

Word FRENZY®

The object of Word FRENZY® is to:

- Win points by being the first player to spell a four letter word that relates to a chosen category by passing letter cards around the table as fast as you can.
- Avoid losing points by successfully grabbing a **FRENZY Prize™** at the end of each round.
- Have the highest score at the end of the game.

SETTING UP

2 to 8 players can play **Word FRENZY**. Pass out a score sheet to each player. Place **FRENZY Prizes** in the center of the table.

There should be one less **FRENZY Prize** than the total number of players.

Exception: When 8 people play, use 6 FRENZY Prizes.

Shuffle the **Category Cards**. Choose a dealer. After each round, the deal passes in a clockwise direction.

FOR EACH ROUND

Have the dealer draw a **Category Card** and select one of the categories on the card. This determines the kind of four letter words players will try to spell.

Example: If the Category Card is "Parts of the Body," possible four letter words include ears, eyes, hair, hand, head, legs, lips, nose and so forth.

Shuffle the **Letter Cards**. Deal 5 cards face down to each player. Players do not look at their cards until the dealer says, "Go." The dealer keeps the extra cards of the deck.

Exception: With 2 players, split the deck evenly between both players.

DRAWING & DISCARDING THE LETTER CARDS

When the dealer says, "Go," players may look at their cards. Players may have no more than 5 cards in their hand at any time. One card must be discarded before another **Letter Card** can be drawn. Players discard **Letter Cards** from their hand, face down, to the player on their left. They, in turn, draw cards from the discard pile of the player on their right.

Players draw and discard **Letter Cards**, one at a time, searching for four **Letter Cards** to spell a word that relates to the chosen category. Players may draw and discard **Letter Cards** as fast as they can.

The dealer must use the remaining cards in the deck before drawing from his neighbor's discard pile. This gets all of the **Letter Cards** into play.

If the player on your right is slow to discard cards and you have no **Letter Cards** to draw from, you may reach across to that player's drawing pile to take a card! However, if there are no **Letter Cards** there either, you must wait.

THE FRENZY PRIZE

The first player to acquire four Letter Cards that spell a word relating to the category, grabs a prize. Do not announce that you have taken a prize. That is for the other players to notice. Try sneaking a prize. It is hilarious to see how long it will take some players to notice that **FRENZY Prizes** are missing.

Once a prize has been grabbed, all other players should immediately stop drawing cards and grab for one of the remaining prizes. Only the first word counts. Each player can take only one prize, leaving at least one player without one. The round ends when all of the prizes are gone.

THE FRENZY PRIZE SCORE

The **FRENZY Prize Score** on the score sheet is made up of six blank spaces. Each blank space is worth 10 points. The player (or players, if you are playing with 8) who does not grab a prize must place a letter, beginning with the first of the word F-R-E-N-Z-Y, in the **FRENZY Prize Score**. Every time you miss a prize and have to write a letter in your Prize Score you lose 10 points.

THE FRENZY WORD SCORE

Only the player who spelled a word in a round and was the first to grab a prize writes the word and word points in the **FRENZY Word Score** section of the score sheet. Word points are determined by adding the letter values used to spell the word. Plurals are acceptable.

THE FRENZY FAKE

You may fake a grab of a prize, as long as you do not touch one, without having spelled a word. The first player to touch a prize because of the fake, or if the player who made the fake accidentally touches a prize, that player must enter one letter of F-R-E-N-Z-Y in the **FRENZY Prize Score**. Anyone else who touched a prize is not penalized.

If any players grabbed a prize because of a fake, the prizes are returned and the round continues.

CONTESTING A WORD

Sometimes a player may spell a four letter word which is not clearly related to the category for that round. Under each category on the **Category Card** is a list of possible four letter words that relate to that category. This will help determine if the word should be accepted, but, the group of players has the final say on whether to allow the word. Each player has a vote,

and the majority rules. A tie vote allows the word to be accepted. Neither the player who got the word or the player(s) who missed a prize may vote. With only 2 players, the **Category Card** word list and a dictionary should determine acceptance of a word.

When a word is rejected, or a player misspells a word, the player who claimed the word must enter a letter of F-R-E-N-Z-Y in the **Frenzy Word Score** on his score sheet. The player or players who did not get a prize in a round where the word was disallowed are not penalized and do not have to write a letter in their **FRENZY Prize Score**. The FRENZY Prizes are returned to the center of the table and a new round begins.

ENDING THE GAME

The game ends as soon as any player has spelled F-R-E-N-Z-Y in his **FRENZY Prize Score**.

DETERMINING THE WINNER

Players are awarded 10 point for each blank space in their Frenzy Prize Score. Each player's **FRENZY Prize Score** is added to his **FRENZY Word Score**. The player with the highest total wins.

HELPFUL HINTS

- If players are having a difficult time thinking of words in a particular category, review the list of words on the category card.
- Speed is essential. Choose a word that fits the category and search for letters to fit the word rather than words to fit your letters. The faster you look at the letters the better your chances of spelling a word.
- Think of words with common letters. The more options you can create the better your chance of spelling one.
- Search for vowels. When you decide on a word, your chances will greatly improve if you have the necessary vowel or vowels. It also keeps vowels away from your opponents. But, remember, vowels have no point value.
- Always watch the other players and the **FRENZY Prizes**. Often you can tell if a player is getting close to spelling a word by how fast they are drawing Letter Cards.
- Last, but not least, remove all breakable and unnecessary items from the playing table. If you are not using official **FRENZY Prize**, choose household items that will not harm items or hurt players. When you play **Word FRENZY**, the action is fast and furious and players become obsessed with one thing, the **FRENZY Prize**.

Caution: Never use sharp objects, glass or other items that could cause damage to persons or objects.



Designed in the USA.
Made in China.

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