

SLINGZ™



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280 double sided cards

GOAL OF THE GAME:

Letters have different values based on the number of lightning bolts indicated on the cards. Find words starting with your letters to get rid of them and be left with the fewest lightning bolts at the end of each round.



Gather 2 to 7 players over 10 years old.

1• Deal **5 letters** to each player and create a draw pile with the rest of the cards, letters facing up.

2• Reveal a theme in the center of the table. Everyone thinks of a word or a short sentence starting with a noun or a verb, that begins with one of their letters.

3• As soon as a player has an idea, they place their letter on top of the theme and say their word.

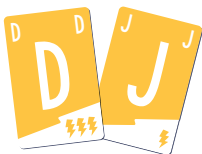
4• The theme changes after 3 words have been played. The player who puts down the third letter, **flips over their card to reveal a new theme.**

5• The round ends as soon as a player has no more letters.

SCORING

Players score 1 point for every lightning bolt left in their hand.

For example
D + J = 4 points
Write down the scores then start another round.



Points accumulate from round to round.

The game ends as soon as a player reaches 40 points. The player with the lowest score wins the game!

KEEP IN MIND

- If you don't say your word immediately after putting down your letter, you must take your letter back and draw an extra one from the draw pile.
- The majority is allowed to reject your word if it doesn't fit the theme. If your word is rejected, take back your letter and draw an extra one from the draw pile.
- A player is allowed to sling several cards in a row for the same theme (up to 3).
- If no player is able to think of a word for the theme at play, flip over one card from the draw pile to reveal a new theme.
- The same word cannot be used more than once in a round.
- A spicy version of Slingz also exists for adult players (ages 21+).