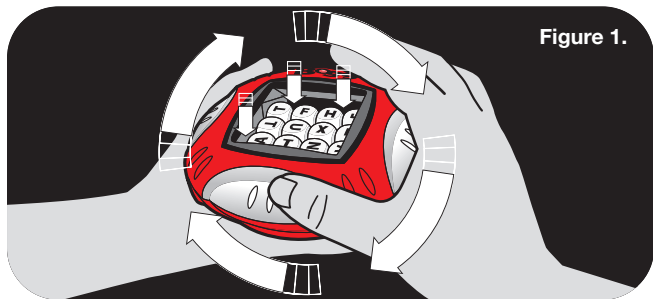
Find as many words as you can in the 4 x 4 letter grid. To win, be the player with the highest score at the end of a 3-minute game; or be the first player to reach the designated point limit in a tournament game. Or practice by yourself to beat your personal best!

## How to Play

Players sit around the table so that everyone can see the Boggle grid when it's in play. Each player will need a pencil and paper (not included).

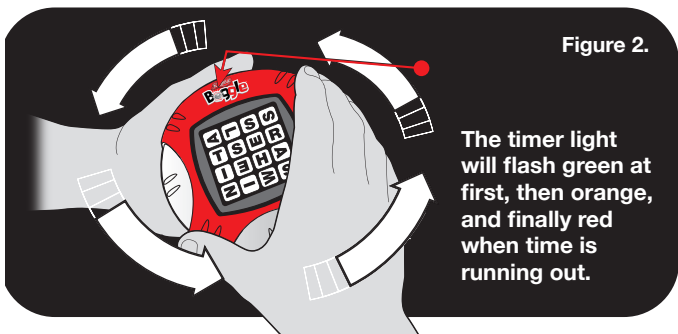
To start the game, do the following:

1. Turn the lid clockwise as far as it will go, to lower the grid base. See Figure 1.



2. Shake the letter cubes to mix them up. If necessary, jiggle the cubes until they fall into place in the grid base.

3. Now turn the lid counterclockwise as far as it will go, making sure the letter cubes are lying flat in the base. See Figure 2. The timer light in the Boggle “o” will flash on to begin the countdown!



4. Now quickly place the game in the center of the play area, and all players start looking for words.

### Finding Words

Search the assortment of letters for words of three or more letters. Words are formed from letters that adjoin in sequence horizontally, vertically or diagonally in any direction. No letter may be used more than once within a single word.

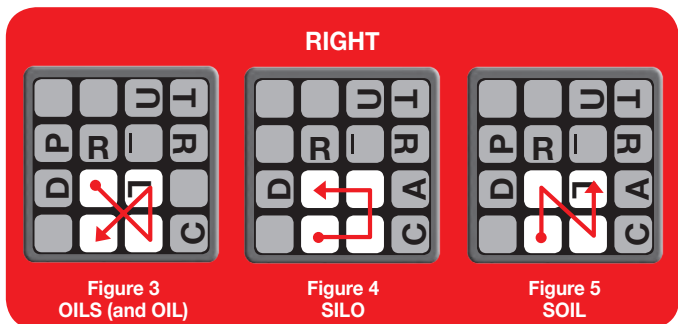
When you find a word, write it down. Keep looking and writing until time's up!

### Bonus Letters

If there's a letter with red around it in your grid, you'll score double for words you make that include this letter!



**Right and wrong words:** Figures 3, 4 and 5 show how words may be formed using the adjoining letters S, O, L, I.



## WRONG

In Figure 6 (SOILS), the one S is used twice.  
In Figure 7 (SOAR), the letter R was skipped.



Figure 6  
SOILS



Figure 7  
SOAR

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 words (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. Words within words are also allowed: spare, spa, par, are, spar, pare. Proper nouns (Smith, Ohio, France, etc.) are not allowed.

### Scoring and Winning

When time runs out, the timer light will stop flashing red and make a soft beep. All players must stop writing. Each player in turn then reads his or her list aloud. **IMPORTANT:** 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
POINTS	1	1	2	3	5	11

Double the score for any words that included a bonus letter!

The winner is the player 1) who earned the most points when play stopped, or 2) who is the first player to reach the tournament score – 50 points, 100 points, or whatever was decided before playing.

### Things to Remember

- Multiple meanings of the same spelling do not earn multiple credit. For example, the word t-e-a-r for rip or cry counts only once.
- The same word found by a player in different areas of the grid may not be counted for multiple credit.
- The QU counts as two letters.
- Both the M and the W have a line under them.
- The Z has a line under it and should not be read as an N.
- You get full credit for both the singular and plural of a noun – as long as you wrote down both. See Figure 3: OIL and OILS.
- For the highest score, look for unusual words that others might miss – and that will earn you more points!

## IMPORTANT: BATTERY INFORMATION

Phillips/cross head screwdriver (not included) needed to replace batteries.

# **x1** CR2032 **LITHIUM BATTERY INCLUDED**

### Replacing the battery:

Loosen the screw on the battery compartment (located on the back of the game unit), and remove the door. Insert a CR2032 battery "+" side up into the battery compartment. Then replace the door and tighten the screw.



## CAUTION:

1. As with all small batteries, the batteries used with this game 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. **TO AVOID BATTERY LEAKAGE**
  - a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
  - b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
  - c. Remove exhausted or dead batteries from the product.
  - d. Remove batteries if product is not to be played with for a long time.
  - e. Do not short-circuit the supply terminals.
  - f. **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.**

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U.S. Patent No. 8002280 and Pat. Pending.

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3. 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.

### FCC Statement

**NOTE:** 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 to this unit 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.

### PROOF OF PURCHASE



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