

Super Big Boggle®

The
Biggest Boggle
Game EVER!



Family



ABOUT SUPER BIG BOGGLE

Big Boggle debuted in 1979 as “Parker Brothers Bigger Hidden WORD Game.” Now, Winning Moves is proud to bring you, the Boggle fan, the biggest version of Boggle ever—Super Big Boggle. With a total of 36 letter cubes and 220 letters, you’ll be able to build even longer words and rack up truly amazing scores.

OBJECT OF THE GAME

To find and list, within 4 minutes, as many words as you can among the random assortment of letters in the grid.

CONTENTS

36 letter cubes, a 6 x 6 grid & dome, 4-minute sand timer and instructions. There are two special cubes: one letter cube contains six double-letter combinations, another includes three blue squares (“blanks”), like those found in a crossword puzzle.

SETUP

Each player receives a sheet of paper along with 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*. 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.

In the examples shown below, the words THAT, LEAST, and SEAT are among those that can be formed correctly. **NOTE:** The letters in the double letter cube must be used in their sequence. In this pattern you can use the "Th" to form "That." A different letter pattern may enable you to form a longer word, like "something." However, you may never form words, using the "Th," where the "h" comes before the "T" - such as in "right," or "yacht."



Using the same letter pattern below, note a black square ("blank") is showing. You may go "around" it when forming words, but never through it. For example (as shown) you can build the words SHORT or SHORTS, or even SHORTSTOP, but could not build SHORTEN because the blank lies in between the "T" and the following "E" - "N."



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	9 or more
Points	1	2	3	5	11	2 points per letter

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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