

RULES OF THE GAME



blue orange

HOT GAMES, COOL PLANET™

Quick Rules:

Rev up your spelling engines... On your marks...
Get set... Roll the 5 alphabet dice!

All players now have the ingredients to whip up a word by using at least 3 of the 5 letters.

Be the first to call and spell out a word related to the given theme and you win a chip!

Spell it! is the fun, fast-paced party game that will keep your brain on its toes!

Contents:

- 1 chip rack
- 28 chips
- 5 alphabet dice
- Rules of the game



A game created by Thierry Denoual.
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Object of the Game:

Have the highest score at the end of the game.

Preparation of the Game:

Place the 28 chips in their corresponding slots, four chips per slot. Place the theme side face down.

Playing the Game:

The first round starts without a theme.

The person with the shortest first name rolls the 5 dice.

All players play simultaneously and try to find a word using at least 3 of the 5 letters shown on the dice.

The first player to call out a word must spell it correctly and count the number of letters in this word to win the corresponding chip (marked with the number of letters in the word).

Collecting Chips:

Example: (dice show) C•P•M•O•S

If you are the first to call out "COMPUTER" and spell it correctly, you collect an 8-point chip (as there are 8 letters in the word "computer").

The winner of the round then flips the chip that was just won, reads the theme for the following round out loud, and rolls the dice.

All players now try to call out a word related to the given theme. Play continues in this manner.

Note:

- If your word has 10 or more letters, collect the 10+ chip.
- If the chip corresponding to the number of letters in your word is no longer available, collect a chip of your choice.

Spell it! Themes

- **AROUND THE WORLD:** any word related to geography (countries, states, cities, rivers, mountains, etc.) or travel (passport, train, etc.).
- **CREATE A THEME:** pick your own theme (e.g. food, fashion, types of drinks, farm animals, etc.).
- **FAMOUS PEOPLE:** first name, last name or nickname of a famous person.
- **HOME SWEET HOME:** any word related to things you can do or find in your home.
- **NO NOUNS:** only verbs, adjectives and adverbs, but NO NOUNS!
- **SPORTS, GAMES & HOBBIES:** any word related to sports, sporting goods, board games, pastimes, etc.
- **WILDLIFE:** any word related to animals, plants (including fruits & vegetables) or minerals.

Important:

- Proper nouns are fair game.
- Compound words are allowed as long as one of the two words contains 3 or more letters shown on the dice. Count only the letters of the word that uses the dice.
- When you collect a chip, do not forget to announce the theme before throwing the dice.

Stumbling Blocks:

Players do not collect a chip and they sit out the following round if:

- They misspell their word.
- They repeat a word. A word cannot be used twice in the same game.
- They use a plural (the plural form is off-limits).
- The word does not contain 3 or more letters shown on the dice.
- The word is less than 4 letters long.
- The word is not related to the theme.

When a Stumbling Block occurs, the last player who rolled the dice re-rolls them and calls out the same theme.

Note: In a two-player game, when a player makes a Stumbling Block the other player automatically wins the chip his opponent was going to collect.

Ending the Game:

The game ends when the last chip is taken from the rack.

Winning the Game:

At the end of the game, total the points of your chips. The player with the highest score wins the game.

Variations:

Amateur Spell (suggested for younger players)
Players use only 2 of the 5 letters shown on the dice.

Master Spell

In this variation players call out the number of letters first, and then they say the word.

There is an additional Stumbling Block in this variation: Players do not collect a chip and they sit out the following round if they call out the word before the number of letters.

Speed Spell

Be the first to collect 40 points to win the game.

Free Spell

No theme is used. All players try to find any word using at least 3 of the 5 letters shown on the dice.

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