

HOW TO PLAY

WORDSMITH

A “SPEED SPELLING” WORD GAME FOR 2 TO 6 PLAYERS, AGES 8+
PLAY TIME: 30 + MINUTES

SUPPLIES NEEDED:

- 1 score sheet per player
- 1 Wordsmith Grid sheet
- 2 six-sided dice
- Pencil & Eraser (ideally, each player should have their own)

SETUP

1. Give each player a score sheet of their own.
2. Place a copy of the Wordsmith Grid Sheet at the center of the table, where everyone can reach it.
3. Give the dice to the starting player. Now you're ready for the first round!

ABOUT THE GAME


Wordsmith is a dice-powered “speed-spelling” competition. Players throw dice, and then look to the grid to choose letters or common letter combinations from those available. All players choose options from those same dice results, filling in their own sheets. After everyone has chosen letters and filled in their player sheets, the dice are passed to the player to the left, and a new round begins.

The first player to finish specific words on their score sheet (ranging from three to six letters in length: each ____ is for a single letter) earns the most points, with descending point values awarded to the players that follow.

HOW TO PLAY

1. The starting player for that round throws the two dice. They look at their dice results: one die result represents the specific column, while the other is for the specific row. What's more, players can switch what each die represents.

For example, a throw of **3 and 6** means that a player can look at options in **Row 3, Column 6**, or they can look at options in **Row 6, Column 3**.

2. The player then chooses one letter or one combination of letters, scratches it off the grid, and then adds the same letter or letters to one of the words on their own player sheet: in the spaces provided, one space per letter.
 - ★ If they chose a two-letter combo, the letters must go in the same word, in the same order, next to one another.
3. The player to the left then chooses from the remaining options, scratching out the option they've chosen and then filling it in on their own player sheet in the space provided.
 - ★ If a player chooses the last option in a box, they earn a bonus! Mark one point in the BONUS area of that player's sheet and then erase all the scratched-out options in that box. Then play continues.
 - ★ Some boxes have a single option, marked with a rounded square inside them:  In this case, players don't scratch out anything, and there's no limit to the number of players that can choose that option.

- ⚡ Some boxes have special rules, which are listed in that same box. If a player chooses that box, they may need to add a point to either their Bonus or Penalty boxes on their score sheet. Look carefully, and consider these special rules before making your choice.

The bottom line: remember to remove all scratch-outs from a box where the last option has been picked!

FINISHING A WORD

Once a player finishes a word on their turn, they have earned points!

If they're the first player to finish a word, they circle the "1st" Place point values, and all other players scratch those points off on their score sheet. Only one player can be first to finish a word! Players who finish the same word in the same round refer back to turn order to award points: the starting player of that round, or the player closest to the starting player, would earn 1st Place points.

The same procedure goes for "2nd" Place points. After the 1st and 2nd Place players are resolved, then anyone else who completes that word earns the "Other" Place points for that word.

WHAT'S A FREEBIE?

If a player is stuck to finish a word on their turn, or they don't like the options presented in the grid for some reason, they can instead scratch off a "Freebie" star on their score sheet. Then they may choose any single letter, and fill it in any single spot for any word they haven't completed yet.

Players have only three Freebies in a single game. If they run out of them, then instead of scratching off a Freebie star, they mark a point in their Penalty box. Otherwise, it's the same as a normal Freebie (any single letter, any open space).

ENDING THE GAME

The game ends when at least one player has completed all five words on their score sheet.

Finish everyone's turn for that round, and then all players add up their own points.

- ⚡ Players add up their score for all words they'd completed on the last round or previous rounds.
- ⚡ Add to this any Bonus points earned.
- ⚡ Subtract from this any Penalty points earned.

Players earn no points for unfinished words... ***Sorry!***

The player with the most points is the winner! If there's a tie for first, the win goes to the player with the most Freebies remaining. If there's still a tie, the players share the victory.

Have fun...!

Questions? If so, please contact the designer: Stephen B. Thomas.

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