

JUMBULAYA™

The Rearranging, Ever Changing, Word Jumble Game!™

CONTENTS

Game Board - 100 Letter Tiles - 4 Tile Trays - Instruction Sheet - Cloth Bag - 36 Line Markers
(9 each of Red, Blue, Yellow, Green)

SET UP

Draw 27 tiles from the tile bag and place them randomly, letter-side up, on the designated gold center spaces on the game board (nine lines of three letters each). Each player then takes a tile tray from the box, draws 5 tiles from the bag, places them on his/her tile tray and chooses one set of colored line markers. Have paper and pencil handy to keep score (not included) and a dictionary nearby to check challenged words.

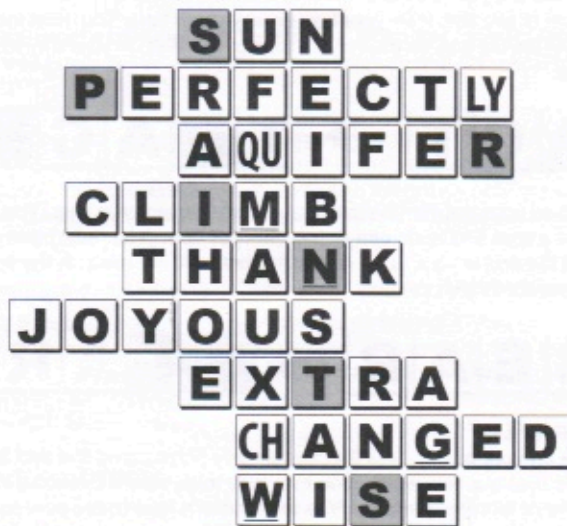
TO BEGIN THE GAME

Draw a letter from the bag and the player who draws closest to the letter "A" goes first OR play rock-paper-scissors. Game play then continues clockwise.

GOAL

The ultimate goal of **JUMBULAYA** is to be the player at the end of the game who has earned the most points. Your **goal each turn** is to **build a new word** horizontally and claim that line.

The **longer the words** you build, the **more points** you earn. Additionally, you will be scanning all the letter tiles vertically to find a **JUMBULAYA**. A **JUMBULAYA** is a **seven-, eight- or nine-tile word** that you can spell vertically and in sequential order, from the top of the board to the bottom, using no more than one tile from each line. Before you can call a **JUMBULAYA** however, all nine horizontal lines must be formed into words and claimed, and one line must contain a word at least seven tiles long. Finding a **JUMBULAYA** ends the game. Example: In the nine lines below, a player found the **JUMBULAYA**, **S-P-R-I-N-T-S**.



NUMBER OF TILES IN THE JUMBULAYA ALPHABET

6 - A	3 - F	2 - K	3 - P	3 - U	1 - Z	1 - ST
3 - B	3 - G	5 - L	1 - QU	1 - V	1 - CH	1 - TH
4 - C	3 - H	4 - M	6 - R	2 - W	1 - ED	
4 - D	6 - I	5 - N	5 - S	1 - X	1 - ER	
9 - E	1 - J	6 - O	5 - T	2 - Y	1 - LY	

CLAIMING LINES

Each time you build a new word on the board, you will claim the horizontal line on which it sits, by placing one of your colored markers on the corresponding gold square on the far left side of the board. Once the line has been claimed, your turn is over.

BUILDING WORDS

To build new words with your tiles, there are several options available. When you start a turn, you may choose any one line on the board to work with, even one that is already claimed. You must build a new word each turn. The longer the words are that you build, the more difficult it becomes for your opponents to steal them from you. You must work with tiles on **ONE LINE ONLY** each turn. You **MAY NOT** form words by mixing or shuffling together tiles from different lines. The options for creating a new word on the board are:

SHUFFLE

You may shuffle the existing tiles on a single line to create a new word. You will not use any of the tiles on your tray for this option. Instead, you simply scramble or shuffle the tiles already on a line to create a new word. Example:

A C T → **C A T**

ADD

You may add tiles to a line to create a new word. You may add a maximum of two tiles from your tray on any given turn. You must then draw one or two new tiles from the tile bag so you have a total of five tiles on your tray at the end of your turn. Example:

A C T → **F A C T S**

ADD AND SHUFFLE

You may add tiles to a line and also shuffle those tiles on the line to create a new word. You may add a maximum of two tiles from your tray on any given turn. You must then draw one or two new tiles from the tile bag so you have a total of five tiles on your tray at the end of your turn. Example:

A C T → **T R A C K**

TRADE

You may trade tiles on your tray for tiles that are already played on a line. You may only trade tiles with one line at a time and trade one or two tiles per turn. You must have a total of five tiles on your tray at the end of your turn. A straight trade will not result in the line getting any longer, but can dramatically shift the play. Example:

B E A R → **S T A R**

TRADE AND SHUFFLE:

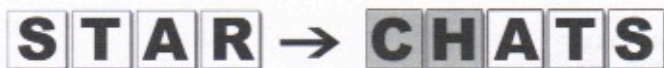
You may trade tiles on your tray for tiles that are already played on a line and then shuffle those tiles to create a new word. You may only trade tiles with one line at a time and trade one or two tiles per turn. You must have a total of five tiles on your tray at the end of your turn. Example:

S T A R → **R O S E**

ADD, TRADE, AND SHUFFLE

You may use a combination of all three options to create a new word. If you wish, you may add one tile and trade one tile and then shuffle the tiles on the line to create a new word.

