



COMBAT GAME

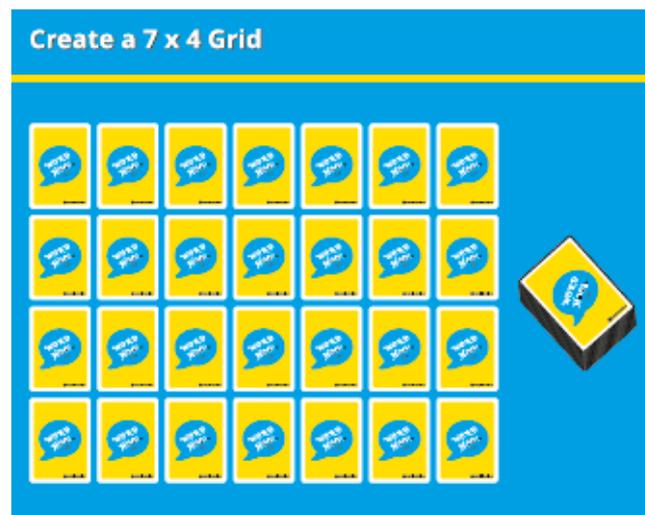
Ages: 7+ Players: 2 Time: 15 Min

Object of the Game

The combat version is a battle between two players. Make words using cards in the grid, spot and shout them out before the opponent does. To win the battle, score more points than your opponent.

Game Set-up

1. The pack has 56 letter cards and 10 ZAP cards (total 66 cards).
2. There are five types of ZAP cards (two each) - REPLACE, WILD CARD, CHECK, 2TURNS and DISCARD.
3. Remove all the 10 ZAP cards from the pack.
4. Of the 56 letter cards, make two sets of 28 cards each, which will be played in two rounds.
5. In round one, place the first set of 28 cards **face down** to form a grid of 7 columns and 4 rows.
6. Keep the second set of 28 cards aside, which will be used in round two.



How to Play

Round 1:

1. Place the first set of 28 cards face down to form a grid of 7 columns and 4 rows.
2. First player flips any one card face up from the grid.
3. The turn then passes to the opponent, who also flips a card of choice from the grid.
4. The turn then passes back to the first player, who flips another card from the grid. Now you have three cards face up.
5. If you or your opponent can make a word from the face up cards, either of you shout the word out.
6. In case either of you cannot make a word from the face up cards in the grid, the turns continue until one of you can make a word.
7. The one who spots and shouts out the word first, collects the word forming cards (see scoring).
8. The player who collects the word forming cards, gets another turn and flips a card from the grid.
9. Round 1 ends when there is no card left in the grid or no word can be formed.
10. The left-over cards go out of the game.

Round 2:

1. In round two, place the second set of 28 cards face down to form a grid of 7 columns and 4 rows.
2. The game continues same as round one.

NOTE: The words mentioned at the center of each letter card are for information only and to improve vocabulary. These words do not have any role in the game play.

Scoring

1. Each card has a point value mentioned on it.
2. After round one and round two, count the points of the word forming cards each player has collected.
3. The player who scores more points is the combat winner.

Rules

1. Players can make only English words. Proper nouns, plurals, acronyms, abbreviations, slangs are not allowed.
2. Players can make minimum three letter or more than three letter words.
3. Players can shout only those words that can be formed using face up cards. If a player shouts a word that cannot be formed using face up cards, five points will be deducted from the total points scored by that player.
4. Players must flip the cards quickly to ensure that both players see the opened card at the same time. Players are not allowed to see the card before it's flipped over completely.
5. Any player can challenge a word. If the word is found to be invalid, five points will be deducted from the total points scored by that player.
6. When a word is challenged, the source to refer is a standard English dictionary.