

Dubnium

110  
Ds  
Darmstadtium

Md  
Mendelevium

97  
Bk  
Berkelium

55  
Cs  
Caesium

93  
Np  
Neptunium



83  
Bi  
Bismuth

17  
Cl  
Chlorine

The **Frenzied** word game of the elements

20

# How-to-play

101  
M  
Mendelevium

94  
Pu  
Plutonium

98

Calcium

80

111  
Rg  
Roentgenium

61  
Pm  
Promethium

57-71  
Hf  
Hafnium

74  
W  
Tungsten

36  
Kr  
Krypton

Fr  
Francium

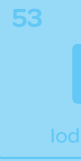
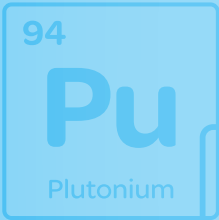
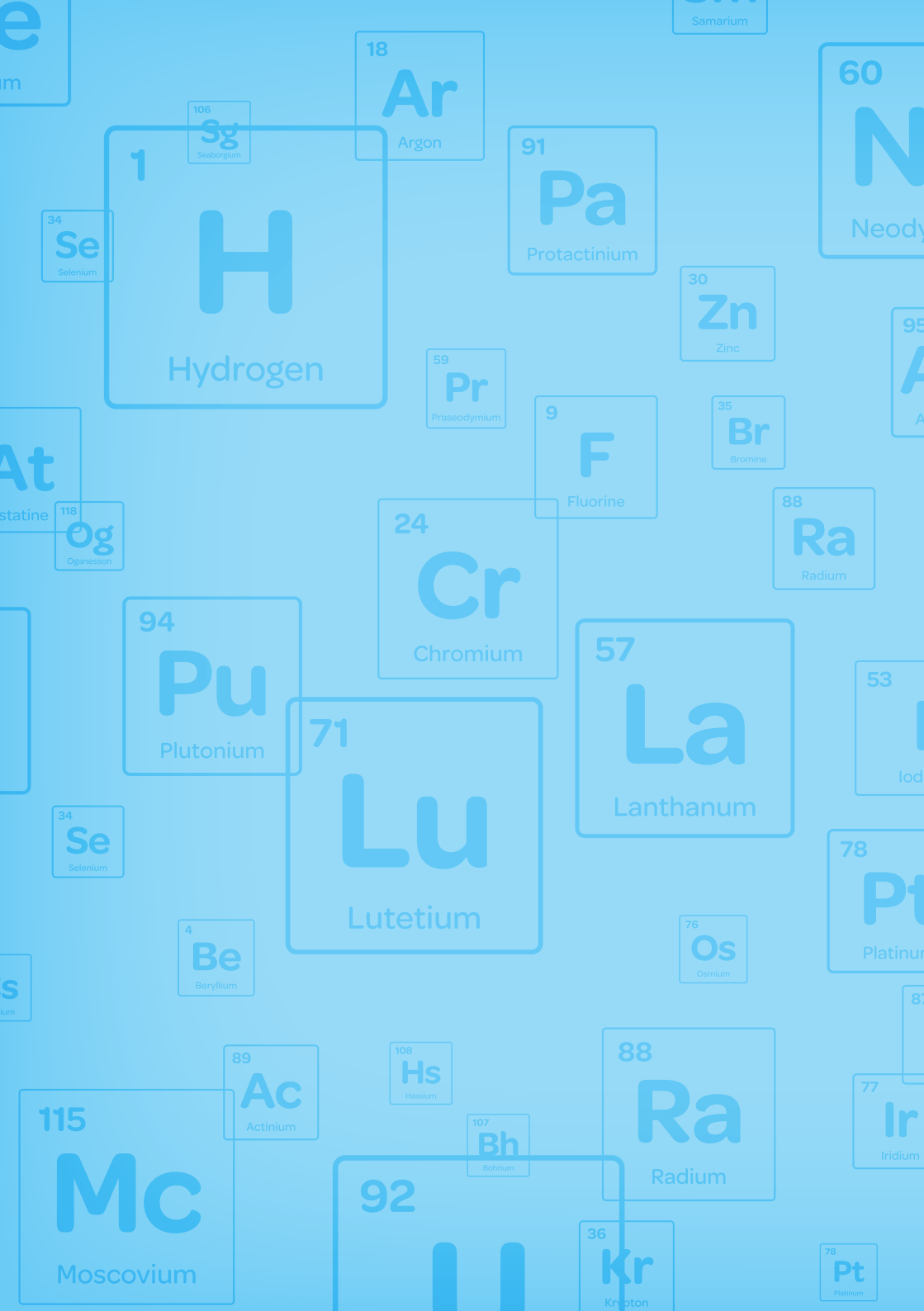
103  
Lr  
Lawrencium

