

EI-2922

2-4 Players
Ages 7 to Adult

KOBAM!



The
crazy-fast
word-building
challenge!



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Instructions for Play

Object of the Game: Win more cards than your opponent by building words using letter combinations on the KaBAM! cards.

GAME PLAY

1. Divide the KaBAM! deck in half and give each player or team one stack.
2. Both players or teams simultaneously turn over the top card on their stack and place the cards next to each other, face up.



**WACKY, WHAT
WANTED, or AWE**

3. Both players or teams race to be the first to create a word using the letters on both cards, PLUS at least one additional letter placed either before, after, or between the letter combinations. (Note: Do not split a letter combination.)



**LOUD, DOUGH,
or PROUD**

**Not allowed:
module, duo
solitude**

4. The first player to shout out a legitimate word wins both cards. The player with the most cards at the end of the game wins!

RULES

- You must add at least one letter to the letters on the cards when making your word
- You must NOT split the combination on the card
- You may use the cards in any order
- Proper names and capitalized words are not allowed
- Foreign words are only allowed if they appear in a standard English dictionary

Note: If neither player or team is able to make a word with the letter combinations OR if both players shout a legitimate word at the same time, set aside those two cards and award them to the winner of the next round.

KaBAM!

When a player or team turns over a KaBAM! card, a KaBAM! round begins. Each player or team turns over one more card apiece for a total of four cards including the KaBAM! card. The first player to make a word using the letters on any two of the three cards wins all four cards.

If TWO KaBAM! cards are turned over in the same round, players take back their KaBAM! cards, place them in the center of their individual decks, and resume play.



74 cards included



Daniel Acuff, Inventor

Writer, teacher, and all-around wordsmith Dan Acuff knew there was a way to make existing word games even more challenging. Rather than giving players a complete set of letters to turn into words, he decided to leave some out and make the players think them up on their own. His first set of testers sputtered, stuttered, and mumbled so many words that one of them actually fell on the floor laughing and Dan knew he had a hit on his hands!



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