

# CARD GAME

AGE  
8+

15

2-4  
PLAYERS



# Boggle SLAM!

A high-speed game where all players compete at the same time to change the word on the table using the cards in their hand.

**Contents:** 55 letter cards.

**Set-up:** Gather the players around the table. One player nominates a word of four letters, which is then made up from the card-pack. The word must be spelled correctly.

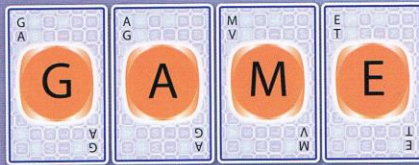
### Example:

Matt suggests that the first 4-letter word should be "G-A-M-E."

Search through the deck and

place the letters G, A, M, and E in order, on the table as shown.

Distribute the remaining letter cards as equally as possible among all of the players.



### The cards:

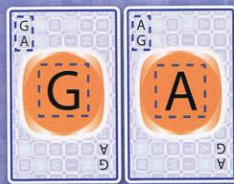
Now take a moment to look at your cards. Please note that there is one large letter located on the front and back of each card. Note also that the letter on the front of the card is different from the letter on the back.

You'll notice that each card also has small letters in the upper left hand corner.

These letters indicate the large letter that appears on the back of the card and the letter on the front of the card.

Now fan all of the cards out in your hand.

By looking at the small letters in the upper left corner, you can see, in a glance, all of the letters that you have in your hand (even the letters on the back of the cards).



**To play:** Once all players have their cards, one player says, "Ready, Set, Slam!". Now, all players race at the same time trying to change the word in the frame by covering any one of the existing letters with a new letter making a different word of four letters.

Players shout out the new word and place their letter card over another letter to change the word on the table to the new word. You may only add ONE new card at a time.

**Example:** Chris calls out "Fame!" and plays the "F" card in the first slot to change GAME to FAME. A half second later, Dwayne calls out "FATE" and plays his "T" card in the third slot to change FAME to FATE.



**Acceptable Words:** Any word (noun, verb, adjective, adverb, etc.), plural of, form of, or tense is acceptable as long as it can be found in a standard dictionary.

**Disputed words:** If a player calls out a word that is not a real or acceptable word, the other players may dispute the word.

**Example:** Matt plays his "L" card, and calls out FALE. Chris doesn't think this is a real word, so she immediately calls out "Time out!". All players discuss the word in question, and can consult a dictionary if necessary to resolve the dispute. If the word is determined to be legitimate, play continues. If the word isn't legit, the player who played that card must take it back. Carry on playing straight away!

**Repeated words:** Words can be repeated during the play of the game, but players may not place a letter on top of the same letter.

**Example:** If the active word is FATE, you may not play an F on top of the F card. But if a player plays a K to make the word FAKE, it is now acceptable to play a T, to make the word FATE again.

**Blank cards:** Some cards are blank. These cards can be used to represent any letter. To play a blank card, decide what letter you want the card to represent, then play it as you would play any other card, calling out the new word that you want to create.

**For example:** If the current word is FATE, and you want to change it to FADE, but don't have a D, you may play your blank card. As you play it, be sure to call out "FADE - The blank card is a D." After you have played the blank card, it stays as a D. So that if someone wants to play an S on top of the E, they can turn FADE into FADS.

**To win:**

Play continues until one player gets rid of their last card. The first player to get rid of all of their cards is the winner. If, towards the end of the game, no player can change the word on the table, the game ends. The player with the least number of cards remaining in their hand is the winner.