

Game Rules

For 2-6 players ages 8 and up.

CONTENTS

- 60 Round cards on which one side features a symbol representing various categories and the other side showing 3 letters, each in different colors.
- 1 Categories card
- 1 Game rules

OBJECT OF THE GAME

To be the player with the most cards at the end of the game.

SET UP

Place the well-shuffled deck of cards in the center of the table, category side up.

PLAYING THE GAME

Each player, on their turn, flips the top card from the deck and places it beside the deck, letters side up. Each letter appears in a different color. Note that only one of the letters matches the

color of the new category card that is now visible on top of the deck. The first player to call out loud a word starting with the letter that matches the color of the category wins the round and takes the card. If none of the players find a matching word (*such as a country that starts with the letter X*), they turn over a new card. Then, whoever finds a word with the new card wins both cards. The game continues to the next player that flips the next card and so on, until there is only one card left in the deck. A word that was used, cannot be re-used during the same game.

Easy rules variation: When playing with inexperienced players words can be re-used.

WINNING THE GAME

The winner of the game is the player that collected the most cards when only one card is left in the deck. This card is not counted.



SPEEDY WORDS™

GAME RULES



© 2015 FoxMind LTD / FoxMind Canada. All rights reserved.

Distributed by: FoxMind Canada, 5530 St-Patrick #1104
Montreal (QC) H4E 1A8, Canada

Publish by: FoxMind LTD

A game by: Treo Game Designers.

Speedy Words and Fun in a Box are Trademarks of FoxMind Games



FoxMind



FoxMind