63  
Eu  
Europium

104  
Rf  
Rutherfordium

73  
Ta  
Tantalum

61



# Introduction

**FUN. FrANTiC. AcTiON...** Along with **ORaNGeS**, **BaCoN** and **BeEr**, these words are among nearly 10,000 that you can create using symbols from the Periodic Table... And no, you don't have to be a geek to find them!

Suitable for age **8+**, solo play, couples, pairs or teams,



combines

challenging game play with luck, skill and strategy.

## Get Ready

Since you're reading the instructions, you're in charge! Make sure each player has a pencil and paper, and that you have access to the internet or a dictionary.

Open up the board, then put all 96 symbol tiles – and the four **FReNeTiC** tiles – in the bag.



## Get Going

Being in charge means you get to go first! Without looking, take any EIGHT tiles from the bag. Put them face up in the matching spaces on the board. The Atomic Numbers on the tiles should help everyone find the right places quickly.

When the eight tiles are on the board and everyone's ready, start the 45-second timer...

Now, looking ONLY at those tiles, create as many words as you can. There's no turn taking – everyone writes words at the same time.

You MUST use symbols as they appear... You can't separate letters that are together on a tile, or change their order. So if the **Ba** and **N** tiles were on the board then you could play **BaN**. You couldn't play **NaB**, though, because the **a** and the **B** would be the wrong way round.

Don't worry if there aren't many words during the first few rounds – that's usually the case!

Each word must use at least TWO tiles... So you can't have the words **I**, **No**, **Be** or **Am** on their own, for example.

You MAY play PLURALS! The **S** and **Es** tiles are handy here; e.g. LiON**S** and MoTiV**Es**.

You CAN use symbols more than once in the same word – for example, **BaN**a**Na**.

## Scoring & Winning

When time's up, read out your words. Everyone else can either accept a word or, if they don't think it's real, challenge it... When that happens, you must look it up online or in a dictionary.

The Atomic Number on each tile represents the score for its use. So if, for example, you have the word **Ac<sup>89</sup>Ce<sup>58</sup>S<sup>16</sup>S<sup>16</sup>**, you score  $89+58+16+16 = 179$ .

Other players should cross off any words on their list that you call out... Players must NOT duplicate your words for the whole game UNLESS they make the same word using different tiles... For example, **Ag<sup>47</sup>N<sup>7</sup>Os<sup>76</sup>Ti<sup>22</sup>C<sup>6</sup>** might score you 158, but someone else might also spell it **Ag<sup>47</sup>No<sup>102</sup>S<sup>16</sup>Ti<sup>22</sup>C<sup>6</sup>** and score 193.

When you finish reading your list, the person to your left reads out theirs. Carry on like this until everyone has a score.

Update scores after every round – **the WINNER is the first to reach 1000 points.**

After round one, the player to your left chooses just FOUR tiles from the bag, without looking. Put them face up on the board as before. Play and scoring carries on in this way for the rest of the game.

You may use all words EXCEPT suffixes, prefixes, abbreviations, hyphenations, acronyms, and foreign words that aren't in the dictionary. You must also avoid proper nouns; that is to say names of people, towns, cities, countries, and so on.

