



INSTRUCTIONS

For 2-4 Players or Teams

Ages 7+

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36 Category Cards

4 X-tra Time Cards

4 Any Letter Cards

43 Stacking Letter Tiles

4 Stage Game Base with integrated tension building audio timer!

SETTING UP THE GAME

1. Place the game base on the table so that each one of its platforms is opposite a player/team.
2. Scatter the 43 letter tiles evenly around the game base so that they are visible to all players.
3. Place the pack of category cards face down in reach of all players. Each player/team is dealt one 'X-tra Time' Card, and one 'Any Letter' card.

AIM OF THE GAME

Be the player/team to win the most category cards.

PLAYING THE GAME

1. To start, all players/teams must decide on a pre-determined number of category cards required to win. For example, the first player/team to collect 10 category cards, wins the game.
2. The game begins when a nominated player/team turns over the top 'category card' to reveal a word category, for example, 'item of clothing'. Place the card next to the pack of category cards, face up for all players to see.
3. The nominated team/player then spins the 'start letter' dial. When the spinner stops on a letter, this is the letter that MUST be used to begin your word. (except if playing the 'any letter' card, see overleaf)
4. Press the 40 second timer button in the centre of the dial to start play.
5. All players/teams race to build the tallest word possible on their respective platform using the letter tiles available, before the timer runs out. You need to work quickly to get the letters you need! You MUST only take one letter tile at a time when building

your word. The word must start with the letter on the spinner, and match the category shown on the card.

6. Players are allowed to re-start their word at any time, if they believe they can create an alternative word in the remaining time. When the timer runs out, all players/teams must reveal their word to the other players. The player/team with the tallest word wins the category card. Only a completed word can win the card.
7. The letter tiles are then returned, and evenly spread around the game base for the next turn.
8. If there is no outright winner/tie breaker and time is up, the card remains next to the pack of category cards. The next player/team then turns over a new category card, placing it face up on top of the previous card, and spins for a new letter. This round now has 2 cards to play for! Cards accumulate until there is an outright winner and this player/team wins all of the category cards in the face up pile.

NOTE:

- Letters MUST be taken one at a time as the word is built, no hoarding allowed!
- Hyphenated words, or any word which is not considered as a single word, e.g. 'Ironing Board', is NOT ALLOWED.

'X-TRA TIME' CARD

1. During the race to build the tallest word, a player/team can play their X-tra Time card if they think time will run out before completing their word.
2. The card must be played whilst the 40 second timer is operating. It is 'played' by turning the card face up in view of all other players/teams. The player/team playing the card, then hits the timer, which will automatically re-start the 40 seconds. However, by doing this, all other players/teams also have the extra time, so there is a risk!
3. It is possible for another player/team to extend the time again, after the initial extension by repeating the steps above.

'ANY LETTER' CARD

1. Each player/team has the opportunity to build a word beginning with any letter, if they cannot think of a word that begins with the letter showing on the dial. The word however, must still be applicable to the category shown on the card.
2. The player/team do not disclose that they are using this card until the time is up. They reveal their word, and play the 'any letter' card at the same time.

WINNING THE GAME

The first player/team to collect the pre-determined number of category cards, wins the game!

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