Contents:
One GETTA LETTER unit, 100 Category Cards (3 categories per card for a total of 300 categories)

GET THE POINT?
Getta Letter is a fast-paced category game. The idea is to call out as many words as possible that fit the chosen category on the card. Each word must start with a different letter and you’ll flip the matching letter on the unit towards you. The player (or team) that flips the most letters before the timer sounds wins the round!

GET READY
Open the “arms” of the Getta Letter unit. Make sure all of the letter tiles are snapped to their upright position. Shuffle and stack the deck of cards face-down, close by.

GET STARTED
Sit facing your opponent(s) and place the Getta Letter game in between. Ensure that the younger player or team has the alphabet in right-reading position towards them. There is a slight advantage to this, and to be fair the advantage should be given to the younger player/team!

Note that the letters X,Y & Z are together on one tile. When a word beginning with any of these letters is shouted out, the XYZ tile is flipped and cannot be used again for another word.

Look at the first card and decide which category you are going to use for the first round. The categories are mixed and are varying levels of difficulty. For simplicity’s sake, you should play all the first categories on the cards, then move on to the second and third categories. However, it really doesn’t make any difference and, if you choose to mix it up, that’s fine!

GET THE GAME GOING
Read out the topic in the category you have chosen. Turn the timer knob all the way around — this starts the timer ticking.
Both teams now call out words that begin with one of the letters on the unit. For example, if the category is “TREES”, you could say “BIRCH” then “APPLE”. As you say each word, flip the word’s starting letter towards you. So for “BIRCH”, flip down the “B”, for “APPLE” flip down the “A” and so on.

Race against each other to try and flip down as many of the letters as you can. If you call out a word for which the starting letter has already been flipped down (by you or your opponent), that word doesn’t count. So, for example, you cannot say “BEECH” as “B” was already won with “BIRCH”. You must think of a tree that starts with a different letter!

There is no need to take turns to say things — call out words as fast as you can!

Keep going until all the letters are flipped down, or you run out of time (timer will “ding”), or you run out of things to say. Remember: the faster you come up with words, the more letters you’ll flip!

**DOES IT COUNT?**
If you don’t think something your opponent called out fits the category being played — pause the game. Press the small button at the bottom of the timer to stop it. Decide between you whether or not the word is acceptable and return the letter to the upright position if it is not. When you’re ready, press the button again and the timer will resume.

**GET A WINNER!**
Each round lasts 60 seconds. When you hear a dinging sound, time’s up! Stop playing and count the number of letters you have flipped down. The player or team with the most letters wins that round!

**GOT A TIE?**
If at the end of the round both teams have the same number of tiles flipped the team with the letter closest to XYZ (or the XYZ tile itself!) wins the round.

**GET GOING AGAIN!**
Reset the letter tiles to their upright position, turn over another card and start the timer to begin a new round.

Agree ahead of time on the total number of rounds that you would like to play — a quick game is “best of five”; a longer game is first to win 10, etc. Keep score after each round. The first player or team to reach the target wins the game!

**HELPFUL HINTS**
Most answers you’ll think up will be one-word answers. However, sometimes there will be more — for a book title, or the name of a movie or person. Decide between all players, at the start of the round, how you’ll play. For example if the category is “FAMOUS ATHLETES” decide that you must only call out last names.

To make it fair, small words like “The”, “An” or “Of” don’t count. For instance, the movie “The Godfather” would be “G”.

**GET IN TOUCH WITH US!**
We’d love to hear your questions and comments about GETTA LETTER. Please contact us at:

Winning Moves Games
100 Conifer Hill Drive • Suite 102 • Danvers, MA 01923
phone: 1-800-664-7788 extension: 114
e-mail: wmoves@winning-moves.com
www.winning-moves.com

Getta Letter is a trademark of Winning Moves Inc. © 2006 Genie Toys plc. Used under license. All Rights Reserved. Colors and parts may vary. Made in China.