




WordSpiel



INSTRUCTIONS

Where the END...is just the BEGINNING®

Prefer to watch?

Here's a video tutorial 



GOAL:

To be the player with the lowest score at the end of the fifth round by using all of your cards to make words.

TIMER:

Flip the timer over and pull the plastic strip out to activate the battery.

Timer sleeps after 60s if not used.

Starts, Stops & Pauses



Resets to 60s

10 second warning beep.

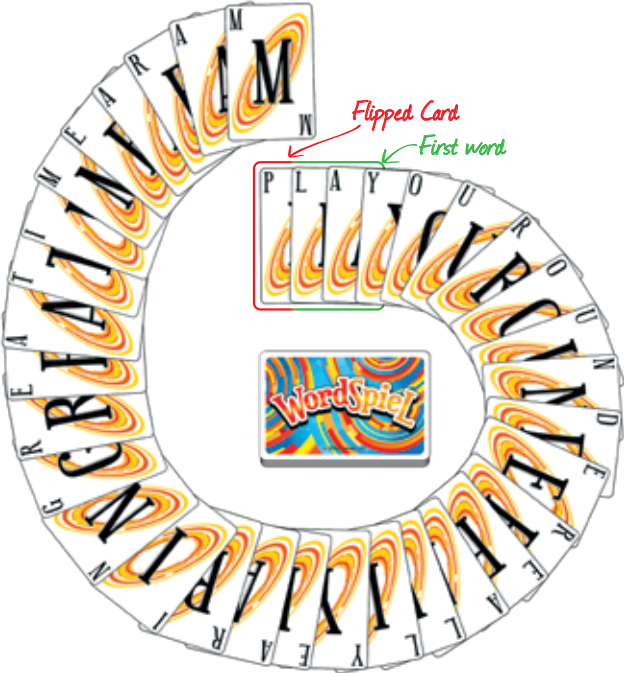
Time's up final beep.

DEAL:

Shuffle both decks of cards together and deal 10 cards, one at a time, to each player in a clockwise rotation. Place the remainder of the deck facedown in the middle of the table.

PLAY:

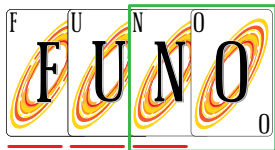
- A. The player to the dealer's left goes first and play continues clockwise.
- B. Each turn is 60 seconds. Only one word can be made per turn. You do not draw any cards during your turn.
- C. **Exchanging Cards:** You can exchange up to 3 cards per round. Exchange cards before the round starts OR during the round when it is **not your turn**. To do this, place a card from your hand facedown in front of you then draw a new card from the top of the deck.
- D. Once all players have looked at and organized their cards, the dealer flips over the top card from the deck and starts the timer.
- E. The first player must make a word that begins with the letter on the flipped card.
- F. Play your word by adding your cards to the flipped card in the center of the table. Then reset the timer for the next player's turn.



G. In turn, each player builds a word starting with the last letter(s) played.

For example:

If the last word played was "FUN," you could start with the letter "N" and make the word "NO."



OR

You can go back two letters and start with the "UN" and make the word "UNITE."



OR

Use the entire word "FUN" and make the word "FUNNY."



As words are added, the cards will spiral around the deck. You can start your word as far back as you want, but you must use all the cards in the same order as part of your word. You can't rearrange previously played cards.

H. **Run Out of Time or Can't Make a Word:** If you run out of time or can't make a word, you must pick the top card from the deck. **Before you look at it** decide if you want to:

- 1. Add it to your hand OR 2. Place it at the end of the spiral

Either way your turn is over. If it's placed at the end of the spiral, it does not have to create a word, but the next player must use it.

I. The round is over when a player runs out of cards.

J. Each card left in your hand is worth one point. Scores are recorded at the end of each round. The player with the lowest score at the end of the fifth round wins!

THE NITTY GRITTY

ALLOWABLE WORDS:

All words in the dictionary, plus common abbreviations such as *tsp* (for teaspoon) or *lb* (for pound) are allowed. You can use a dictionary at any time, even during your turn.

