

spill & spell®

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For Any Number of Players/Ages 8 to Adult

Object

To earn the highest score of 300 points or more.

Equipment

1 Cube Cup, 1 Timer, 2 Timer End Caps and a Bag of 15 Letter Cubes.

Preparation

1. Remove the letter cubes from the bag.
2. Press an end cap onto each end of the timer.
3. Select a single cube, which each player then rolls. The player who rolls the letter nearest to A is the first to play. If more than two are playing, play then proceeds to the left.

Playing

1. On your turn place all 15 letter cubes into the cup and then spill them.
2. Start the timer by turning it over. (An opponent is responsible for watching it.)
3. Look at the letters that appear on the top surface of the cubes. If all of the letters are consonants, or if a Q appears without a U, start again. Put the 15 cubes into the cup, spill them and re-start the timer.
4. Before the timer runs out, try to make words with all of the letters that appear on the top surface of the cubes.
 - a) After you've made your first word, use the remaining letters in a crossword-puzzle fashion. (See the two EXAMPLES.)
 - b) No proper nouns, foreign words, abbreviations or contractions are allowed.

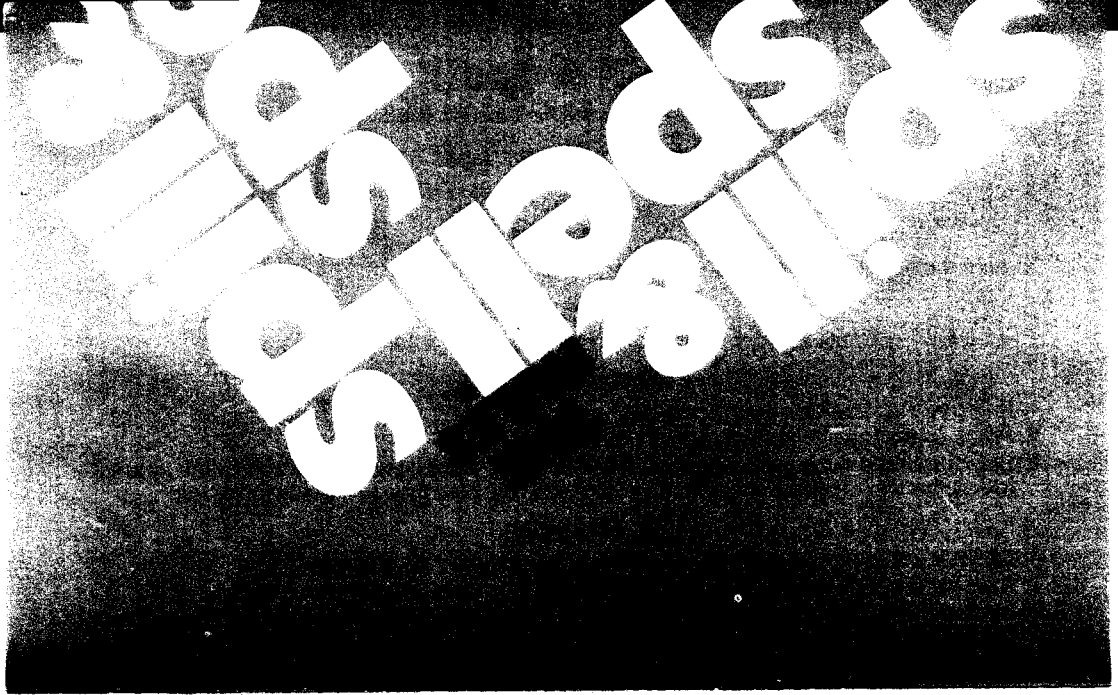
Examples:

	<p>JEALOUS 7 x 7 = 49 BEAK 4 x 4 = 16 AX 2 x 2 = 4 AX 2 x 2 = 4 PAL 3 x 3 = 9 CUP 3 x 3 = 9 Total Score 91</p>
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	<p>10 x 10 = 100 4 x 4 = 16 Score 116 2 cubes left 2 x 2 = 4 Total Score 120</p>
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Scoring

1. To determine your score, first SQUARE the **number** of letters in **each** word that you've spelled. To square a number, simply multiply it by itself.
Look at the first EXAMPLE. **JEALOUS** is a seven-letter word. Therefore, the score for this word is 7 x 7, or 49.
Now look at the second EXAMPLE. **OCCUPATION** is a ten-letter word. The score for this word is 10 x 10, or 100.
As you can see, the longer your words, the higher your score. Therefore, try to use as many letters as you can in each of your words.
2. After squaring each number, add them all together. (See the first EXAMPLE.)



3. If you cannot use all of your cubes, SQUARE those that are left over and subtract this number from your score. For instance:
 - 1 cube left: $1 \times 1 = 1$; subtract 1 from your score.
 - 2 cubes left: $2 \times 2 = 4$; subtract 4 from your score. (See the second EXAMPLE.)
 - 3 cubes left: $3 \times 3 = 9$; subtract 9 from your score.
4. Your **Total Score** is the sum of your words' SQUARES, minus the square of the leftover cubes. (See the second EXAMPLE.)

Winning

After all players have taken the same number of turns, the winner is the player with the highest score of 300 points or more.

Different Ways of Playing

1. Challenge yourself to a game of solitaire. See how high a score you can earn on a single spill of the cubes.
2. Take turns seeing who can earn the highest score with the letters on a single spill.
3. If you're a teacher, use the game in the classroom as an aid in teaching spelling, reading and arithmetic.
4. When young children play, simplify the game for them. Without using the timer, see which child can come closest to using all of the letters to spell simple words.

We will be happy to answer questions about this game.
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