

AGES 8 to Adult
1 to 4 Players



CONTAINS:

1 Play On Words® unit with built-in electronic timer, 8 letter cubes, and Rules.

Note: Requires 2 AAA batteries (not included). Alkaline batteries recommended. Phillips cross-slot screwdriver (not included) necessary to insert batteries.

OBJECT:

Before the timer sounds, write as many linked words as you can using only the letters showing on the cubes. The more words you “play on” and the more letters you use, the higher you’ll score. Bonus scores are also possible. The player with the highest score wins.

Play one quick round if you’ve only “got a minute,” or play multiple rounds and tally scores at the end to determine a winner (5 rounds is best).

PLAY:

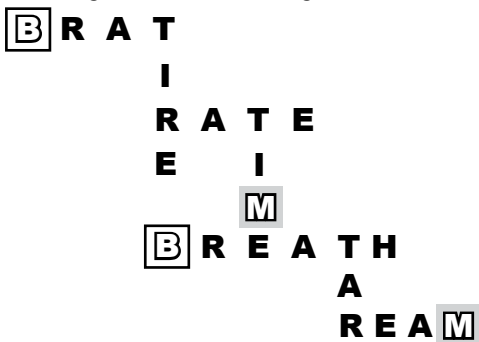
Each player begins with a blank sheet of paper and pencil. Pick a player to be the round’s “Wordmaster.” This role should pass to the left if you play multiple rounds.

1. The Wordmaster shakes the dome to scramble the 8 letter cubes and sets it down. After a few seconds of study, the Wordmaster decides if the pink or the green letter will be the “starting” letter. (By default, the other becomes the round’s “bonus points” letter.) He announces his decision and then presses the one-minute timer button. You’re off!
 2. On your sheet of paper, starting at its upper left hand corner, write down and across as many “linked” words as you can, using only the letters showing face up on the cubes in each word you write.
 3. You cannot use multiples of the same letter in a given word. For example, if only one “B” is showing, no word can have more than one B (unless “Wild” is also showing, as will be explained).
- Your first word MUST begin with the round’s starting letter. (This letter can appear in your other words, as well.)
 - Each of the following words must “link” with a prior word (that is, you must “play on” an existing word). All “links” must make valid words.

Example: Let’s say the 8 cubes are as follows



You might write the following words:



SCORING:

Score is based on word length, penalties, and bonuses.

Word Length

- 2 letter words score 0
- 3 letter words score 5
- 4 letter words score 10
- 5 letter words score 15
- 6 letter words score 25
- 7 letter words score 50
- 8 letter words score 100
- 9 or 10 letter words (possible in some circumstances) score 200 points each

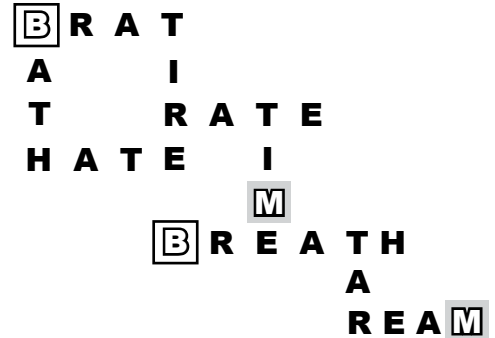
Penalties

- If you inadvertently make a word using a letter not rolled, you score 0 for this word and 0 for all words built off of it.

Bonuses

- You earn 5 points each time you use the bonus letter in a word.
- If you write 8 or more words (of any length), you score a 25-point bonus.
- If you “close a box” (link 4 words to enclose one or more empty spaces) you score a bonus of 50 points.

Example:



In our first example, you’d score 90 points, but if you had added “bath” and “hate,” you’d “close a box” and your score would have increased to 185 points! (20 more points for two more 4 letters words, 25 bonus points for forming 8 or more words, and 50 points for closing a box.)

NOTES:

- The “QU” counts as two letters.
- “X-Y-Z” can be any one of these letters, as needed.
- * WILD can be any letter you need, in each word. You may only use a “Wild” letter once in a word.
- VOWEL can be an A, E, I, O or U (but not a Y) in any word. You may only use one vowel in a word, represented by this cube.
- Valid words do not include proper nouns, foreign words or words with punctuation marks.

SOLITAIRE PLAY:

Play once, using the pink cube as your start letter; then score. Next, without shaking the dome, play again using the green cube as your start letter. You may not use any word included in the “pink” round. Try to beat your “pink” score or exceed 300 points total.



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Battery Warning!

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadium) batteries.