**Remember:** you can ONLY make words from the symbol tiles that are on the board.

If a player spots a word after the 45 seconds are up, too bad!

## FReNeTiC Tiles

There are four tiles with the **FReNeTiC** logo. If you draw one, keep it: **DON'T put it on the board.**



You can use one or more **FReNeTiC** tiles, in ANY round, to act as ANY symbol on the board – but only once!

A **FReNeTiC** tile scores as the Atomic Number of the element it represents... So if it's acting as – say – an **I** in a word, it's worth 53 points. If it's acting as the letters **Bi**, it's worth 83.

You can only play a **FReNeTiC** tile once! After that, you must put it aside UNLESS you're using it to spell one of the elements with a GREEN border – see below.

## Other Rules...

There are **thirteen elements** with names that you can spell using the symbol tiles... They are: **ArSeNiC**, **AsTaTiNe**, **BiSmUTH**, **CaRbON**, **COPPEr**, **IrON**, **KrYPtON**, **NeON**, **PHOSPHORuS**, **SILiCON**, **SiLvEr**, **TiN**, and **XeNON**. These element tiles have GREEN borders... If you spell any of them, you can claim ALL of the **FReNeTiC** tiles that have been put aside, AND any **FReNeTiC** tiles currently being held by other players. You may also keep any **FReNeTiC** tiles you used to make the element name!

If more than one player spells an element in the same round, then the **FIRST** one keeps the **FReNeTiC** tiles.

There are also ten **RED** symbols on the board. When you create a word using one of these tiles, you may **DOUBLE** its score.

## Handy Hints

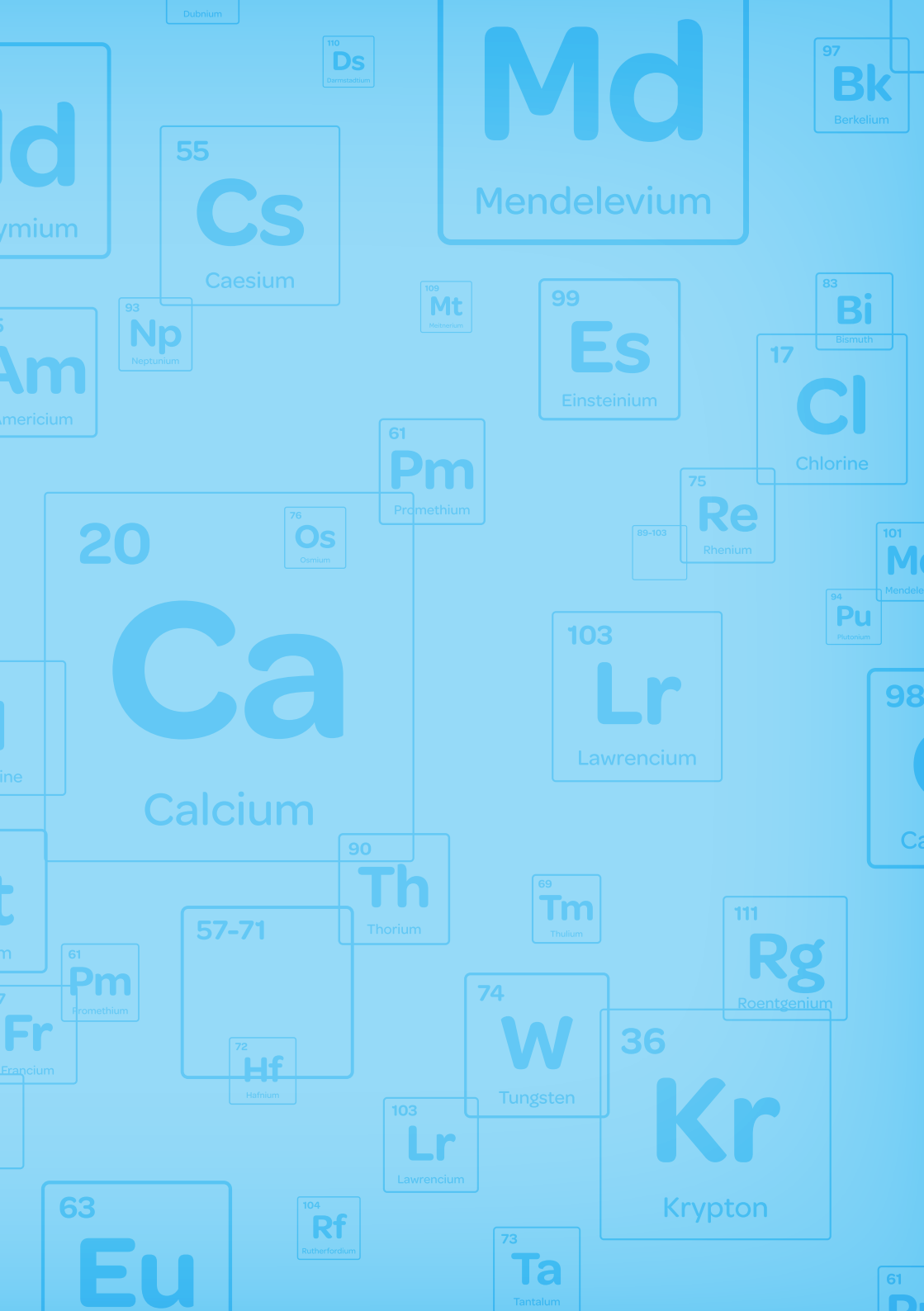
**Er** and **Y** can change a lot of word endings; for example: CaTcH = CaTc**HEr** / CaTc**HY**.

