

The Classic Edition

Big Boggle®

*The ultimate Boggle game...
More Cubes, More Letters...
More Fun!*



Family

AGE
8+



15-30



2+
PLAYERS

ABOUT BIG BOGGLE

BIG BOGGLE debuted in 1979 as “Parker Brothers Bigger Hidden Word Game.” Word game players have been happily devoted to the game for over 30 years. We are proud to bring you the classic Big Boggle game you remember, with the addition of a versatile double-letter cube that was intended to be included in the original game.

OBJECT OF THE GAME

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.

CONTENTS

25 letter cubes, a cube grid & dome, 3-minute sand timer and instructions.

SETUP

Each player will need a sheet of paper and a pen or pencil. 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.

HOW TO PLAY

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*. (You may not skip over 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 may be used more than once within a single word.

In this letter pattern, the words “fang,” “trait” and “mowed” are among those that can be formed correctly:



NOTE: The letters on the double letter cube must be used *in their sequence*. Thus, in this pattern you can use the “Th” to form words such as “**th**at” and “width**th**.”



A different letter pattern might enable you to form a longer word like “som**eth**ing.” However, you may never form words using the “Th” where the “h” comes before the “T” such as in “right,” or “yacht.”

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. For example, **TURNOVER**, **TURN** and **OVER**.

TYPES OF WORDS NOT ALLOWED

Proper nouns, abbreviations, contractions, hyphenated words and foreign words that are not in an English dictionary.

SCORING & 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

Number 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 when the timer is running.
- Multiple meanings of the same word do not earn multiple credit.
- The same word found by a player in different areas of the grid may not be counted for multiple credit.
- The two letters on the Double Letter cube (**Qu**, **Th**, etc.) count 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."**
- 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.

OPTIONAL GAME PLAY RULES

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.



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Item# 1147