The following are **NOT** allowed:

- Contractions (*don't, she's*)
- Acronyms (*A.S.A.P. = As Soon As Possible, V.I.P. = Very Important Person*)
- Hyphenated words (*part-time, head-on*)
- Proper nouns (*Robert, Alaska*)
- Proper noun abbreviations (*CA, Tue, Feb*)

CHALLENGE A WORD:

You can challenge any word. If you are correct, the player must then pick up their cards plus a penalty card from the top of the deck.

CONTINUED 

FAQs

Do I have to use the timer?

The timer was added to increase the challenge and keep the game moving. You can use the timer or take your time, it's up to you.

What if we go through the whole deck?

Simply leave the last few words in the spiral and pick up and shuffle the rest to replenish the deck.

What if I do not have time to play 5 rounds?

Decide how many rounds your group would like to play before you begin. For example: The person with the lowest score after 3 rounds wins!

Solitaire Instructions

DEAL:

Deal two stacks of ten cards. Choose one stack to be the cards in your hand. You may look at these cards. The other stack will be your draw pile. The draw pile will be left in a stack facedown. Set the remainder of the deck to the side.

GOAL:

To use all of your hand cards by making words.

PLAY:

1. Start by flipping over the top card from the remainder of the deck.
2. Lay down cards from your hand to make a word that starts with the letter on the card you just flipped over.
3. Then add the top card from your draw pile to your hand.
4. Once you've added your new card, make another word that starts with the last letter(s) of your previous word.
5. As long as you still have cards in your hand, you must add the top card from the draw pile to your hand after every word you play.
6. There is no time limit and you can use a dictionary at any time.
7. If you can't make a word, you can either take the top card from your draw pile and add it to your hand or EXCHANGE CARDS.
8. If you take the last card from your draw pile, you have **one last chance** to make a word.
9. If you successfully use all of your hand cards to make words, you win!

EXCHANGE CARDS:

At any time, you can exchange up to 3 cards from your hand with cards from the remainder of the deck. Keep the cards you exchanged in a separate pile to make sure you don't exchange more than 3 cards per game.

BATTERY SAFETY INFORMATION

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your toy. To avoid battery leakage:

- Adult supervision is recommended when changing batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Batteries may explode or leak if disposed of in a fire.
- Remove batteries from a product if it will not be used for a month or longer.
- Follow applicable laws and local regulations for the disposal and transportation of batteries.

Keep these instructions for future reference as they contain important information.

Battery Replacement:

- Open the back to access the battery compartment.
- Remove the screw with a small Phillip screwdriver.
- Open the lid, and replace the CR2032 3V button cell battery.
- Close the lid, and insert the screw.



WARNING:

This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek medical attention immediately.

Ready for more FUN?

Play more award-winning games by Marsha J. Falco.



Five Crowns®

The game isn't over 'til the Kings go wild!® This five-suited rummy-style game is a quick favorite for avid and casual card players alike. A rotating wild card keeps players on their toes!

Ages: 8 to adult • **Players:** 1 to 7

Karma®

What Goes Around...Comes Around!®

Race to get rid of all of your cards by playing a card of equal or higher value. In this game there are multiple winners. You never really know who's going to lose until the very last card. The dramatic ending calls for an instant rematch!

Ages: 8 to adult • **Players:** 2 to 6



SET®

The Family Game of Visual Perception® This classic game has won over 35 Best Game Awards! Race to find the most SETs! SET is challenging, fast and fun; exercise your brain while playing a game. It's a binge-worthy game of Triple Matching Mania!®

Ages: 6 to adult • **Players:** 1 or more

Quiddler®

The SHORT Word Game® Winner of over 20 Best Game Awards! The challenge is to combine all the cards in your hand into words. The number of cards dealt increases each round. For the FUN of Words®

Ages: 8 to adult • **Players:** 1 to 8



We wanna hear about all the fun you had!



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