

Game Play Variations

Here are three additional ways to add to the game play fun.

KEEP LOOKING

After the first player calls out a word, he can continue looking for a longer word. If the second player doesn't find a word, the first player can call out his longer word and earn two points instead of one. This game play variation works best when players or teams are somewhat equally matched, as a more experienced player may often win both times, defeating his opponent very quickly.

MORE TIME

If the second player feels that she is on the verge of finding a longer word, but runs out of time, she can call "more time," and the first player turns the sand timer over again. If the second player still doesn't find a longer word than the first player did within the time limit, then the second player is penalized a point.

HOW MANY WORDS?

Provide paper and pencils. Player 1 shakes the Rattle and places it on the table. Player 2 turns the timer over. Players then race to see how many words (three or more letters) they can make before the timer runs out. The player who makes the most words wins. If you wish, you may award one point for three-letter words, two points for four-letter words, etc.

For example:



Some possible answers: GLARE, GLARE, LATER, AFTER, FLARE, FALTER, ALTER, ALERT, REGAL, LARGE, FLEA, LEAF

EI-2975
Ages 8 to Adult
For 2 players or teams

RATTLED™

Shake!

Rattle!



Find!

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PATENT PENDING



WARNING:

CHOKING HAZARD—Small parts.
Not for children under three (3) years.

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Let's Play Rattled

Rattled is the fast-paced word search game where players shake and make thousands of words!

How to Play

- 1 Remove the cap on the handle of the Rattled unit and slide out the timer.



Provide paper and pencils, if desired.

- 2 Set the Score Tracker to zero for each player or team, and decide which colored marker each will move.



- 3 Shake the Rattle, using a circular motion to best distribute the letters. Place the Rattle on the table between both players (or teams). If the Rattle's noise is distracting, you can move the rings with your hand.

- 4 Both players (or teams) look for the longest word they can find. Words must be a minimum of four letters. Players may decide if they wish to allow plurals (formed by adding -s or -es). Proper nouns are not allowed.

NOTE: For younger or more inexperienced players, you may wish to allow them to form three-letter words.

- 5 The first player to find a word calls it out. He then spells the word, pointing to each letter on the Rattle. After confirming the word is there and is spelled correctly, the player turns the timer over. His opponent then has 30 seconds to find a longer word.

NOTE: If the word called out cannot be spelled with the letters shown, the player automatically loses the round. His opponent is awarded the point for that round. If a player spells a word that his opponent challenges and the word is proven correct, the player gets 2 points.

- 6 If the other player doesn't find a longer word, the first player scores a point, and moves his marker on the Score Tracker.

If the other player does find a longer word, then that player scores a point, and moves her marker on the Score Tracker.



Player 1 shouts out the word **TREAT** and starts the timer. Player 2 shouts out the word **RATTLE**, before the timer runs out, and wins the round.

- 7 The winner of the round shakes the Rattle.

- 8 The first player or team to score 20 points wins!

THE "NO WORD" RULE

If a player does not believe there's a word in the mix, he can call out, "No word" and turn the timer. The second player has 30 seconds to make at least a four-letter word. If she doesn't, the first player gets a point.