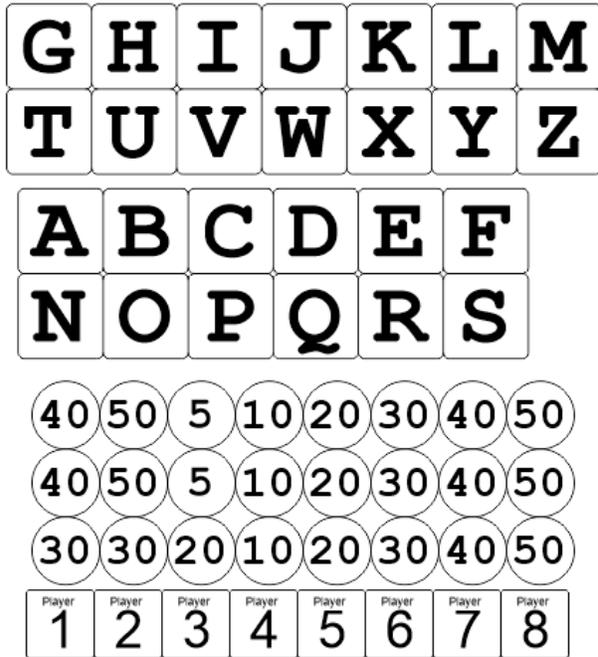


WORD SLEUTHS

Guess other players' secret words. Accumulate the most points.



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Components:

- 26 A-Z letter tiles
- six player indicators
- 24 coins with point values
- word deduction worksheets.

Setup: Scatter and place the A-Z letter tiles face down in a random pile. Give each player a worksheet and pen/pencil as well as their player number. Decide upon an end of game score, for example 500 points. The game is played in four rounds, starting with three-letter words, progressing through to six-letter words. Assign a scorekeeper to score coins at the end of each round.

Game Round Prep: Before a round starts, all players write down a secret word, one in which no letters repeat (eg GOLD is OK but GONG is invalid). Rounds start with three-letter words, progressing to four, five and six letters. Always stack six fresh coins face up in decreasing values ordered 50 (top), 40, ... 5 (last).

Game Play: Any player flips over a single letter tile, and all players whose word has that letter call out that they have that letter. Players now write down the letter within their pad in the appropriate spot (player by word length).

Guessing Words: As long as a letter has been identified, each player has one chance to guess the word of any player. If correct, the player grabs the top coin. Free-for-all guessing on final round.

Strategy: Start unscrambling the letters for each player. Look at what letters have been flipped to eliminate letters not in words before making your guess. More points for the quickest to solve.

Scoring: After four rounds, add up each player's coin values, record their scores and return all the coins.

Winning: Play until a player exceeds the target score.

Exceptions: If a player does not identify a letter in their word, or their word contains duplicate letters, any coins collected in that round must be forfeited.

Additional Worksheets can be printed for free at www.WordSleuths.com