OPTIONAL GAME PLAY:

Advanced Play. Each player must look only for words of 5 letters or more.

Handicap Play. While older or more experienced players look for words of 4 letters or more, younger or less experienced players look for words of only 3 letters or more. (Score 1 point for each 3-letter word.)

Team Play. Each player on a team writes down his or her own words. If teammates find the same word—a word that is *not* found by the opposition—only one team member crosses it off. The winning team is the one with the most points.

If the players aren't of equal ability or experience, try matching a team of average players against an advanced/beginner team. Or pit a team of younger or less experienced players against one player who is older or more experienced.

BOGGLE® challenge cube:

For an exciting new twist—and a greater challenge—add the BOGGLE® challenge cube whenever you play!

How to play:

1. Each time, before shaking up the letter cubes, remove any one cube at random.
2. Replace it with the BOGGLE® challenge cube.
3. Shake up the letter cubes and begin playing according to the rules for usual game play.

Scoring: After each player has read aloud his or her list of words, each scores the remaining words as follows:

NO. OF LETTERS	3	4	5	6	7	8 or more
POINTS	1	2	3	4	5	6

Bonus: Each player who forms a word using the BOGGLE® challenge cube adds 5 points to his or her score for each of these words.

We will be happy to answer your questions about BIG BOGGLE®. Contact the Consumer Response Department in the location nearest you:

®PARKER BROTHERS

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.
In Australia and New Zealand: Parker Games, 104 Bourke Road, Alexandria, N.S.W. 2015.
In the United Kingdom: Parker Games, Owen Street, Coalville, Leicester LE6 2DE England.

Big Boggle®

Parker Brothers
Bigger Challenge
3-Minute WORD Game

Big Boggle® PROOF OF PURCHASE

Rules ©1979, 1983 Parker Brothers, Beverly, Mass. 01915. Printed in U.S.A.

For 2 or more players • Ages 8 to Adult

EQUIPMENT: 25 letter cubes • letter grid with dome • 3-minute timer

OBJECT: To list, within 3 minutes, as many words of the highest point value as you can find among the random assortment of letters in the cube grid.

PREPARATION: Each player should have a pencil and a piece of paper. Drop the letter cubes into the dome and place the grid, open side down, over the dome. Turn the domed grid right-side up, vigorously shake the cubes around, and maneuver the grid until each cube falls into place. Then, as one player removes the dome, another player starts the timer.

PLAYING: When the timer starts, each player searches the assortment of letters for words of *four letters or more.* When you find a word, write it down.

Words are formed from *adjoining letters.* Letters must join in the *proper sequence* to spell a word. They may join horizontally, vertically or diagonally to the left, right or up-and-down. No letter cube, however, may be used more than once within a single word.

TYPES OF WORDS ALLOWED: The only words that are allowed are those that can be found in a standard English dictionary. You may look for any type of word—noun, verb, adjective, adverb, etc. Plural nouns are acceptable, as are all verb tenses. Words within words are also allowed; e.g., *master:* mast, aster.

Figures 1 through 3 show how words can be formed from adjoining letters.

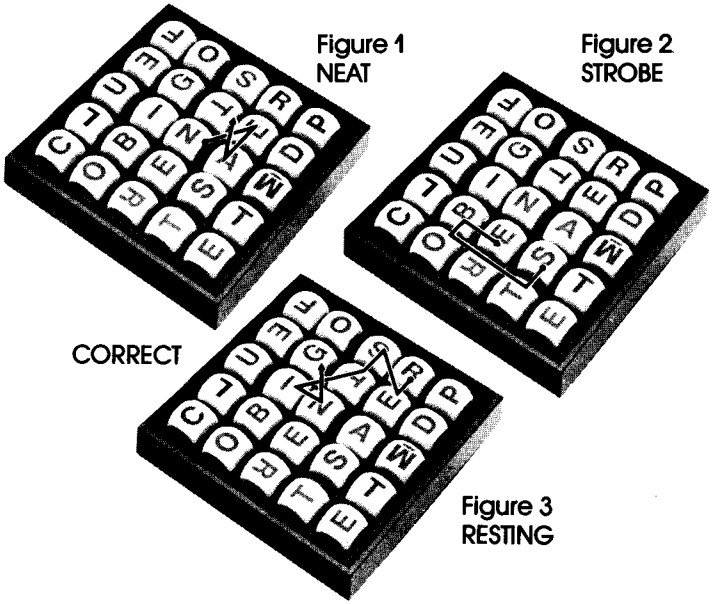

Figure 1
NEAT

Figure 2
STROBE

CORRECT

Figure 3
RESTING

Figures 4 and 5 show two *incorrect* spelling techniques: in "SETS" (Figure 4), the one adjoining "s" is used twice; to form "SAINT" (Figure 5), requires skipping over the letter "n." *No skipping is allowed; letters must adjoin in sequence.*

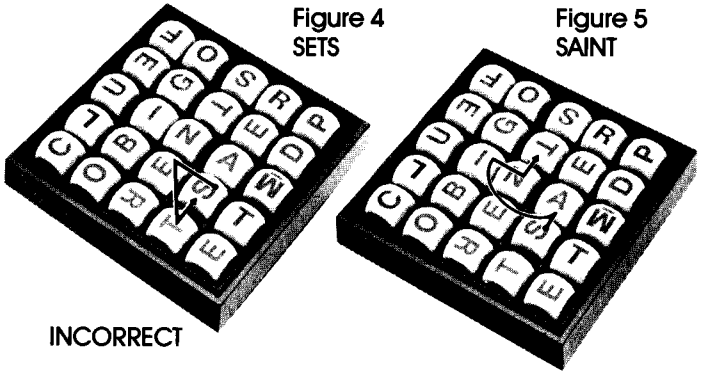

Figure 4
SETS

Figure 5
SAINT

INCORRECT

Try your skill at finding the hidden words in the letter assortment above. There are more than 150 words, including "tango," "corset," and "treatments."

TYPES OF WORDS NOT ALLOWED: Proper nouns, abbreviations, contractions, hyphenated words and foreign words that are not in an English dictionary.

SCORING AND WINNING: When the timer runs out, everyone must stop writing. Each player in turn then reads aloud his or her list of words. Any word that appears on more than one player's list must be crossed off *all* lists, including that of the reader.

After all players have read their lists, each player scores his or her remaining words:

SCORING

NO. OF LETTERS	4	5	6	7	8 or more
POINTS	1	2	3	5	11

The winner is: a) the player whose words have earned the most points; or b) the first to reach 50 points, 100 points or whatever score is considered by all to be a reasonable target.

THINGS TO REMEMBER:

- Neither the cubes nor the grid may be touched while the timer is running.
- Multiple meanings of the same word do not earn multiple credit. The word "liner," for example, can mean "a line drive," "a protective inner covering," or "an ocean-going vessel"; yet it may count as only one word.
- The same word found by a player in different areas of the grid may not be counted for multiple credit.
- The "Qu" cube counts as two letters.
- Both the "M" and the "W" have a line *under* them.
- The letter "Z" also has a line under it and should not be seen as the word "IN."
- Full credit is awarded for *both* the singular and plural forms of a noun—but *only* if the player has listed them as separate words.
- Common words tend to be found by more than one player. Therefore, if your words are unique and unusual, they are more likely to earn you points.