

INSTRUCTIONS

Players. 2 to 12 may play.

To begin. Each players takes a **Word Pad** (the card with four colorful faces on it.) and the matching **Scoring Marker** (the round disk with the same face) and place it on the '0' on the **Scoring Pad** (the large card with the numbers 0 through 25.)

Now shuffle all of the **Word Cards** together and divide them into four stacks. Since each card has a word on both sides, there's no such thing as face-up and face-down. The stacks should be about the same size but it doesn't matter at all if some stacks have a few more cards than others. Place the stacks into the rack. Youngest player goes first, then play proceeds clockwise.

Your turn. At your turn, draw the top card from any of the four stacks. Now take a look at the word on the bottom of that card. You can use either of the words on the card-your choice.

Place the card on an empty spot on any **other** player's word pad. You can never place a card on your own word pad, so if every other players' word pad is full, skip your turn.

Tangling your Tongue. Whenever your word pad fills up, you have 10 seconds to read your Tongue Tangler as many times as you can. Each correct reading scores 1 point, but the first mistake stops the scoring, so if you read correctly twice and make a mistake on the third try, you score two points, even if there is time for a fourth and fifth try. You must finish saying all four words before time runs out - so a Tangler that you are in the middle of saying when time runs out doesn't count.

Each player reads once each round, so after you read, no one can place any more words on your word pad, but you'll still take your turn and place cards on other players' word pads. **Ending the round.** When everyone's word pad is full, discard all of your cards and start a new round. Don't place the cards back in the rack, and don't reshuffle.

Winning the Game. Use your scoring marker to keep score. There can be more than one marker on the same number. The first player to reach 25 points wins the game. With large numbers of players, it can take a while to reach 25 points, so you can agree to use a lower number of points.

For younger players. When older and younger players play together, it's OK to give younger players more time by counting a read that started but didn't finish before the buzzer.

For very young players. It's OK to give a very young player points for each correct read, even the ones after a mistake.

Using the timer. The timer is very simple to use - it has just one button.

To start the timer, tap the button - the light will turn on. When time expires the timer will beep and the light will turn off.

Replacing the batteries. The batteries should last a long time, but if you need to replace them, you'll need a small Phillips head screwdriver and two LR44 (also known as AG13) batteries.

When you're done. Everything in the box fits back in the rack.

Before using the timer for the first time, remove and discard the small plastic tab on the bottom - doing so connects the battery.

