



## Crazy Crosswords Rules

**Object of Game:** Spell as many two or more letter words as possible going across (left to right) and down (top to bottom). Proper nouns, abbreviations, and contractions, etc., are not allowed. **Grade level:** 4th and up. **Number of players:** Two or more **Materials needed:** One game sheet per player, three 30-sided Letter Dice, pencil. **To Play:** Take turns rolling the dice. Two of the three letters rolled are called and all players must write the called letters in any of the blank squares on their game sheet. Any player rolling "wild" calls out any letter of his choice to be used. Player rolling "vowel" calls out any vowel to be used. The game is completed when all the blank squares are filled. The purple squares remain blank. **Scoring:** Players earn one point per word and one point per letter for each correctly spelled word going across and down. Words may overlap or be words within words in the same row or column, i.e., B, O, R, N, E, W - "born", "or" and "new", would be worth 12 points. Any player spelling a six letter word earns a ten-point bonus. Total the scores from both directions. The highest score wins. **Options: 1)** Players may bank any one letter at a time. They write that letter off to the side of the game sheet and cross it out when used. This opens the bank for another letter if needed. **2)** Any time a "wild" or "vowel" is rolled, the caller may say, "Any letter" or "Any vowel". All players may choose their own letters. It is not recommended to combine this option with option #1. **3)** Eliminate the use of two letter words for older students.

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