You must then draw a new tile from the tile bag so you have a total of five tiles on your tray at the end of your turn. Example:



NO SUBTRACTION

You may never subtract tiles from a line, leaving fewer tiles than there were at the beginning of your turn.

PERMITTED WORDS

Only words found in the dictionary are permitted. Words requiring capitalization, a hyphen or an apostrophe are not permitted. Abbreviations, symbols, prefixes and suffixes are also not permitted. Words in languages other than English are not permitted, unless they are found in the dictionary.

CHALLENGES

You may challenge an opponent's word if you believe it is not permitted. A challenge consists of checking the dictionary. If the challenged word is permitted, the challenger loses a turn. If the challenged word is not permitted, the player who formed the word on the board loses a turn and the tiles need to be returned to their arrangement prior to the challenge.

LETTER-COMBO TILES

Within the tile bag, you will find letter combination tiles such as "QU", "ED", "LY" and others. These letter-combo tiles count as only one tile, even though they contain two letters. For example, the word "E-QU-A-L-L-Y" is seven letters in length, but it is only six tiles long. Remember, before you can call a **JUMBULAYA**, there must be a word at least seven tiles in length (not just seven letters in length) formed on the board.

Remember, a **new word** must be created each play. Therefore, players **MAY NOT** trade two individual letter tiles (such as "E" and "D") for one letter-combo tile containing those same letters ("ED").

The same tile counting rule applies when identifying a vertical **JUMBULAYA**. Letter combination tiles each count as only one tile, even though they contain two letters. Therefore, if someone spotted the word **E-QU-A-L-L-Y**, vertically, this would **NOT** be a **JUMBALAYA** because it is only six tiles long. Game-ending **JUMBULAYA** words are composed of 7, 8 or 9 tiles.

EXCHANGING TILES

If you are "sitting on a bad rack", you may choose to dump and exchange **SOME or ALL** of your tiles for new ones. If you choose to exchange on your turn, you **DO NOT** get to form a word on that turn. You must have a total of five tiles on your tray after exchanging. Be warned!

Exchanging tiles often and repeatedly missing your chance to build words and claim lines will give your opponent(s) an advantage.

ALLOTTED TIME PER TURN

Each player must complete their turn within two minutes. A two minute timer is included in the game components. Players not completing their turn within two minutes lose their turn.

PASSING

You may pass your turn at any point in the game.



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Printed in China

STRATEGY

Unlike other word games, in which players only build off of words that are fixed on the board, **JUMBULAYA** constantly changes and evolves with every play. While the letters you draw from the bag are important, it is equally important for you to look for tile trades that can help you build longer words and help secure ownership of the lines. Good strategy includes thinking ahead multiple moves, increasing your line length and strength, planning tile trades, and seeking out a **JUMBULAYA**.

TO END THE GAME

Once a **JUMBULAYA** is called and verified, the game ends and the points are tallied. Before you can call a **JUMBULAYA**, **all nine horizontal lines must be formed into words and claimed**, and **one line must contain a word at least seven tiles long**. Once these conditions have been met, **ANY PLAYER** may call a **JUMBULAYA** at any time. It **DOES NOT** have to be your turn in order for you to call a **JUMBULAYA**.*

A **JUMBULAYA** is a seven-, eight- or nine-tile word that you can spell vertically and in sequential order, from the top of the board to the bottom, using no more than one tile from each line. The letters in a **JUMBULAYA** do not have to be in the same column. You will search for a **JUMBULAYA** looking at letter tiles on all nine lines. A seven-tile **JUMBULAYA** would skip any two lines, an eight-tile **JUMBULAYA** would skip any one line, and a nine-tile **JUMBULAYA** would use a tile from every one of the nine horizontal lines.

To call a **JUMBULAYA**, a player shouts out, "**JUMBULAYA!**" and the word he/she has found. He/she then spells out the **JUMBULAYA** word, pointing letter-by-letter, down the board.

*If a player calls a **JUMBULAYA** that **CANNOT BE VERIFIED**, that player **LOSES A TURN** and may not call **JUMBULAYA** again until at least one other player has completed a turn.

OTHER WAYS TO END THE GAME

The game also ends if a player **creates a word** on any given line that reaches **10 tiles in length**, OR, if a player manages to **claim ALL nine lines**.

POINTS AND SCORING

Once the game ends, it is time to tally up the points for each line. The points for each line go to the player whose marker claims the line. Points are listed below for the horizontal words formed using the following number of tiles:

3 tiles = 3 points	7 tiles = 10 points
4 tiles = 4 points	8 tiles = 12 points
5 tiles = 5 points	9 tiles = 15 points
6 tiles = 6 points	*10 tiles = 20 points

*Remember, building a word ten tiles in length automatically ends the game. When this occurs, all lines may or may not be claimed, and a **JUMBULAYA DOES NOT** have to be found. Points are then tallied for each player.

Also, if a player is fortunate enough to claim **ALL** of the nine horizontal lines on the board, then the game ends and that player earns all of the points on the board.

Points for a **JUMBULAYA** are as follows:

7-tile JUMBULAYA = 10 points
8-tile JUMBULAYA = 12 points
9-tile JUMBULAYA = 15 points

BONUS POINTS

Players earn **one bonus point** for every letter-combo tile used on the line(s) they have claimed. Additionally, the player who calls a successful **JUMBULAYA** earns **one bonus point** for every letter-combo tile used in the formation of the **JUMBULAYA**.

WINNING THE GAME:

The player who earns the most points, wins the game!