

SCORING (CONTINUED)

The last player to make a word cannot play a word and receives only one point for that round.

At the end of the game, deduct the remaining points in a player's hand from that player's total score.

WINNING!

The player with the highest score wins.

VALID WORDS

All words are valid except:

- ◆ proper names of people (ex: Charles)
- ◆ abbreviations (ex: D.C.)
- ◆ contractions (ex: don't)

A word must be at least two letters long.

CHALLENGING

Use a dictionary for validation.

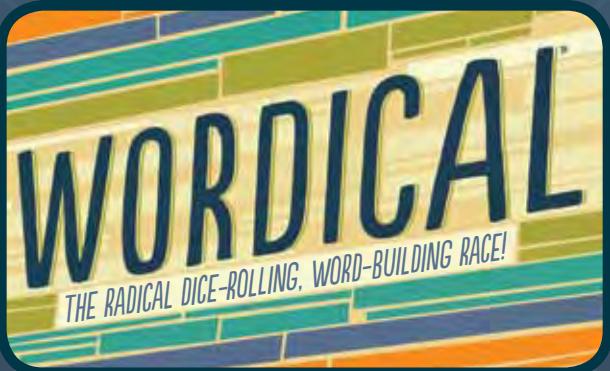
If a challenger is incorrect (the challenged word is valid), the value of the challenged word is deducted from the challenger's score.

If the challenger is correct (the challenged word is not valid), the value of the challenged word is deducted from the score of the player of that word.

EI-2865

AGES 8 TO ADULT

2-8 PLAYERS



CONTENTS

- ◆ 108 CONSONANT CARDS
- ◆ 2 VOWEL DICE
- ◆ GUIDE



Like us
for sneak peeks
and giveaways!

© L.M. Rdeux Innovations, Inc. All rights reserved. Manufactured under license by Educational Insights, Inc., Gardena, CA (U.S.A.). All rights reserved. Learning Resources Ltd., Bergen Way, King's Lynn, Norfolk, PE30 2JG, UK. Please retain this information. Made in China.
www.educationalinsights.com



OBJECT OF THE GAME

Race to get the most points by forming words using a combination of your consonant cards and the vowels rolled on the dice!

SETUP

Deal five cards to each player. Place the remaining deck face down in the center of the playing surface.

LET'S PLAY!

Round 1

1. Choose a starting player to roll both vowel dice so all can see them.
2. Players race to make a valid word with the highest point value using their consonant cards and one or more of the vowels rolled on the dice. Each vowel can be used as many times as needed or not at all.
 - ◆ If an E and an A are rolled, the player could make CRATE and score seven points or CREATE and score eight points.



- ◆ If the WILD side is rolled, the player may use it for any vowel the player chooses including the letter Y. For example, the following roll could be BOOT or BOAT. Both words are worth five points each.



3. Players shout out their words as they place them down for their opponents to see.

4. Players discard played cards after each round.

A WORD TO THE WISE

- ◆ Once a word has been played and stated, it cannot be changed.
- ◆ No duplicate words are allowed in a round. The first player to place a word gets the word.
- ◆ The last player to make a word cannot play the word and receives only one point for that round.
- ◆ It is not necessary to be first, but you do not want to be last!

Consecutive Rounds

The player with the first word in the previous round starts the next round.

5. Beginning with the starter, each player draws one card in a clockwise direction until all players have five cards or there are no cards left in the deck. Each player must have at least one card to begin a round.
6. Play continues until there are no cards left in the deck and at least one player is out of cards at the end of a round, or every player does not have at least one card to begin a round.

SCORING

Players add their points each round. All vowels are worth one point. The WILD side has no point value.

- ◆ Example: C³ A¹ R¹ T¹ O¹ N¹ = nine points

The first player to place and state a word of three or more letters in each round gets three bonus points. Two-letter words get no bonus points.

Players using all five cards in their hand get ten bonus points.