

Note: When playing with 4 people, players will only be able to draw 1 tile each on the last round.

When the tiles in the center pile are depleted, the first player to use all their letters yells “STOP” to end the round. Every player now adds up the total number of points on the tiles they did NOT use in their crossword. This score is recorded on a piece of paper.

The winner is the player with the LOWEST total score after 3 rounds of play.

ADDITIONAL RULES

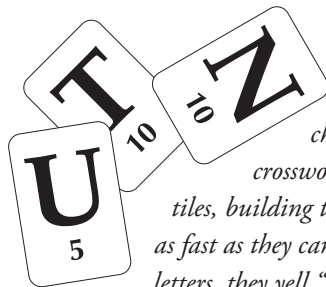
- The WILD tiles can be used to represent any letter a player chooses. Keep in mind that once a WILD tile has been used in a crossword, it can always be exchanged for the letter it represents should a player pick that letter up later.
- All words are allowed except for abbreviations, proper nouns, and words of a foreign language.
- Decide before starting if you want to play with access to a dictionary or not, or if a dictionary should only be used to resolve disagreements after each round is over.
- Should it occur that no player can successfully form a complete crossword with all their letters, a “PICK TWO” can be called if all players agree they are stuck. All players would draw 2 more tiles to move the game forward.
- When each round has been completed, all players must have their crosswords checked for correct spelling and word positioning, and to make sure only allowed words were used. All letters used in error MUST be removed, including any letters joined to the main crossword by the incorrect word. The total value of these removed letters is added to each player’s score for that round.

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PICKTWO®
- A WORD GAME FOR WORD LOVERS -





PICK TWO[®] is the always-changing, ever-rearranging crossword game. Players draw letter tiles, building their own personal crosswords as fast as they can. Whenever players use all their letters, they yell "PICK TWO" and everyone draws two more tiles. The catch? These tiles must now be added to your crossword. The best part? You can always change your crossword by rearranging letters to use all your tiles. Once the center pile of tiles is depleted, the first one done wins the round.

CONTENTS

180 Letter Tiles, Instructions

OBJECT OF THE GAME

The object of PICK TWO[®] is to be the first player to use ALL their letters by building a crossword with the letter tiles.

1

GAME SETUP

Place all the letter tiles in a center pile in the middle of the table. Make sure all the lettered sides are facing down.

Without looking at the lettered side, each player selects 8 tiles from the center pile and places them on the table in front of them.

HOW TO PLAY

When all players are ready, one player yells "GO". Each player must quickly turn their tiles over (see Fig. 1) and begin creating their own crossword (see Fig. 2).

The first player able to create a crossword using all 8 letters yells, "PICK TWO". Every player immediately stops playing and takes 2 more tiles from the center pile, then continues to build their crossword, now using all 10 letters.

2

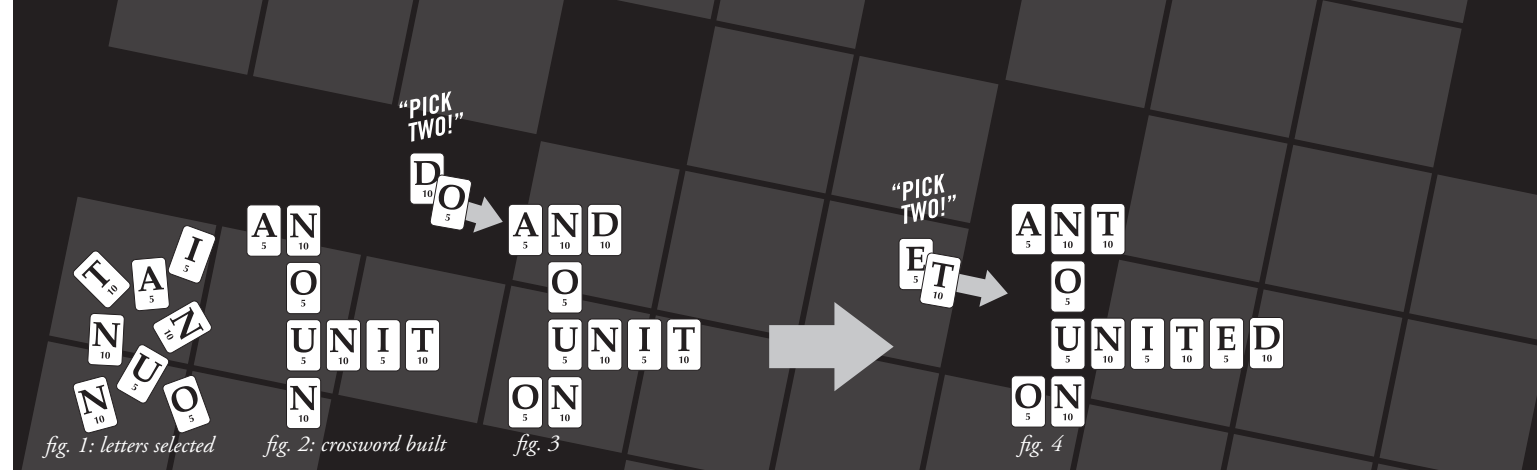


fig. 1: letters selected

fig. 2: crossword built

fig. 3

fig. 4

During the game, players can form new words, form longer words, or even eliminate words they have already formed. In other words, players can rearrange their crossword any way they see fit at any time. Notice the word "AN" in Fig. 2 is changed to "AND" in Fig. 3 and then changed to "ANT" in Fig. 4.

3

The first player who is able to use all 10 letters in their crossword yells, "PICK TWO". Once again, EVERY player immediately stops playing and takes 2 more tiles from the center pile, then continues to build their crossword, now using all 12 letters. This pattern of drawing tiles and building onto crosswords continues until no tiles are left in the center pile.

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