

WORDSY



1-6



20'



10+

*The entire alphabet is at your disposal.
How Wordsy can you be?*



CREDITS

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*In memory of Donna Balkan, who would
have been great at this game.*

COMPONENTS

- A** 6 Player Boards
- B** 6 Dry Erase Markers
- C** 1 Sand Timer
- D** 44 Common Letter Cards (green)
- E** 16 Rare Letter Cards (12 red, 4 blue)
- F** 4 Point Cards
- G** 1 No Flip Card (Solo on back)

SETUP

- 1** Give each player a player board and marker.
- 2** Shuffle all common and rare letters together and place the deck facedown in the middle of the table. Place the sand timer and “No Flip” card nearby.
With 2 players, don't use the “No Flip” card.
- 3** Lay out the point cards next the deck in descending order, as shown.
- 4** Going from **right to left**, deal **2** faceup letters above each point card. *Follow the Two Rules of Two while dealing (see right).*
- 5** The moment the **8th** card is dealt, start the first round!

For solo setup, see the solo rules card.

TWO RULES OF TWO



*There can never be more than **2** of the same faceup letter. If a 3rd copy of a letter is dealt, discard it and redraw.*



*There can never be more than **2** rare faceup letters, counting both **red** (+1) and **blue** (+2) rare letters. If a 3rd is dealt, discard it and redraw.*

HOW TO PLAY

Each round, each player writes down a **single word**, using as many faceup scoring letters as they can. After **7 rounds**, the player with the highest score wins.

PLAYING A ROUND

There are no turns. When a round begins, everyone immediately starts thinking of a word. Secretly write your word on your player board. You may erase and change it as much as you like while everyone is still thinking.

At any point, any player who is ready to “lock in” their word may stop writing and **start the timer**. All other players then have **30 seconds** to finish writing. When the timer runs out, everyone reveals and scores their word (see pg. 4).



Fastest Wordsmith: The player who starts the timer is the Fastest Wordsmith of the round. They may not change their word after they start the timer.

WORD RULES

- You must write a correctly spelled full word that could be found in a dictionary.** No proper nouns, hyphenated words, abbreviations, contractions, or words in other languages.
- Your word can be any length and use any letters in the alphabet.** You are not limited to the faceup letters. You can use the faceup letters any number of times, in any order.
- You must write an original word.** You can't re-use any word scored by anyone in a previous round (*for allowed modifications, see pg. 5*). You **can** score the same word as another player if you reveal it at the same time. Previous words are public information; you can ask about them at any time.

SCORING WORDS

To score your word, add up the **point values** of the faceup letters you used. If you used any red or blue **rare letters**, add the extra +1 or +2 points printed on them. You can only score **one** instance of each letter for each matching **card** in the middle (*see examples*).

A

QUIBBLES

B

BACCALAUREATES

C

LIQUEFACTION

$$Q(4+2) + B(4) + L(2) + S(5) = 17 \text{ pts}$$

This word has 2 Bs, but there's only 1 B card, so only the 1st B is worth points.

$$B(4) + C(5) + C(3) + L(2) + S(5) = 19 \text{ pts}$$

This word has 2 Cs, so it scores both C cards. (A 3rd C would be worth 0 points.)

$$L(2) + Q(4+2) + F(3+1) + C(5) = 17 \text{ pts}$$

This word has 1 C, so it only scores the higher-valued C card.

SCORING BONUSES

After scoring your word, check if you earn either of these **bonuses**:

- Score this bonus if you scored **higher** than the Fastest Wordsmith (*NOT tied*).
- Score this bonus if you **are** the Fastest Wordsmith, **and** you scored higher than or tied with at least **3 opponents** (*or both opponents in a 3-player game*).

NEW ROUND

Once everyone has finished scoring:

- Give the Fastest Wordsmith the “No Flip” card. They may not flip the timer again next round. *With 2 players, ignore this step.*
- Discard the 4 letters in the 2 **lowest-value** columns and slide the remaining 4 letters right to fill the space. Then deal 4 new letters in the 2 **highest-value** columns. Once the last card is dealt, start the next round immediately!

GAME END

After **7 rounds**, each player adds up their final score.

- Cross out your **2 worst** word scores and add up your **5 best**.
- Add **all** bonuses you marked.
- Subtract **all** penalties you marked.

Highest score **wins!** In a tie, victory is shared.

Word	Score	Bonuses		Penalties	
1 ABSOLVENT	13	+1	+2		
2 SOMNAMBULANT	21	+1	X		
3 TRASHING	17	+1			
4 CRABBY	17	+2			
5 POLTERGEIST	14	X	+2		
6 BEDRAGGLED	23	+2	X		
7 PLAGIARIZED	19	+3			

Only count 5 best word scores

Words 97

Bonus 7

Count all bonuses earned

Penalties -2

Total: 102

THAT'S NOT A WORD! If you think a word breaks the Word Rules, you may challenge it. Consult an agreed-upon reference. If you're correct, the word scores **0 points**. If you're incorrect, mark a **penalty** on your board.

WHAT COUNTS AS THE SAME WORD? Any modification of a word that only changes its class (verb, noun, etc), number, gender, or tense is considered the same word. All other modifications are allowed.

Same Words: fish, fishes, fishing, fishy, fishier, fishily

Different Words: fish, fisherman, shellfish

NO-TIMER VARIANT

If you prefer playing without a timer, you can instead choose a random **First Wordsmith** at the start the game. When the round starts, everyone takes as much time as they need to come up with a word. After the last player stops writing, reveal and score normally, with the First Wordsmith standing in for the Fastest Wordsmith.

At the end of each round, the player who has marked the **fewest bonuses** becomes the new First Wordsmith (ties go to the closest clockwise).