**Ca**, **Ba**, **Co**, **F**, **He**, **Li**, **Mo**, **O**, **Pa**, **Re**, **S**, **U**, **V** and **W** are the most common elements at the start of words.

The ten most common element symbols in words are: **S**, **I**, **N**, **C**, **O**, **P**, **Es**, **H**, **Er** and **U**. There are no **J**'s or **Q**'s in the symbols of The Periodic Table – don't waste your time looking!

To see thousands of words that you can make from the tiles, simply visit [www.freneticgame.com](http://www.freneticgame.com)





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110  
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97  
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Cs  
Caesium

d  
mium

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Mt  
Meitnerium

99  
Es  
Einsteinium

83  
Bi  
Bismuth

Am  
mericium

93  
Np  
Neptunium

17  
Cl  
Chlorine

61  
Pm  
Promethium

75  
Re  
Rhenium

20  
Ca  
Calcium

76  
Os  
Osmium

89-103

101  
M  
Mendelevium

103  
Lr  
Lawrencium

94  
Pu  
Plutonium

98  
Ca

90  
Th  
Thorium

69  
Tm  
Thulium

111  
Rg  
Roentgenium

57-71  
Fr  
Francium

61  
Pm  
Promethium

Fr  
Francium

72  
Hf  
Hafnium

74  
W  
Tungsten

36  
Kr  
Krypton

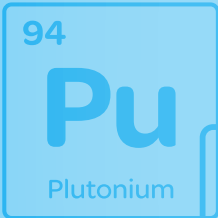
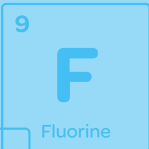
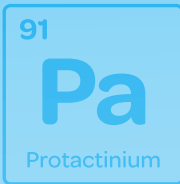
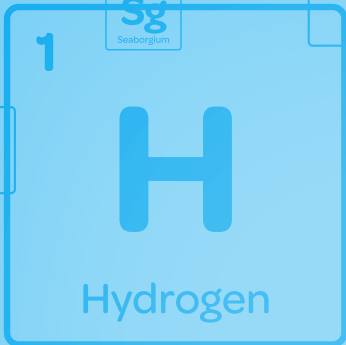
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From the creators of

**ACCENTUATE**

THE HILARIOUS GUESS-THE-ACCENT GAME

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