



"SPEED" DABBLE RULES

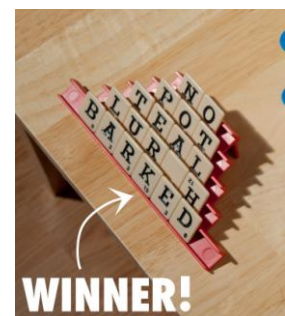
FOR: 2-4 Players, Ages 10+

PLAYING TIME: 5 minutes per round (30-60 minutes per game).

GAME PLAY:

• Each player's goal is to create one 2 letter word, one 3 letter word, one 4 letter word, one 5 letter word and one 6 letter word from 20 selected tiles.

- Place all of the tiles on the table face down.
- Each player picks 20 tiles without looking at them.
- As you pick your tiles, place them face down in front of you.
- Once all the players have selected their tiles, you may start the first round.
- All players turn their tiles face up and begin to create their 5 words.
- Players can choose to exchange any or all of their tiles at any point during game play. Players should put the tiles they choose to exchange back on the table face down in the main pile and pick out the same number of new tiles as they discarded.
- The first player to spell all 5 words wins the round and should call out "DABBLE!" to end the round. All other players stop play at that point.
- The winning player gets the total points of the tiles used to spell his or her 5 words plus "25 Bonus Points" for being the first person done. See picture for example.
- The other players get the total points of the tiles they used to spell words on their tile rack. See picture for example. This player would total up the points for the 4 words that they created.
- Continue play until one player reaches 500 points to win the game.



CHALLENGING A WORD:

- When the 5 words are presented to finalize a round, any player can challenge a word, either as being misspelled, or not a word at all. Refer to your personal dictionary to settle challenges.
- If the challenger is correct and the word is indeed incorrect, the presenter of the word deducts the points from his/her score.

SPECIALTY TILES:

- Blank tiles have no point value and can be used as any letter, but NOT as an apostrophe.
- There are 2 apostrophe tiles per game and they have NO point value when used in a word, but count as a tile.
- Each player including the winner of the round gets double points for a word with an apostrophe.
- When an apostrophe tile is NOT used in a word by the end of a round, the winner gets 5 points for it.

SPECIAL NOTE:

- All words labeled as a part of speech, including those listed of foreign origin, archaic, obsolete, colloquial, and slang are permitted in DABBLE, with the exception of abbreviations, prefixes, suffixes standing alone, and proper nouns. When playing in English, remove the 6 tiles labeled rr, rr, ll, ll, ñ, ñ.

GAME CONTENTS:

- 142 Tiles (plus 6 Spanish Tiles); 4 Five-Tier Stadium Style Racks; Sand Timer; Tile Bag; and Rules.

